

Created by Ian Harris, a JIDS Game



CAPTURE THE PISTES

The sun is rising as the friends stand poised at the base of the mountain. Each is loaded up with ski pass, skis and poles and ready for the day ahead. Energy is high and the conversation buzzing.

“I’m heading for the three tough black runs.”

“Meet you in the restaurant for lunch.”

How many problems will beset each of them as they race to
Ski the Mountain.

Ski the mountain is a highly competitive game for up to 6 players, perfect for après ski.

Rules Booklet

For 2-6 players

Age 8 and above

Play time around 40 minutes



Components

- ❖ Mountain Board
- ❖ Piste Card Deck
- ❖ Event Card Deck
- ❖ Target Card Deck
- ❖ Score Board and individual snowflake score marker (Blue, Green, Red, Yellow, Purple and Orange)
- ❖ Run Recorder Board
- ❖ Skier counter pieces (Blue, Green, Red, Yellow, Purple and Orange)
- ❖ Snowflake run recorder markers (Blue, Green, Red, Yellow, Purple and Orange)
- ❖ Sunset track sun marker
- ❖ Piste closed and lift closed markers
- ❖ Rules booklet

Setting Up The Game

Place the mountain board in the centre of the table. Each player takes a skier counter of their chosen colour and the corresponding coloured snowflake markers. Place the sun on the sunrise position of the sunset track.

Place the Score Board close to the mountain board and place one snowflake of each player's colour on the start point. As points are scored these markers will move progressively up the score board, from green into blue, red and finally black.

Place the Run Recorder board close to the mountain board. Give each player their set of coloured snowflake markers, to mark the runs they complete.

Shuffle the piste cards and deal out 7 to each player. Place the remaining deck near the mountain board where players can easily see and take cards. Turn the top three cards face up next to the deck.

Shuffle the target cards and deal out 1 to each player. Place the remaining cards face down near the mountain board. You will receive a new target when one is completed.

Shuffle the event cards and deal out 1 to each player. Notice that the sunset track shows one event card below the sunrise. This corresponds to this card dealt at the game start. Each player will receive an additional event card every time the sun arrives at a point with a corresponding event card indicator.

Do not reveal your hand, including the event card until you want to play the event and similarly keep your target secret until it is completed. During the game a player will only have one incomplete target card in their hand but multiple event cards may be held in the players hand waiting to be played. Each player places their skier counter on a town (purple) start spot of their choice.

You are now ready to ski!

The Object Of The Game

The object of the game is to score the highest number of total points. Points can be scored by:

- ❖ Completing runs, numbered runs score more points the first time you complete them,
- ❖ Successfully completing a target,
- ❖ Returning to a town (purple spot) before sunset.

Points are lost if you do not successfully return to a town by sunset. Record your points on the score board as you complete runs. Bonus scores for a number of run types are applied at the game end, based on the runs completed and marked by player's coloured snowflakes on the run recorder board.

The Game Turn

The oldest skier goes first, then play continues clockwise around the table. As play continues around the table, the sun is moved up the sunset track one space every time a round is complete (at the beginning of the starting players turn). The game ends when the sun moves into the night position (night is **not** considered to be a turn).

On each turn a player must do one of the following:

- ❖ Take up to three new piste cards from the displayed cards or the top of the deck (displayed cards are not replaced until all cards are taken). Discard excess cards back down to seven piste cards. The number of cards that can be taken varies by location of the skier:
 - 3 cards in a restaurant (orange spot with knife & fork symbol) or town (purple spot),
 - 2 cards at a lift (orange spot),
 - 1 card on a piste (the player cannot move if this option is taken).
- ❖ Move on a piste by playing one piste card corresponding to the colour of the run the skier is on.
- ❖ Move up any ski lift (from the bottom orange spot to the top). You cannot move down a ski lift except to calculate the shortest route home at night when stuck on the mountain. The game is called ski the mountain not ride around it!
- ❖ Play an event card when indicated on the card that it replaces the turn. Other event cards can be played throughout the game.
- ❖ Pass up the turn, when the player is at a town and chooses to end the game. The skier does not move, take or play any other piste card. Event cards can still be played.

Event cards can be played as indicated on the card, often this is out of turn or instead of the players turn.

The three displayed cards are replaced at the end of the players turn, not during it.

A player can hold no more than **seven piste** cards at any time. This limit excludes target cards whether complete or incomplete and event cards.

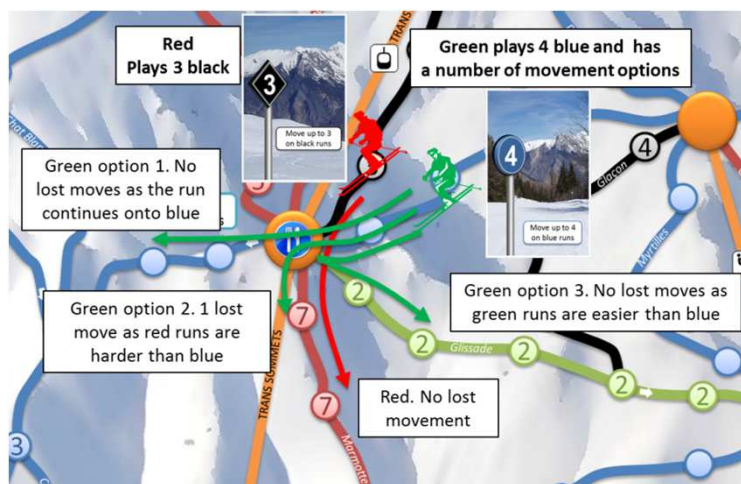
Piste Movement

Piste cards show the number of movement points available and are used to move your skier. A piste card must be the same colour as the spot the player starts on or moves onto from a lift or restaurant spot.

Excess movement from a piste card is not lost once a player moves from one colour run to another providing the run is easier. If the joined run is harder, the player moves onto the first spot of the new coloured run but no further, any remaining points are lost. Black runs are the most difficult, so black piste cards can continue movement on to red, blue and green runs. The next most difficult is red (continues movement on blue and green), then blue and finally green. Green piste movement is always lost unless the run continues on to another green run.






One movement point is still needed to move onto a lift spot, restaurant or end point from any coloured run spot. Movement can continue through a lift spot as long as the run is the same colour or easier. Example, movement through a lift space & lost movement points:




Using a Ski Lift

Each player has a virtual lift pass for all lifts on the mountain. It takes one turn to move up a ski lift of any type. You cannot combine two lifts or lift and piste movement in one turn. Some event cards are specific to the type of lift which is indicated by the symbol on the orange lift line:

Symbol	Lift Type
	Cable Car or Bubble lift. Treat as the same for event rules
	Chair Lift
	Drag or Button Lift. Treat as the same for event rules

Using a Bus Route

To use a bus route (grey line), move one spot per turn along the route. In the example below it takes 2 turns to travel between Saun & Puilent and 4 turns from Saun to Marignan.

Symbol	Type
	Bus.

Example, travelling by bus



Moving Between Lifts

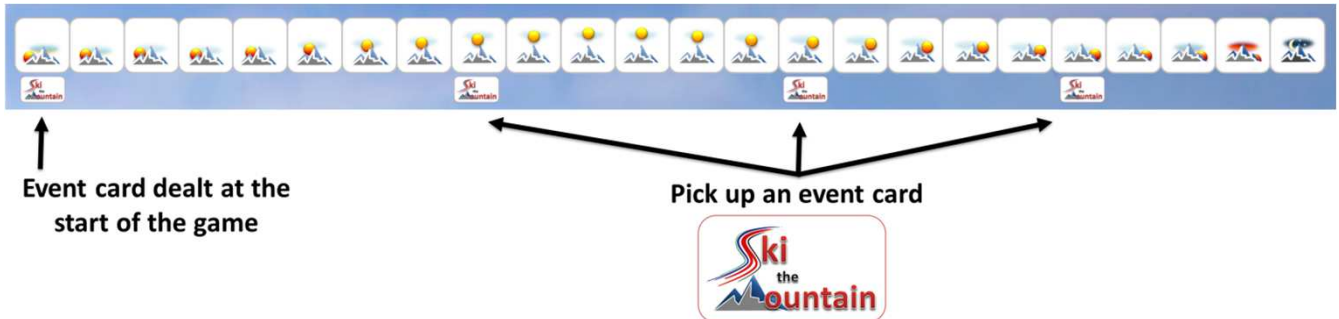
No movement point is required to move along a purple line between lifts or between two lift points that touch.

Example. Free movement on purple lines and between touching lift spots



Event Cards

Each player is dealt one event cards at the start of the game. A new event card is picked up when the marked points are reached on the sunset track.



Completing a Ski Run

Ski runs are marked by green, blue, red or black lines with corresponding spots. Numbered runs, that score additional points, are noted by numbers on the spot. Runs are scored as a player arrives at a lift, restaurant or town spot and added to their total on the score board.

To complete a named run the skier must have skied every numbered spot from top to bottom in sequence. i.e. the player does not score bonus points for the named run if they join the run below the top numbered spot or leave without completing the lowest spot. The player also must complete the run top to bottom in one sequence, i.e. they cannot ski the first two points of the run , ski another run then return to complete the lower spots later in the game.

Numbered runs score the points indicated on the run recorder board only for the first time they are skied. When a player completes a numbered run, their coloured snowflake marker is placed next to the run name (this indicates the run was completed but also stops the player claiming it twice) and adds the score to the score board.

Unnumbered run spots or incomplete named runs score one point for each spot skied over, as a player completes the run (arrives at the ski lift). Similarly if a player completes a named run more than once the player scores the run as if it was unnumbered.

Bonuses for completing 3 blacks etc. are applied at the game end, not when they are first completed.

Completing a Target

As soon as a player completes a target the card is shown and points added on to the score board. In general targets will be completed on the players turn, with one or two exceptions (e.g. meeting in a restaurant).

Once complete the target is played face up in front of the player and a new target card taken. Once all target cards are used no further targets can be taken (i.e. completed targets are not reshuffled to create a new target deck).

There is no penalty for an incomplete target at the end of the game.

Game End

The game ends when the sun moves onto the last space on the sunset track (night time). No further turns are taken. i.e. no cards are played once the sun is on the night space, unless allowed by an event card, the last turn where piste cards are played is the sunset space.



Calculating Scores

At the end of the game player calculate any bonuses and add these to their total on the score board.

Players not ending on a town (purple) spot at the end of the game must calculate their shortest penalty route to reach a town. Each piste spot counts as one and each lift down also counts as 1 point. This is the only time a lift can be used to travel down. Example. End of game deductions calculation



Add up the total spots travelled to reach a town and subtract this from the players score. No bonuses are added for returning to a specific purple spot in this case. **The winner is the player with the highest score.**



Credits

Game Design – Ian Harris

Illustrations – All photographs used in the game are the property of the designer or are public domain photographs

Thanks to my family , Deb, Jac and Seb for putting up with playing all the developing versions of this game. Thanks to all the play testers especially Ben, Jonny & Jack.

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