

Slide 5

For 2 to 10 Players
Ages 8 and Up

Instructions

Contents: 104 Slide 5 Cards, Instructions

Goal

Collect as few points as possible. Each skier you collect is worth one point.

The winner of the game is the player who has collected the fewest points after 5 rounds. (Any other number of rounds can be agreed upon before the beginning of the game.)



Example: 3 points

Getting Started

Shuffle the card deck and deal clockwise, one at a time, 10 cards to each player. Each player picks up and holds their cards secretly. It is helpful to arrange them in numerical order before beginning play.

Making the Play Area

Next, turn four cards face up onto the play area (as seen in Figure 1), each card starts a row or "hill", so there are 4 total hills. Each hill will grow to the right as cards are played, but will never grow longer than 5 cards (including the first card) or there will be an "avalanche".

The remaining cards of the deck are put aside. They will not be used until the next hand is dealt.

Playing the Game

1. Playing the Cards

Game play is in rounds. To start, each player selects one card from their hand and places it face down in front of them. When all players have selected one card, the cards are simultaneously turned face up.

NOTE: The dealer may say "flip" when everyone is ready so that all cards are revealed at the same time.

The player whose card has the lowest number places their card in the appropriate hill (see HOW THE CARDS ARE ARRANGED), followed by the player with the second lowest number, and so on. When all players have placed their card, the round is over. The next round starts with each player selecting another card and placing it face down.



Figure 1

2. How the Cards are Arranged

Rule 1: Ascending Order

Players must place their card in a hill where the card being placed is a higher value than the last (or rightmost) card currently in that hill.

Rule 2: Lowest Difference

If Rule 1 allows for more than one option for where to place the card, the card MUST be placed in the hill where the last card is closest in numerical value to the card being played.

Example:

Figure 2 shows the last cards in hills 1 through 4 have the following values: 12, 37, 43 and 58. The following 4 cards are played: 14, 15, 44, and 61. The lowest card value is 14. According to Rule 1, this card must be played in the first hill, next to the 12. The next lowest value is the 15, which also according to Rule 1



Figure 2



Figure 3

is played in the first hill, next to the 14. According to Rule 1, the 44 can be played in hills 1, 2, or 3. However, Rule 2 dictates that the card must be played in the third hill. The 61 card must be played in the fourth hill, also according to Rule 2.

Figure 3 shows the cards after they have been played. Note that the last cards in the hills now have the values 15, 37, 44, and 61.

3. Avalanche

Each of the 4 hills may NOT have more than 5 cards at any time.

When a card must be played in a hill already having 5 cards, there is an **Avalanche**. The player must pick up all of the cards in that hill and place them aside for scoring. The card that would have been the sixth card is left on the table as the new starting card for that hill.

Some cards cannot be legally played because they are lower in value than the last card in all hills. If the card being played cannot be played in accordance with Rule 1, then that player must pick up a hill of cards. The hill can be any hill selected by the player. The unplayable card is the new starting card in the hill that was picked up. (see Figure 7)

NOTE: Picked up cards may not be put in your hand.

Example:

Starting with Figure 4, four players play the following cards: 21, 26, 30 & 36. The 21 and the 26 are put down in the first hill, which now contains five cards and is full. The next card is the 30, which must also be placed on the first hill. Since this would be the sixth card in that hill, the player must pick up that hill for scoring. The 30 now becomes the first card in that hill. The last player then places the 36 next to the 30. See Figure 5 for how the cards look afterward.

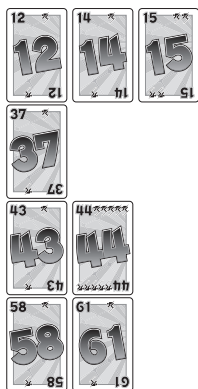


Figure 4



Figure 5

Example

Starting with Figure 6, four players play the following cards: 3, 9, 68 & 83. The player with the 3 plays first. The 3 cannot be played normally, so it must replace one of the hills. Looking over the hills, it is easy to see that the hill with the least number of skiers is the 37. The player may choose another hill to replace, but in this case the 37 seems the best choice. The player picks up the 37 for scoring and the 3 is now the first card in that hill. The other cards play normally, leaving Figure 7.



Figure 6

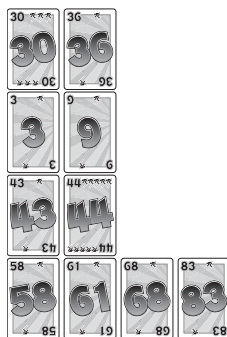


Figure 7

Variations

Variation 1 (for 2 to 5 players)

Play with only the number of cards as the number of players times 10 and add 4.

2 Players, 24 cards, numbered 1-24

3 Players, 34 cards, numbered 1-34

4 Players, 44 cards, numbered 1-44

5 Players, 54 cards, numbered 1-54

All cards with higher values are removed from the game. Each player knows all the cards that are in the game.

Variation 2 (for 2 to 5 players)

Play with the same cards as variation 1. Instead of dealing the cards out as normal, spread out all the cards face up. Each player in turn order picks one card until all the players have 10 cards. Use the remaining 4 cards to begin the hills for that hand.

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South Amboy, New Jersey • 732-721-1032

Authored by Wolfgang Kramer

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