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 Condition Cards may not be traded. Each player should keep the content