



BOMB the HOLE

instructions

Bomb the Hill

Downhill Skateboarding Card Game

Introduction

Downhill skateboarding is an exciting and intense sport that originated in the 1970s. Over time, it has evolved dramatically — from board design and safety gear to wheel technology. Today, it's a high-speed, competitive discipline where racers reach speeds of up to 130 km/h while maintaining control and style.

Races are held in heats of four racers each. The top two in every heat move on to the next round, progressing through semifinals and finals to determine the winner.

Bomb the Hill is inspired by the real down-hill skateboarding world but with some fun twists for gameplay. In real life, you'd usually slide just once per corner or crash if you fall. Here, though, you can slide multiple times, mix slides with air brakes, and even win after a fall. This game was developed over a year with my two sons Herbert and Arnold. After hundreds of test plays, this is our final version. We hope you love it!

Martini



Key Terms

Slide: A drifting technique used to control speed.

Check Slide: A smaller, controlled slide for fine adjustments.

Tuck: The aerodynamic crouch used on straight sections.

Puck: A plastic disc on gloves for hand support during slides.

Chunder: Bumpy or rough road surface.

Sketch: A moment of near-fall or instability that affects others.

Speed Wobbles: Dangerous shaking of the board due to imbalance.

Sweepers: Long, flowing curves where staying tucked is harder.

Game Overview

- Players: 2–4
- Duration: ~30–45 minutes
- Goal: Finish the race in the lead and collect the most Prize Cards.

Setup



1. Choose your racers from 8 available character cards. Place them in a vertical line:

youngest player goes first etc.

2. Fill empty spots with neutral racers if fewer than 4 players. Place neutral players in leading positions.
3. Each player draws 1 random Prize Card and places it face-up in front of him
4. Shuffle Road Section Cards and place them in a pile. Reveal the first one.
 - You can decide the race length (e.g., 8 or 12 road sections).
5. Deal cards based on current position:
 - 1st: 3 cards
 - 2nd: 4 cards
 - 3rd: 5 cards
 - 4th: 6 cards(This can be modified by Sponsor cards.)
6. The last-positioned racer always starts the round. Turns go clockwise.
7. Play cards and adjust rider positions in the heat.

Road Section Colors

Each road section has a color that determines which cards you can play:

- Orange (Straight or Sweepers)
- Teal (90° Corner)
- Pink (Hairpin)

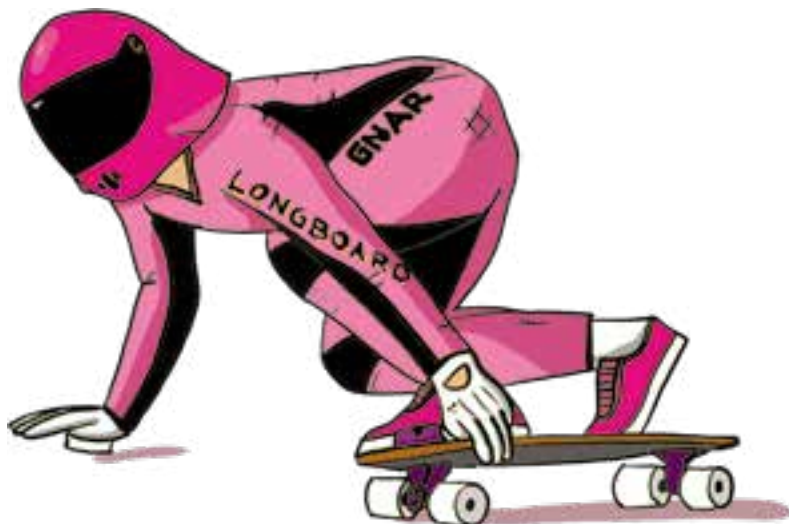
You can only play cards that match the color of the current road.

Game Flow

Each round consists of:

1. Playing cards (as many as you want) in turn.
2. Swapping all cards is allowed instead of playing (not just some).
3. After everyone plays, the lead racer earns a Prize Card.

4. Reveal the next road section and check its condition (on the back of next road section).
5. Deal cards to players. Players who already have more cards than the amount to be dealt don't draw any.
6. The last-positioned player starts again.
7. If the card drawing pack is empty, mix the throwaway pack and place it as drawing pack again.



Card Effects



ADVANCE CARDS:



Slide (Teal/Pink): +1 position (more positions if you play more).

- On wet roads, requires 2 Slides (unless you have rain gear).
- If you're 1st, you can "lock" your position by playing 1 extra Advance Card (placed sideways flipped).



Check Slide (Teal/Pink): +2 positions. +1 on wet roads (unless geared).



Tuck (Orange): +1 position.

- If rider ahead has Aero Helmet, you need 2 Tucks or a Super Tuck.



Super Tuck (Orange): +2 positions.

- Bypasses Aero Helmet effect.



Money Line (Pink): Gain 1–2 positions (can be combined with slides).



Air Brake:

- +1 position only if you have grip gear! Can't use without on teal!
- Discarding 1 cancel Chunder.
- Can also lose a position if it helps your strategy. (Orange road)

- Can be combined with slides (Teal corners)



ATTACK CARDS:



Speed Wobbles: Everyone discards their hand and draws 1 less. Cannot be canceled if crossed eye icon is present. (No one can store cards into wallets when Speed Wobbles hits)



Stone: Targeted rider without Trucks or Rubber Ankles loses a position or 1 Advantage card.



Fog: Swap your hand with any player. Unblockable.



Sketch: Racers behind you must discard a card of current road color or lose a position.



Lost Puck: Targeted rider can't slide on one side (Teal/Pink). Only removable with Spare Puck or full discard. Place next to the attacked rider.



Mind Game: Steal a Prize Card from another player and use it instantly (not gear cards). You can steal Wallet full of cards.



FUN CARDS



Virgin Power: Draw 2–4 cards.
Can't be canceled.



Hot Girlfriend: Draw 1 card from
each player. Can't be canceled.



Swap Fellow: Swap any number
of your cards for new ones. Can't
be canceled.



Lucker: Can be played as any card except: Mind Game, Gear and Prize Cards.



OTHER CARDS



Anticipation: Cancel opponent's card out of turn (must match road color).

- Cannot cancel Fall or cards with crossed eye icon.
- You can even anticipate an Anticipation card.

*You should not anticipate attacks when they don't concern you, but this rule is up to you, for fun of the game you can.

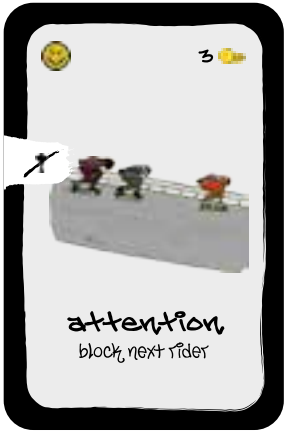


Fall: Go to last position and lose all Advantage cards. Unstoppable. If you receive a Fall card during card dealing, wait until all players receive their cards, then discard the Fall card and start the round with one fewer card than your position allows.

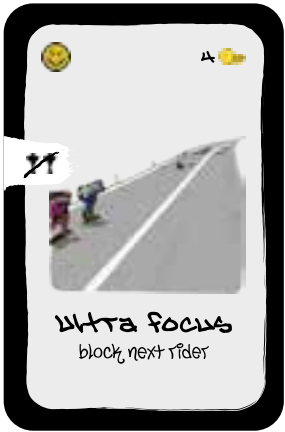


ADVANTAGE CARDS:

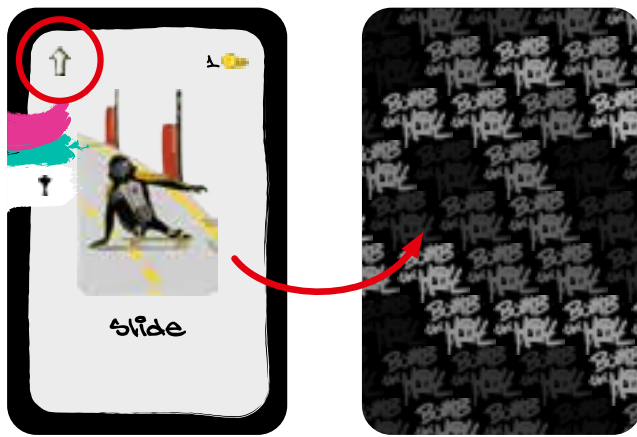
Placed to the right of your rider Max 3 at once.



1. **Attention:** Adds +1 position buffer.



2. **Ultra Focus:** Adds +2 position buffer (absorbs one attack, then flips and absorbs second).



- Slide
- Check Slide
- Tuck
- Super Tuck
- Money line
- Air Brake

3. Advance Cards: You can just use one card of this type at a time and only if you're in 1st position. Blocks one overtake attempt. Placed sideways flipped (Check Setup for reference).

If Stone hits you, you lose one Advantage card.

If you change the position or if you fall, you lose all Advantage cards.



ROAD CONDITIONS



Wet: Slides require 2 cards. Or 1 check slide for 1 position. Doesn't affect Tuck or Money Line. Ignored if you have Rain Wheels or 100 Days of Wet Seshes



Chunder: Discard 2 cards or 1 Air Brake or lose 1 position, unless you have Trucks or Rubber Ankles.



Clear: No effect.



PRIZE CARDS

- Earned by the leader after each road section.
- Max 6 Prize Cards in front of you.
- If full, you can discard one to make space. (Can be drawn later by you or another player)
- Can be stolen by Mind Game
- Can be used as money to buy gear cards (Can be drawn later by you or another player)



TYPES OF PRIZE CARDS:



Sponsor 1/2: Get 1 or 2 extra cards during deal.



Garage Sale: Trade 1 gear for 2 cards or for 3 if you have 2 garage sales.



Spare Puck: Discard to fix a Lost Puck.



100 Days of Wet Seshes: Immune to wet



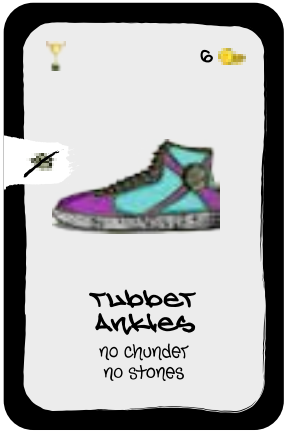
Toe Side Standup Essence: Turns tucks into slides



Balls of Steel: Immune to Fog, Sketch and Lost Puck. And on Orange sweepers road each tuck takes 2 positions. (Doesn't change Super Tuck)



1 Year of Abstinence: In your turn gain 1 position on roads without wet or chunder.



Rubber Ankles: Immune to Chunder and Stones



Father's & Mother's Wallet: Store up to 4/3 cards on your turn. Outside your turn, use anticipation if it is on top. If stolen with Mind Game, all stored cards go too.



Tuck Monster: Turns slides into tucks

 GEAR CARDS

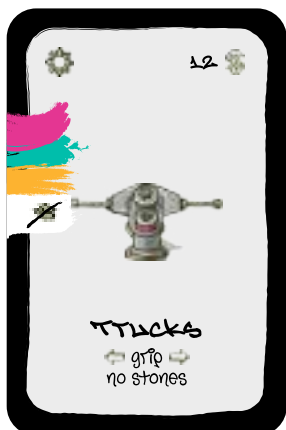
Bought using cards with coin values in top right corner (No change comes back)

Rules:

- Buy in your turn or put into the shop for next riders.
- Can't be kept in wallet.
- Can't be stolen or canceled.
- Garage Sale can sell gear anytime (best on final stretch).



TYPES OF GEAR CARDS:



Trucks (\$12): Immune to Stones/Chunder; gain ↔ grip in teal corners.



Aero Helmet (\$7): Blocks 1 Tuck attack from opponent. (can't block super tuck)



Foot Stop (\$5): Gain grip in teal corners on one direction ($\leftrightarrow$).



Toe Stop (\$4): Adds grip in teal corners in both directions (requires Foot Stop).



Rain Wheels (\$6): Immune to wet

Final Road Section

- Once the last Road Card is revealed, play continues until all players run out of cards.
- Players with cards can keep playing

- When no one can play more, evaluate positions to determine the winner.

End of the Game

- After the final stretch, check final positions.
- If playing a multi-race tournament, the winner draws 2 Prize Cards for the next race.
- Return all Prize Cards to the pile for reuse next game.

Have the most epic fun you son of the gun!



2-Player Variant

- Each player starts with 2 Prize Cards.
- First to lead gets 3 cards, the other gets 6 each round.
- For more fun, use your cards to control inactive racers too!



Cards in Package:

- 8 Riders
- 12 Road sections
- 13 Prize Cards
- 67 Play cards
- 4 Instructions cards
- 2 Promo cards



Suggestions for Simplified play

If you'd like to learn the basics first, try these easier versions and add more cards later as you get comfortable.

EASY GAME

Remove the following cards: Lost Puck, Spare Puck, Balls of Steel, 1 Year of Abstinence, Air Brake, and Sketch.

Only buy Gear cards during the final phase you can sell them on the final road section with Garage Sale to get new cards, but don't use their abilities. Play on 6-8 random roads.

GAME FOR YOUNG KIDS

Remove the cards: Lost Puck, Air Brake, Sketch, and all Gear cards.

Ignore road conditions. At the start of the game, don't deal Prize cards instead, give one as a reward at the end of each round (face down).

At the end of the game, count who has the most Prize cards that player wins!

Note on the "air brake" card

It's the only card connected to Grip Gear! Together with grip gear Air Brake can only be used on green roads (not without), and it's especially fun in a two-player game when controlling inactive riders (For losing positions on straights).

Grip Gear can also be useful at the end of the game sell it with Garage Sale during the final phase.



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