

Slalom

At the starting gate the tension is very high, the snow is perfect, the atmosphere is the one of the big occasion. In an explosion of force, power and technique you face the first run of the giant slalom during the first meeting of the White Circus.

You are one of last season's best skiers and lots of fans are expecting a great result from you and you cannot disappoint them. You will count on your incredible talent, your explosive strength, your cold lucidity. As a cool calculator you will fight against all the hazards of the track to the best of your abilities.

Win the race and be on the cover of the most famous sporting magazines of the world.

The Game

Slalom is a game for 2 to 4 players (the single descents serve only for training). The competition is divided in 2 runs where every skier in turn tries to descend in the quickest possible time to complete the slalom. The skiers will move on the 14 tiles, using the values of the cards they received at the start and at the two intermediate times. Every move on the race tiles will be followed by a positive or a negative change of the starting time. The hourglass will force the players to organize the sequence of their plays in the available time, in order not to lose precious hundredths of a second. The cowbell represents the support of the people near the track and it will help the skiers during the critical moments of the race.

Contents

26 track tiles, 1 skier tile, 1 cow bell, 1 hourglass (30 seconds), 1 deck of 42 cards, Block of timekeeping sheets, 45 timekeeping tokens, 5 tokens for the unexpected, Rules

Phases of the game

1. Choice of the skier
2. Positioning of the track tiles
3. Hourglass positioning
4. The race

1. Choice of the skier

Every player in turn chooses 2 skiers among the 8 available figurines (nationalities).

From the deck of cards, players must remove: the not chosen skier cards, the joker card, the 3 glasshour cards (to be positioned on the 3 intermediate times: 4th tile, 9th tile, 14th arrival tile)

2. Positioning of the track tiles

The race track is composed of 14 tiles. Take from the deck (made of 26 tiles) the start tile and place it on the table. Also remove the arrival tile from the deck, which will be positioned at the end.

The 24 tiles will be divided in 2 decks - red and blue - and turned over one at a time on the table alternating the colours so that the tiles can adhere to the previous one; each tile represents a part of the track among the red and blue flags. The tiles must be positioned next to each other following a precise principle:

- a red flag must always follow a blue flag and vice versa;



- the blue arrow must always point downwards;
- the track must have an unbroken route.

The tiles that do not adhere to each other because they do not have the correct shape, must be put back at the bottom of the deck and another tile will be taken until the right one will fit (in this way the track will be always different for every race and every run).

On the track tiles there are numbers from 2 to 6. To each track tile players must match a movement card, creating a sequence of numbers for each intermediate time: 4 cards in the first part, 5 cards in the second part, 5 cards in the last part (possibly within the hourglass time).

The skier will start on the 0.00 time. If he plays a number that is:

- blue, his time (0.00) will not vary but he will receive another slalom card
- red, he will increase his speed and decrease his time -5 hundredths of a second, -10, -15 according to

the distance from the blue number. At the same time, however, he will lose a card (he must be careful not to remain without cards)

- black, the skier will decrease his speed and increase his time of +5 hundredths of a second, +10, +15, according to the distance from the blue number.

At any moment of the race, but only once each run, the skier can use the cow bell in order to receive another card (the same as he would move on a blue number). Also, once each run, he can use the joker card, a big help in difficult situations. On this card, there are 3 numbers and the skier will tell which number he will choose to calculate the time.

Drawing the starting order

In turn, each player will take 2 cards at random from the deck and will match them to his skiers. The skier with the higher number will be the first to start the first run, the others will follow in decreasing order (with the same number, the younger will go first).

At the start of the race, the player will receive:

- 1 skier tile
- 1 cow bell
- 1 joker card
- 6 movements cards

3. Positioning of the hourglass

Place the 3 cards showing the hourglass on the 4th, 9th, 14th track tiles; the hourglass must be placed on the 4th tile (1st intermediate time) on top of the card showing the hourglass and turned over only when the player will look at the 6 movements cards received at the start. The player must place a movement card for each race tile forming a sequence of cards on the race track before the hourglass empties. Every time the player exceeds the time limit of the hourglass, the same must be turned over losing 10 hundredths of a second for every inversion (2 black tokens of +5 hundredths of second will be given to the player). Once completed the first intermediate time - the player has received time-recording tokens along the track - the hourglass will be positioned on the 9th tile (2nd intermediate time, on top of the card showing the hourglass) and turned over only when the player receives 5 other movement cards. The player will keep any movement cards not previously utilized. Once completed the 2nd intermediate time - the player has received time-recording tokens along the track - the hourglass will be positioned on the arrival tile (3rd intermediate time, on top of the card showing the hourglass) and turned over only when the player receive the 5 last movement cards.

4. The race

Once the skiers have been chosen, the starting order decided and the track tiles positioned, the player/skier will receive the skier tile, the cow bell and the joker card.

Every rival player will receive a "unexpected" token and, after seeing it, he will decide when to place it. This token must be placed with the question mark in view and the skier must turn it before positioning the movement card on that tile. The unexpected token (one



for each tile) can slow down or increase the speed of the skier (and may cause the skier to fall) and also limit the use of cards and cow bell.

The hourglass, positioned on the 4th tile (1st intermediate time, on top of the card showing the hourglass) will be turned over only when the player will look at the six movement cards received at the start. The player, after a look at the track, will decide how to position the 4 movement cards to arrive at the 1st intermediate time and will place them one on each track tile; the skier tile will stay at the starting gate and will move on the track only when the time will be calculated (re-run). After having placed the cards on the track tiles, the skier tile will be moved on the numbers of the tiles according to the sequence made by the player (the re-run of the race). The player will then automatically receive the timekeeping tokens (negative or positive). If there are "unexpected" tokens positioned on the track by the opponents, the player must turn them and look at them before playing the movement card on that tile. Every time a player uses a number of the movement card that on the track tile is blue, his time does not change, but he can take another movement card from the deck. Every time a player uses a number of the movement card that on the track tile is red, his time decreases of -5 hundredths of seconds, -10, -15 (according to the distance from the blue number) but he is obliged to discard another movement card (he must be careful not to remain without cards). Every time a player uses a number of the movement card that on the track tile is black, his time increases of +5, +10, +15 (according to the distance from the blue number). The players must place their movement cards on the track tile before the hourglass empties in order to avoid penalties (+10 every time the hourglass is turned). Once the 1st intermediate time is finished - the player will receive timekeeping tokens - the hourglass will be positioned on the 9th tile (2nd intermediate time on the card showing the hourglass) and will be turned over only when the 5 movement cards will be given to the player (he will also keep the cards not played during the 1st intermediate time). Once the 2nd intermediate time is finished - the player will receive timekeeping tokens - the hourglass will be positioned on the 14th tile (arrival on the card showing the hourglass) and will be turned over only when the last 5 movement cards will be given to the player (he will also keep the cards not played during the 2nd intermediate time). Then the skier will receive the last timekeeping tokens. At the end of the 1st run, the player will write his intermediate time calculated by the difference between red and black tokens received after the intermediate times.

The player who, during the race, remains without cards to place on the track will crash out of the race. The player who will misplace a card with a number not on the track tile, will ski over a pole and out of the race.

A movement card placed on a tile cannot be changed again (be careful before placing it). When all the skiers have finished the 1st run, a new track will be laid out for the 2nd run. The first to go down will be the skier who did the worst time in the 1st run. Following the order of arrival, all the others will go. The skiers will start the 2nd run with the same time done in the 1st run. After the two runs, the skier with the best time will be the winner of the slalom.

For beginners or for solo training, the track with 12 tiles is advised. Easier and quicker to prepare the legs for the official race. In this case the player will receive 6 cards for the 1st intermediate time, 4 cards for the 2nd intermediate time, 4 cards for the last intermediate time.

The hourglass will be placed on the 4, 8, 12 (arrival) tiles.

Rule for experts only

If the colour of the flag on the tiles is the same as the one of the flags on the movement cards (next to the number) the player has the right to:

- gain 5 more hundredths of a second (-5) playing a red number
- lose 5 hundredths of a second (+5) playing less, a black number

