

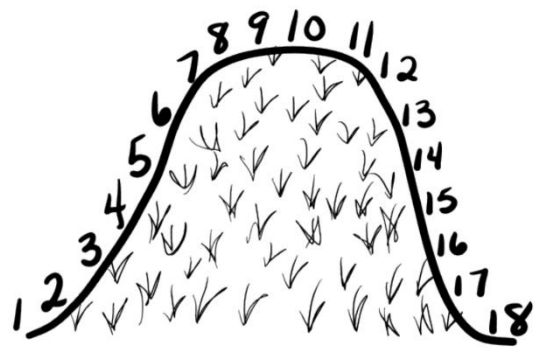
# OVER THE HILL

## Players

- 2 players (versus)
- 2 - 4 players cooperative

## Materials

- 3 standard dice
- [Over the Hill](#) gameboard
- [Over the Mountain](#) gameboard



## Objective

- To be the first player over the hill and reach 18.

## How to Play

- Players take turn rolling all three dice and use addition or subtraction to move over the hill by crossing out the numbers from 1 to 18 in order.
- Players try and cross out as many consecutive numbers in order each turn.
- Players continue their next turn at the spot they ended at on their previous turn.

## Playing Example:

Example 1:

- Player one rolls a 2, 4 and 1.
- Player one can cross off **1** ( $2-1=1$ ), **2** ( $4-2=2$ ), **3** ( $2+1=3$ ) from their gameboard.
- Player one cannot add or subtract to make 4, therefore their turn is over and will start next turn trying to cross of 4 on their way to 18.

## Variations:

### Making the Trek

- Players can use all four operations (addition, subtraction, multiplication & division) to make their way over the hill.

### Over the Mountain

- Players make their way over the mountain to reach the final number of 30.
- Players can use all four operations (addition, subtraction, multiplication & division) to make their way over the mountain.