of his cards secret. Should the unlikely situation arise where Ski Condi-
  
tions force all skiers to stop moving and no one throws a new Ski Condi-
  
tion 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 :arious cards, :nay be omitted depending on tne 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.