

Condition Cards may not be traded. Each player should keep the content of his cards secret. Should the unlikely situation arise where Ski Conditions force all skiers to stop moving and no one throws a new Ski Condition Card, then the game ends and the skier with the most Groschen wins.

### EQUIPMENT PIECES

At the start of the game, all the Equipment Pieces are owned by the Ski Shoppe except the "skis" and "poles" pieces dealt to each player. Equipment pieces (unlike Ski Condition Cards) may be traded among players for other Equipment Pieces or for Groschen. Equipment Pieces may also be purchased from the Ski Shoppe at any time. Each Equipment Piece costs 10 Groschen when the skier is at the base of the mountain, except "skis" which cost 20 Groschen. If equipment is needed when a skier is away from the Base, each piece costs 20 Groschen except for "skis" which cost 30 Groschen. Equipment is limited to the quantity in the Ski Shoppe. Once the equipment is exhausted from the Ski Shoppe, it is available only by barter from other players. Skiers must have their Skis at all times.

### SIPPING

Ski Gammon is most stimulating and exciting when each player has a suitable beverage at hand, for sipping. Sipping instructions, as contained in the various cards, may be omitted depending on the player's age, capacity, and previous consumption, and may apply to any convenient beverage.

### GLOSSARY OF TERMS

Apres Ski	After Ski
Gelandesprung	Terrain Jump
Groschen (Austrian)	Unit of Currency
Groschen Meister	The Money Keeper
Schuss	Straight down hill run
Sitzmark	An indentation left in the snow by someone's fall.

# SKI GAMMON

## *The Skier's Game*

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241 Crescent St., Waltham, Mass.

Ski Gammon is the fascinating new game of strategy and sport for all mature ages. The game is one of revelry for two to six players.

### COMPONENTS

**The Board** — in the form of a ski area. The game is played on the ski lift and various trails.

**Six Wooden Tokens** — one color for each skier.

**Sitzmark Cards** — which are taken from the pack whenever a skier lands on a red space.

**Apres Ski Cards** — which are taken from the pack every time a skier successfully reaches the bottom of a trail.

**Ski Condition Cards** — three for each skier and the remainder for the Ski Condition Box.

**Equipment Pieces** — Various shaped cards representing skis, poles, wax, thermal underwear, goggles, and flasks.

**Groschen** — The unit of currency used in the game. Groschen are available in 5, 25, and 50 denominations.

### WINNING THE GAME

The goal of Ski Gammon is to be the first skier to accumulate a chosen amount of Groschen (200, 300, etc.) as agreed upon by the various players at the start of the game. Groschen are accumulated by successfully skiing the various trails. An alternate method of terminating the game is to set a time limit. When a set time has elapsed, the skier with the greatest amount of Groschen is declared the winner. A player is forced out of the game when he has insufficient Groschen to meet his obligations. To obtain Groschen, however, equipment pieces may be sold to other players at whatever price the market will bear.

### SKIING BEGINS

1. Place Sitzmark, Apres Ski, and Ski Condition Cards face down in their respective places on the board.

2. Each skier receives 2 pieces of equipment; one representing a pair of skis, and one representing a pair of poles. The remainder of

the Equipment Pieces go to the Ski Shoppe. The Ski Shoppe inventory may be placed at any convenient area adjacent to the board.

3. Each skier is dealt three Ski Condition Cards face down from the shuffled pack which he examines and uses as described in the paragraph on Ski Condition Cards. The remainder of the cards are placed on the board face down. The game begins with an "Excellent Condition" card face up in the Present Condition Box.

4. Each skier receives 40 Groschen to start the game.

5. One skier is chosen as the "Groschen Meister" and is responsible for managing the Bank and Ski Shoppe.

6. Skiers roll the dice, the highest being the first to ski. Play passes to the left.

7. Play begins at the space marked START. The rolling of the dice determines movement up the Ski Lift and down the various trails. Rolling doubles gives the skier another roll after the first is completed. Only 2 consecutive doubles are allowed.

#### **SKI LIFT**

Skiers may not pass each other on the ski lift. Should one skier, for example, be on space 5 and another skier roll a 7, the second skier can only advance to space 4. When reaching the top of the ski lift, the skier immediately starts down a trail utilizing all moves of his roll.

#### **THE TRAILS**

Skiers choose the trail they would like to ski each time they reach the top of the ski lift. The red spaces on the trail represent various fortunes and misfortunes of skiing. Upon landing on a red space, the skier draws a Sitzmark Card from the top of the pack and carries out the instructions immediately. Sitzmark instructions supersede all others. The card is returned to the bottom of the deck.

Summit House is only occupied on the direction of a card. Summit House is not a space on the lift or trails, and is not counted as a move. Any number of players may occupy Summit House without penalty.

Upon successfully completing each run and leaving the trail, the skier collects the indicated amount of Groschen, takes an Apres Ski Card from the top of the pack, and carries out the instructions. Moves that may be "left over" from the run cannot be used to start up the ski lift. A skier is considered to have left the trail when landing on or passing the yellow square space at the bottom of each trail.

When one skier passes another on a trail, he collects 15 Groschen from the overtaken skier. When landing on the same space as another

skier or skiers, the skiers are considered to have fallen and each loses 5 Groschen to the Bank.

When landing directly on space 7 on Sugarloaf, skier may take the cut off and slide immediately to space 10 on Edelweiss. The Boomer Trail may be entered only if skier lands directly on space 5 on the lift.

Apres Ski Cards are taken only if the skier successfully skis the trail and collects Groschen. If a skier is directed to ski a particular trail and that trail is closed due to present Ski Conditions, skier must wait at Summit House until the trail reopens.

When instructed to move at 1/2 speed, skier rolls only one die. When moving at 1/2 speed on trails is required and skier is on the lift, skier may roll both dice and proceed the total amount even though the move places him on a trail. Instructions to move at 1/2 speed do not apply to Sitzmark Card instructions directing a skier to move forward or backward. When instructed to go "back spaces," do not go down the ski lift; go back only as far as the Summit House.

#### **SKI CONDITION CARDS**

Ski Condition Cards control the weather and snow conditions on the mountain. All skiers' must adjust their skiing to conform with the ski conditions that are in effect at a particular time. The card that is turned face up in the Present Conditions Box gives the conditions at one particular time. Ski Conditions change when a skier lands on a blue space. Upon landing on a blue space, a new Ski Condition Card is turned up from the pack. The new Ski Condition Card is in effect until another card is turned from the pack or until a player throws a Ski Condition Card. To throw a Ski Condition Card, the player places one of his own Ski Condition Cards face up on the Present Conditions Box. Players may throw a Ski Condition Card only before their turn to roll dice. Judicious planning should be exercised in the selection of the card to be thrown as these cards can be used to enhance a skier's own position while putting opponents at a disadvantage. Ski Condition Cards cannot be thrown unless the card presently showing has been in effect for at least two rolls of the dice. When a skier is instructed to lose a turn, the skier cannot throw a Ski Condition Card.

Ski Condition Cards affect the skier only at his turn to move. For example, when a Ski Condition Card requires the use of Goggles, the Goggles Equipment Piece is not required until it is the skier's turn to move. The one exception is with the RAIN Condition Card. When this card appears, all skiers return immediately to the Base and follow the instructions on the card.

Ski Condition Cards may be purchased at any time, sight unseen, from the top of the Ski Condition pack for 10 Groschen per card. No skier may hold more than three Ski Condition Cards at one time. Ski