

THE MOUNTAIN BIKING BOARD GAME

2-6 players
 45-75 minutes
 Ages 14+

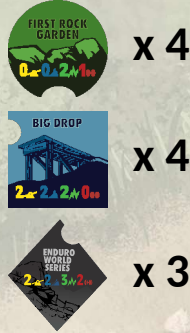
SEND IT!



Game Board



11 Feature Tiles



24 Trail Tokens



Golden Burrito



6 Rider Cards + 6 Rider Tokens + 28 Skill Markers



4 for each card



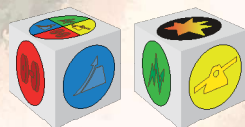
4 extras

DICE

1 Riding 1 Sending



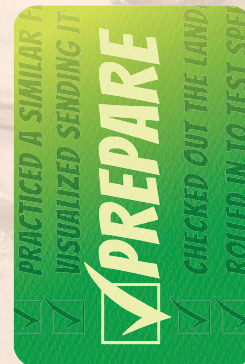
2 Training



60 CRASH



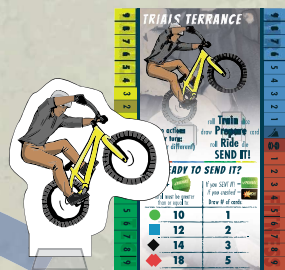
75 PREPARE



CARDS

GAME SETUP

- 1 Unfold the Game Board and place it on a flat surface.

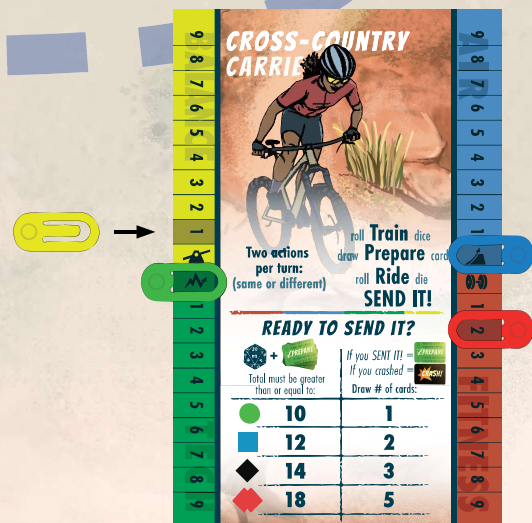


- 2 Randomly assign each player a Rider Card and the corresponding Rider Token.

- 3 Place Skill Markers on the 4 dark colored spots of each Rider Card, these are your initial skills.

Increase your skills by training and keep track by moving the Skills Markers.

- 4 Place the Rider Tokens at the trail head then shuffle the Prepare and Crash Cards and place them in piles at the top of the board.



- 5 Randomly place the 24 Trail Tokens (question mark up) and 11 Feature Tiles (feature up) in their corresponding cut-outs.

- 6 The player who got a new bike most recently goes first. Play proceeds clockwise.



GAMEPLAY

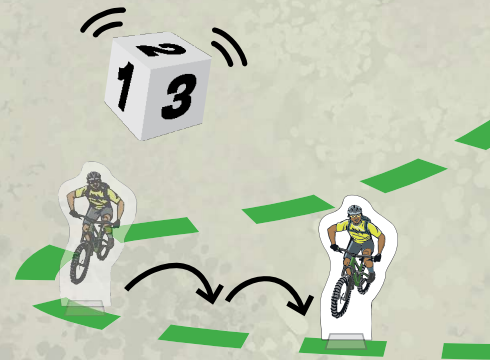
On each turn you choose two actions to perform — Ride, Prepare, Train or Send It. These can be two different actions or the same action twice.

RIDE

Roll the Riding Die and move your Rider Token along the singletrack (dotted lines) in any direction the number of spaces shown on the die. You may pass and share spaces with other riders.

You must stop at all Feature Tiles, even if you haven't moved the number of spaces you rolled.

If you land on a Trail Token, draw cards or gain skills as indicated on the token. This does not count as an action. If the token is face-down, flip it over. The token then remains face-up.



Draw 1 Crash Card



Draw 2 Prepare Cards



TECH



BALANCE



AIR



FITNESS

Add 1 of the skill point shown to your Rider Card

Draw 1 Prepare Card (don't show the other players). A rider can have only 10 Prepare Cards at a time (including any face-up special cards). Cards cannot be traded, gifted or discarded unless played either as a special card or as part of sending or crash recovery. Special Prepare Cards may be played at any point during your turn and playing a card does not count as an action. If the pile gets low, shuffle the cards from the discard pile and place them at the bottom of the draw pile.

There are 3 types of Prepare Cards:

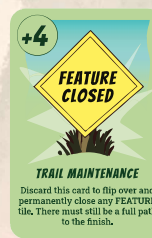
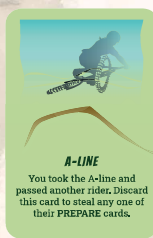


← **Points:**

These cards are used for sending and crash recovery.

Special: →

These cards can be played at any point during your turn.



← **Both:**

You can use these cards as a points card **OR** a special card, but **NOT** as both.

PREPARE

TRAIN

Roll the 2 Training Dice.



+



Crash + Wild = do nothing



If either die is a Crash, draw 1 Crash Card



If either die is a Wild, add any skill point to your Rider Card

If both dice show skills, choose one of the skills shown (**not both**) and increase it 1 point on your Rider Card



TECH



BALANCE



AIR



FITNESS

If you roll two of the same symbol, double what is shown

SENDING IT!

If you are on a Feature Tile and have enough skill points (check the Skill Markers on your Rider Card) to meet or exceed the skill requirements listed on the tile, you may send it as one of your turn actions. If you don't have the necessary skills, it's time to train.

Example skill requirements



1 BALANCE
0 AIR
0 TECH
2 FITNESS



Sending it is the only way to pass through a Feature Tile to different colored singletrack. This is true even if you have passed that level before. So while you do not have to send it while passing backwards through a Feature Tile (to the same color singletrack) if you end up on a Feature Tile for any reason, you must send it to move off the tile to the new color of singletrack.

When you want to send it, you ask "Should I send it?" and the rest of the players yell "SEND IT!" You then place any Prepare Cards with points you would like to play face-up in front of you, explaining how you prepared for the feature (i.e., "I visualized sending it, rolled in to test speed, walked the feature and visualized sending it again").



+ = **16 sending score**

Then you roll the Sending Die and add the points from the Prepare Cards for a Sending Score.



If your Sending Score is equal to or higher than the minimum points necessary to send that level (see points in graph to right and on your Rider Card), you successfully sent it. Move your Rider Token to the first space of the next color of singletrack and draw the corresponding number of Prepare Cards (see graph to right and on your Rider Card).



If your Sending Score is lower than the minimum points necessary to send that level (see points in graph to right and on your Rider Card), you crashed. Do not move off the Feature Tile and draw the corresponding number of Crash Cards (see graph to right and on your Rider Card). You still have to successfully send it to move off the Feature Tile.

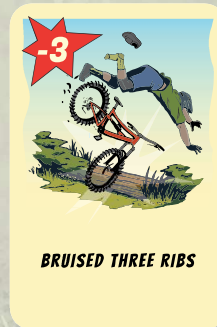
Min. Points	Cards
10	1
12	2
14	3
18	5

Discard all Prepare Cards you played to the prepare discard pile (whether or not you needed the additional points and whether or not you successfully sent it).

CRASHING

Crashing can happen in a variety of ways — you can crash while Riding (landing on a crash Trail Token), Training (rolling a crash) or Sending It (too low of a Sending Score for that level).

If you crash and have to draw one or more Crash Cards, make up a story about how you crashed to tell the rest of the players, ending by reading your Crash Card(s) and place them face-up next to your Rider Card. If you have any Crash Cards in front of you, the only turn action available to you is Prepare (picking up Prepare Cards) until you have discarded the Crash Cards.

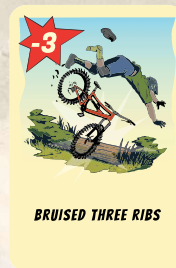


“I was out training and I washed out in a loose berm and I bruised three ribs!”

There are two types of Crash cards:

Cards without points:

For cards without points, you must follow the instructions on the card before discarding it. This does not count as part of your turn.



Cards with points:

For cards with points, you must discard Prepare Cards with at least as many points as the total negative points listed on your Crash Cards. This does not count as part of your turn.

Once you have discarded all your Crash Cards, you have recovered and your turn continues as usual. You may recover at any point during your turn (for example, if you are able to recover at the beginning of your turn, you still get two turn actions; if you prepare once and then are able to recover, you still have one remaining turn action).

WINNING

The first player to successfully send the final Feature Tile (Hall of Fame) wins the game and receives the Golden Burrito.



TRAIL BUILDING

BUILD

For a more advanced version of the game, add the **build** action to make the game more strategic. During setup, after placing the Trail Tokens (step 5), instead of randomly placing the Feature Tiles, start with all of the feature spaces blank and add the following as one of the turn actions:

Look at the available Feature Tiles and choose one to place in any available spot of the same shape. Riders cannot move onto empty feature spaces, so must build if there is nowhere to go.



DON'T TEXT AND RIDE

Texting and riding causes crashes! Any time a player checks their phone during the game, they must draw a Crash Card. The only exception is taking a photo since it's okay to use your phone to take pictures while out on a ride. Just make sure to use the hashtag #senditboardgames and tag @senditboardgames when sharing.

FAQ

Riding

Q: Can you **ride** backwards on singletrack if you decide to take a different path?

A: Yes, all singletrack is bi-directional so you can change your mind about where you want to go.

Q: Can I **ride** backwards through a Feature Tile?

A: Yes, but you will have to **send it** again to pass back through that level.

Sending it

Q: Can I move onto a Feature Tile if I don't have the necessary skills?

A: Yes, but you cannot attempt to **send it** until you meet or exceed the skill requirements listed on the tile.

Q: If I'm on a Feature Tile, do I have to **send it**?

A: No, you can stay on a Feature Tile as long as you want to **train** or **prepare**. You can even **ride** backwards off the tile if you decide you want to take a different path.

Q: Do you have to discard all of the Prepare Cards you placed when **sending it** even if you didn't need them?

A: Yes, you have to decide before rolling the Sending Die how many Prepare Cards you are adding to your roll and must discard all of them after rolling.

Prepare Cards

Q: When can I play a special Prepare Card?

A: At any point during your turn.

Q: Does playing a Prepare Card count as an action?

A: No.

Q: If drawing Prepare Cards would cause me to have more than 10 cards, what should I do?

A: Only draw cards if doing so would not push you over the 10-card limit.

Q: If I already have 10 Prepare Cards and don't like them, can I discard them and draw others?

A: No, the only way to get rid of Prepare Cards is to play them (if they are a one-time use special card) or use them to **send it** or recover from a crash.

Q: Can I play a *Trail Maintenance* card to close a Feature Tile that is occupied?

A: Yes, if a Feature Tile is occupied when it gets closed, any riders on the tile will have to move backwards onto the same color singletrack and find a new path to the finish.

Q: What happens if I play a *Detour Ahead* card and swap an occupied Feature Tile?

A: Any riders on either tile move with the tile.

Q: Can I swap a Feature Tile that is closed?

A: Yes, as long as you are swapping it with another tile of the same level (same shape).

Q: How do the *Super Training*, *Super Speed* and *Hyper Focus* Prepare Cards work?

A: If you draw one of these cards and want to use the special action, place it face-up next to your Rider Card. As long as you have the card, you get the benefit listed on it. Remember that once it has been used as a special card, it can no longer be used for points.

Q: Can you use more than one *Super Training*, *Super Speed* or *Hyper Focus* Prepare Cards at the same time?

A: You CANNOT use doubles of the same card (i.e., 2 *Super Training* cards for 4 rolls when **training**) but you CAN have multiple special cards active at the same time (i.e., *Super Training* AND *Hyper Focus* would mean that you roll twice when **training** and pick up two Prepare Cards when **preparing**).

Q: If I have a *Super Training* or *Super Speed* card and crash on my first roll, do I roll again?

A: Yes.

Crashing

Q: If I have enough Prepare Cards to recover from a crash, do I have to use them?

A: No, but you cannot **ride**, **train**, **send it** or **build** until you have discarded all of your *Crash Cards*.

Q: If the total points of the Prepare Cards I am discarding to get rid of Crash Cards are higher than the Crash Card points, can I get cards/points back?

A: No, but you can choose to keep drawing Prepare Cards until you get just the right number.

Q: If I draw a Crash Card that makes me discard Prepare Cards and I run out of cards in my hand, do I have to discard face-up Prepare Cards?

A: Yes.

Q: If I draw a Crash Card that makes me discard Prepare Cards, but don't have enough cards, do I have to draw more Prepare Cards and immediately discard them?

A: No.

Q: If I get a "go back one level" Crash Card, can I choose which Feature Tile to return to?

A: Yes, but it must connect to your current location without passing through any other Feature Tiles.