

Infiniski: Solitaire Skiing Card Game

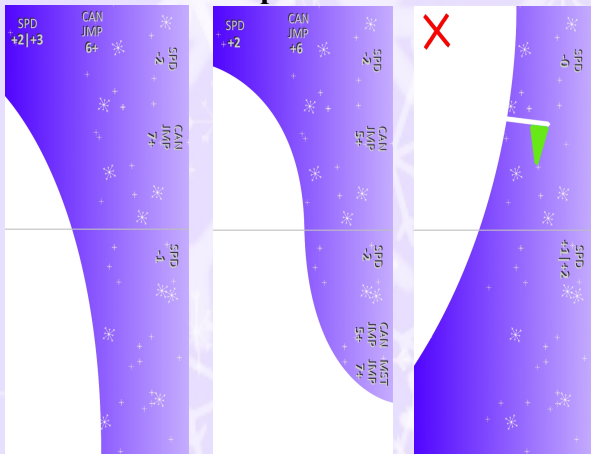
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A casual day skiing down an infinitely long mountain has turned to terror as an inadvertent sing-song has triggered an avalanche. Ski fast enough to stay ahead of the hazard and score points for every flag you knock down.

Components:

- 1 - Speed/Score/Hazard Track Card
- 15 - Slope Cards
- 4 - Markers for Speed, Score, and Hazard Tracks (Supply your own)

Slope Cards



Score Card



Set Up:

- Shuffle the Slope Cards and place the deck face down.
- Set the Score Card face-up off to the side.
- Place 1 marker on Hazard 1.
- Place 1 marker on Speed 4.
- Draw 4 cards into hand.
- For your first turn, play any card from your hand.

Initial Setup Example:



On Your Turn:

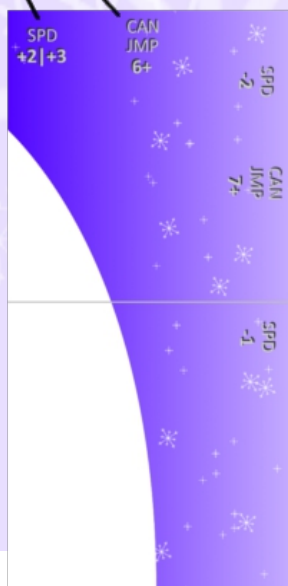
- Look at the box next to your Speed Marker.
- Draw until your hand has the number of cards indicated.
- If you have more cards in hand than indicated, discard down to the number indicated.
- Attempt to play a slope card that has a Legal Connection to the previous slope card.
 - If you CAN:
 - If played in Portrait orientation:
 - Resolve The Slope Section at the top of the card and then take the next turn.
 - If played in Landscape orientation:
 - Resolve Both slope sections indicated at the top of the card, in order (If the second section has an X, then skip it and take the next turn).
 - If you CANNOT:
 - You must make a Forced Jump.
- If you are out of cards in the draw deck, gather all slope cards except for the last one played and shuffle them. This is your new draw deck. The last card played from the previous round is your starting point for the next round. Score 1 point.

Resolving A Slope Section:

- Modify Speed and Hazard based on the numbers at the top of the section.
- If Speed is less than Hazard, the game is over. You have been crushed by the avalanche.
- If your Speed is equal or greater than the Can Jump value (if listed):
 - You can choose to make a Jump or continue skiing normally.
- If your Speed is equal or greater than the Must Jump value (if listed):
 - You must make a Jump, but it is not considered Forced.
- If the Section contains a Flag:
 - Check what your current speed is, and score the number of points listed next to your Speed Marker on the Speed Track.

Player can increase speed either +2 or +3, their choice

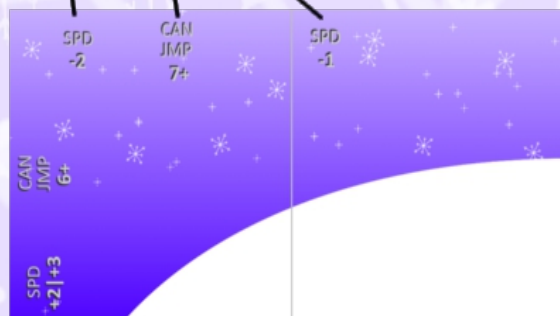
Player can jump with speed of 6 or higher



Player loses 2 Speed in the left section

Player can jump on Speed 7 or greater

If the player did not jump, reduce their Speed by 1 more



Jump:

- Decrease Speed by 1.
- Discard entire hand.
- If you jumped on the left side of a card, do not resolve the right side.
- Take a normal turn with these changes:
 - If you jumped on the left section, you will land on the next card's left section.
 - If you jumped on the right section, you will land on the next card's right section.
 - **You can play any card from your hand in landscape position without needing to make a Legal Connection.**

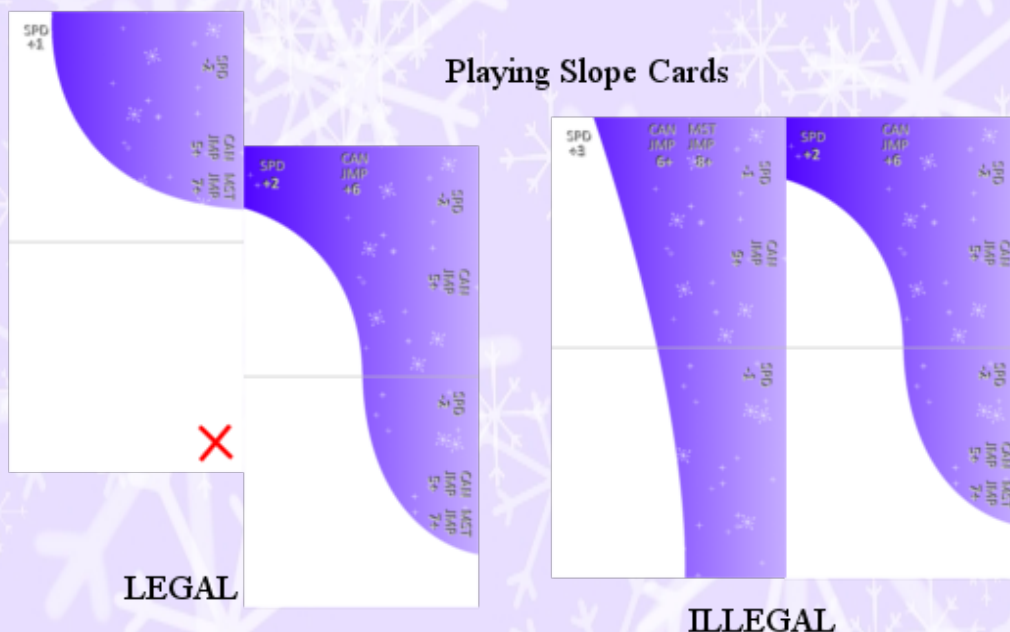
Forced Jump:

- Increase Hazard by 1
- Perform a normal Jump

NOTE: Multiple Forced Jumps can follow in a series.

Legal Connections:

- Cards are played with one of the two text headers on the top (portrait or landscape only)
- You can only play a card if the slope matches up with the previously played card's slope.
- Some cards have a red X on them:
 - The flag card can only be played in landscape orientation.
 - One slope card has an X in the second half of its landscape orientation, which indicates that the player cannot land a jump there (causes a second, forced jump if they do), and that the half should be ignored for purposes of joining up the next card.



Ending the Game:

The game ends if the player's Speed is less than the Hazard score. The avalanche has caught up with you, and you are now buried under 15 ft of snow. The rescue team is on its way with shovels and some hot cocoa. When you recover, you can try to beat your high score.

Example of Play:

Turn 1:

I set up the board according to the Set Up instructions.

Turn 2:

I drew up to 3 cards from the top of the deck.

I selected one and rotated it to fit.

I adjusted my speed up, because it is a downhill card.

Turn 3:

I drew back up to 3 cards and placed one.

I adjusted my speed up, because it is a downhill card.

Turn 4:

Since I am now going at Speed 7, I do not draw any cards. I already have 2 in hand.

I play a new card and adjust my speed.

The new Slope Card has a flag on it, so I refer to the Speed track.

At Speed 7, Flags are worth 3 points. I increase my Score to 3.

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Turn 15:

I don't have any useful cards in my hand, so I elect to Jump.

My speed drops by 1, and I discard my entire hand.

I draw back up to 2 and play the only legal card I have.

It has a Yeti in the spot where I will be landing, so my Hazard level increases by 3.

Turn 16:

I draw up to 2 and play my card.

I adjust my speed down, because I am going uphill.

I don't have enough speed to Jump.

Resolving the second section drops my speed further.

I am now going slower than the avalanche ($\text{Speed} < \text{Hazard}$), so it is game over for me.

Special Thanks

I'd like to shout out to todd sanders, Ghislain LEVEQUE, and especially Mo. The feedback I got from you on Board Game Geek was a huge help.

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