

A Game By Jason Klinke & Kip Noschese

# SKULL CANYON

## SKI FEST



**PANDA  
SAURUS**  
GAMES

# INTRO

Skull Canyon Ski Resort is finally celebrating their grand re-opening with a huge festival, after being closed for many snowy seasons in a row. Hopefully by now skiers have forgotten the rumors of yeti sightings on the mountains...

Hit the slopes and brave the terrain, competing against other skiers for points and fame. Play sets of cards to complete a run, but remember do it with style to wow the onlookers! Take the lift to reach different parts of the mountain and claim the most difficult runs!

Once the sun sets, Après-Ski begins and tired skiers can spend their evenings at different hangouts, recouping and planning for the next busy day of skiing.

Out-ski your opponents to become the new legend of Skull Canyon!

# COMPONENTS

- » 1 game board
- » 1 run scoreboard
- » 1 first player marker
- » 1 daylight tracker
- » 1 yeti meeple
- » 120 slope cards
- » 16 gear cards
- » 4 skier meeples
- » 4 skier cards
- » 4 victory trackers
- » 64 claim markers (16 per player)
- » Fame tokens (1s and 3s)
- » 8 explosive tokens
- » 8 lift ticket tokens
- » 7 weather markers
- » 10 style bonus markers

# SETUP

- 1 **Boards:** Flip the game board to the correct side for your **player count** (3-4 player or 2 player) and place it in the middle of the table. Place the **run scoreboard** nearby.
- 2 **Supply Piles:** Pile the **fame**, **explosive**, and **lift ticket tokens** near the board.
- 3 **Yeti:** Place the Yeti in the **cave** on the board.
- 4 **Daylight Track:** Place the daylight tracker on **4** at the top of the daylight track.
- 5 **Weather Track:** Find a weather marker with a **sunny** ☀ icon on it and place it faceup on the **"I"** space of the weather track. Flip the remaining 6 weather markers facedown and mix them up. Reveal 2 random markers and place them on the **"II"** and **"III"** spaces on the weather track. The remaining markers can be returned to the box.
- 6 **Style Bonuses:** Flip the **10 style bonus markers** facedown and mix them up. Place 1 random marker faceup on each of the bonus spaces on the board. *(In a 2 player game, place the leftover markers in the supply.)*

- 7 **Gear Deck:** Shuffle the gear cards and place them in a stack near the board. Reveal the top **4 cards** from the deck and lay them out in a row.
- 8 **Slope Deck:** Shuffle the slope cards and place them in a stack next to the board. Reveal the top **4 cards** from the deck and lay them out in a row.
- 9 **Player Setup:**
  - A Each player chooses a color and takes the following components:
    -  **1 skier meeple**
    -  **1 victory tracker**
    -  **16 claim markers**
    -  **1 skier card**
  - B Each player places their **victory tracker** on **0** on the victory track.
  - C Each player places their **skier meeple** at **lodge 1** at the base of the mountain.
  - D Deal each player a starting hand of **7 slope cards**.
  - E The player who most recently made a snowman takes the **first player marker**.

The main game board is a large rectangular area with a grid of numbers 1-20 on the top and 70-99 on the sides. It features a central mountain map with various ski runs (e.g., Black Magic, Wizard, Banana Split) and a village at the bottom with buildings like Hot Tub, Happy Hour, Hotel, and Ski Swap. Numbered callouts 1 through 9 point to specific features: 1 points to the Expert/Advanced/Beginner track headers; 2 points to the Lift icon; 3 points to a run on the mountain; 4 points to the Day track; 5 points to the Weather track; 6 points to a run on the mountain; 7 points to the Gear track; 8 points to the Slope track; and 9 points to the Ski Village area.

**1** **Victory Track:** Tracks each skier's victory points.

**2** **Run Scoreboard:** Here you can **claim** runs you've completed for bonus end-game points.

**3** **Weather Track:** Tracks how many **days** (rounds) are left in Ski Fest and tells you the weather conditions for each day.

**4** **Daylight Track:** Tracks the number of **turns** left in the current day (round).

**5** **Runs:** Trails for skiing down the mountain. Each run is marked as **easy** (---), **advanced** (---), or **expert** (---), and has a name matching a space on the run scoreboard.

**6** **Lift Tracks:** Lifts to take you up the mountain.

**7** **Style Bonus Spaces:** Marks where style bonus markers are placed.

**8** **Waypoints:** Mark the start and end of ski runs.

**9** **Lodges:** Warm, cozy lodgings where you can start your day at Ski Fest. Also act as waypoints marking the start and end of runs.

**Ski Village:** Here you can visit various **locations** at the end of the day to take bonus actions and acquire gear.

**7** **GEAR**

**EMERGENCY TENT**  
Gain 1 each time you trigger an avalanche.

**RAMP**  
Once on each of your turns, when **skidding a run**, you may play any 2 **W-1** of a different color or style.

**PRECISION GOGGLES**  
When **skidding a run**, you may pay 1 **W-1** to earn +1.

**AVAILANCE ALERT**  
When an **avalanche** is triggered, you may pay 1 **W-1** to avoid sliding down.

**I HOT TUB**  
Gain 1 **W-1**

**III HAPPY HOUR**  
Take 1 **W-1**  
May choose Skippy or from deck. Skippy: Take count an 2 slope marks.

**V LET IT RIDE**  
Name a color. Reveal **W-1** and add to your hand. If none match the named color, draw +2 **W-1**.

**II YODELINE**  
Swap any 2 **W-1** and Gain 1 **W-1**  
May be discarded to trigger an avalanche.

**IV SKI SWAP**  
Gain 1 **W-1**  
May be discarded for a bonus lift ride.

**VI HOTEL**  
Draw 7 **W-1**  
Draw 4 **W-1**  
Draw 5 **W-1**  
AND  
Buy Gear

# GAMEPLAY

## Goal

Prove you're the **ultimate skier** by skiing the most difficult **runs**, collecting the best **gear**, and earning the **highest score**!

To get your ski on, you need to collect and turn in **matching sets** of **slope cards**. Each set you turn in lets you ski a run on the mountain, earning **victory points** 🌟, **fame** 🏆, and a spot on the **run scoreboard** that tracks who performed best on each run. The higher a run's **difficulty rating**, the **more cards** you'll need to collect to complete it – but you'll also score more points and earn more fame!

At the end of each day of skiing, you'll take a break at the **Ski Village**, where you can take bonus actions and acquire gear to prepare for the next day of skiing. At the end of the **3rd day**, whoever has the **most victory points** 🌟 wins!



## FAME 🏆

In Skull Canyon Ski Fest, **fame** is a currency you can spend to take bonus actions and acquire gear. At the end of the game, every **3 fame** you have left over is worth **1 victory point**.

## SNOW-PRO TIP: EXCHANGE FAME TOKENS

You can exchange fame you've collected for tokens of different denominations at any time.

## Overview

Game rounds are called **days**. The game takes place over **3 days**, each made up of **2 phases**:

### PHASE 1: SKIING

Players take turns collecting **slope cards** and completing **runs**.

### PHASE 2: APRÈS-SKI

Players take **bonus actions** and purchase **gear** in the Ski Village.

**Important!** On the **3rd day** of Ski Fest, there is **no Après-Ski phase**. The game ends immediately when the daylight track reaches "0."

## PHASE 1: SKIING

During this phase, players take turns in clockwise order, starting with the player who has the **first player marker**.

On your turn, you may take up to **2 actions** from the list below. You may take 2 different actions, or the same action twice.

**Train:** Take 2 slope cards.

**Ride a Lift:** Move your skier up the mountain.

**Ski a Run:** Play a set of slope cards to complete a run.

### The Daylight Track

Each time the **last player** in turn order ends their turn, move the **daylight marker** down one space to show that time is passing.

When the daylight marker moves down to the **"END"** space, the Skiing phase ends and players move on to Après-Ski. (If it is the **3rd day**, the game ends instead; see "End of the Game" on pg. 14.)



### Action: Train

When you take a Train action, choose up to **2 slope cards**, one at a time, and add them to your hand. There is **no limit** to how many cards you can have in your hand.

Each card you choose may come from either the **faceup row** or the **top of the deck**. Whenever you take a card from the faceup row, **immediately** replace it with the top card from the deck (before taking another card or action).

#### Slope Cards



Each slope card has one of **3 colors** (red, yellow, or blue) and one of **5 style icons** (slopestyle, slalom, ski cross, moguls, or off-piste). To ski down Skull Canyon's treacherous runs, you'll need to collect **sets** of slope cards with **matching colors** or **matching styles**. (See "Ski a Run" on pg. 7.)

#### Yeti Cards



Yeti cards are **wild cards** that act as **every** color and style. If you choose to take a Yeti from the **faceup row** during a Train action, you only get to take **1 card total** for that action. This means that if you take a faceup Yeti as your **1st** card, you **can't** take a 2nd card; and if you've already taken a 1st card, you **can't** take a faceup Yeti as your 2nd card.

The above rule does **not** apply if you are lucky enough to draw a Yeti randomly from the deck (you can still take 2 cards total).

### 3 YETIS

If there are ever **3 Yetis** in the **faceup row**, immediately place **all 4** faceup slope cards in the discard pile and reveal 4 new slope cards.

#### SNOW-PRO TIP: FACEUP YETI

You can take 1 faceup Yeti **per action**. So if you use **both** your actions to Train, you can take 2 faceup Yetis (but you will end up with 2 cards total instead of 4).

## Action: Ride a Lift

If your skier is at the base of any **red lift track** (—), you can use an action to move up the lift track to a new **lodge** or **waypoint**.

**Important!** Lifts can only be used to go **up** the mountain.



## Lodges and Waypoints

Between actions, your skier always occupies a **waypoint circle** or a **lodge**. You can use lifts or ski down to move between lodges and waypoints. Multiple skiers may occupy the same lodge or waypoint.



**Lodge 1** is your basecamp for Skull Canyon Ski Fest. While you're at lodge 1, you can use **any lift** that starts at the base of the mountain. When you finish any run at the base of the mountain, you immediately move back to lodge 1.



## Lift Tickets

If you have a **lift ticket token**, you may discard it before or after any action on your turn to immediately take a **free lift** from your location (*without spending an action*). Return the discarded token to the supply.



## Action: Ski a Run

If you are at the top of the run, you can ski the run by taking the following steps (*detailed on the following pages*).

STEP 1



**Play a Set:** Reveal a set of slope cards of the same color OR style from your hand and place them in the discard pile.

STEP 2



**Move Skier (and Yeti):** Move your skier to the bottom of the run. If you played **exactly 1 Yeti card**, also move the Yeti to a different run.

STEP 3



**Score VP:** Earn victory points (★) based on the difficulty of the run.

STEP 4



**Earn Fame:** Earn fame (👤) based on the difficulty of the run and any bonus conditions you meet.

STEP 5



**Claim/Steal Run:** If you meet the conditions to claim or steal the run, place one of your claim markers on the run scoreboard.

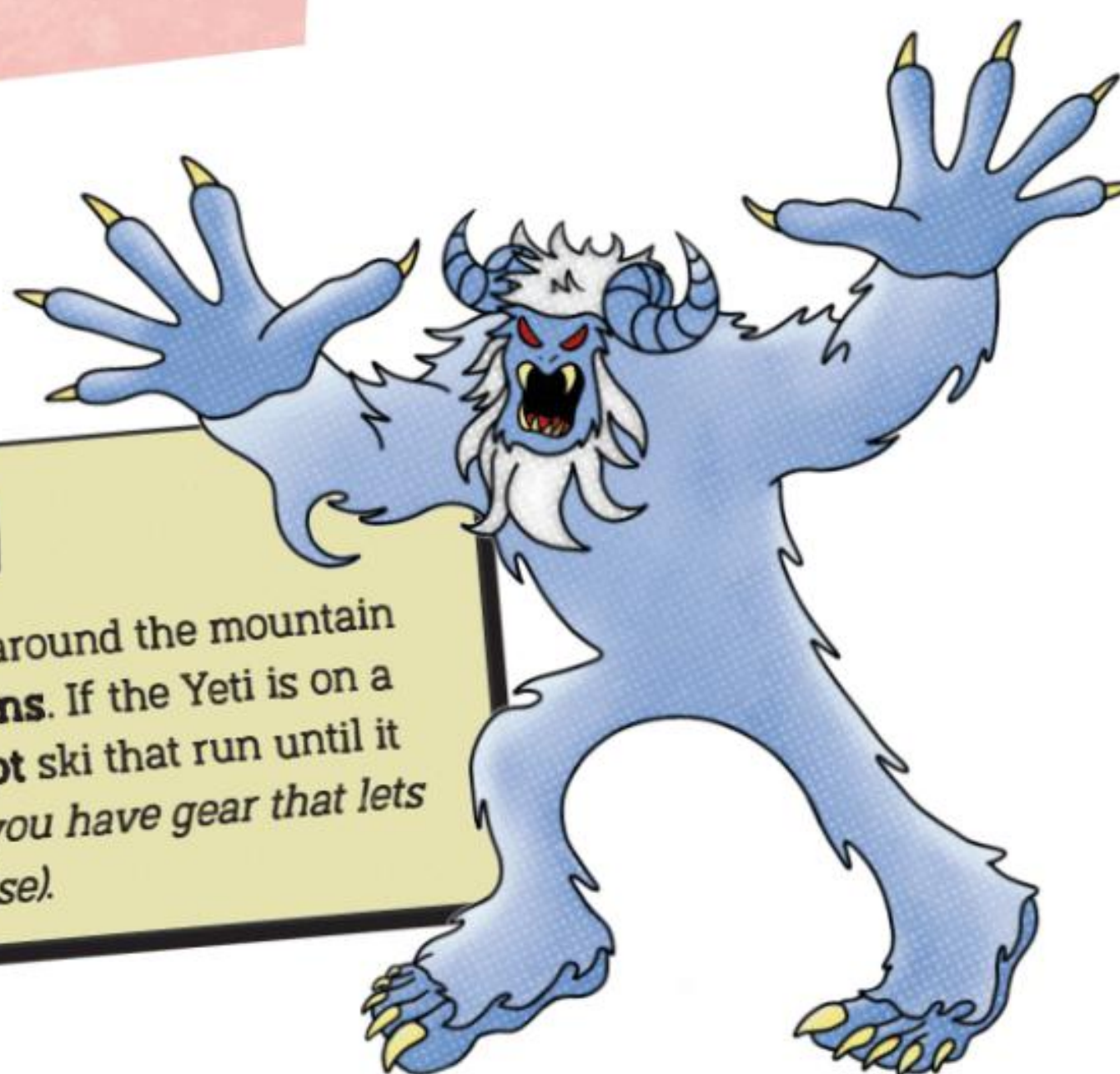
STEP 6



**Avalanche:** If you played **2 or more Yeti cards**, trigger an avalanche!

## THE YETI

The Yeti moves around the mountain **blocking off runs**. If the Yeti is on a run, you may **not** ski that run until it moves (*unless you have gear that lets you do otherwise*).



## 1 Play a Set

A **set** is a collection of cards of the **same color** OR the **same style**.

Each run has a **difficulty rating** that determines **how large of a set** you need to play to ski it. You can ski a run with a set of **ANY** color or style, as long as your set has at least enough cards to satisfy the run's difficulty rating. *(Remember, Yetis count as **all** colors and styles!)*

### SNOW-PRO TIP: STYLE BONUS IS OPTIONAL

Runs that have **style bonus markers** on them can still be completed with a set of **ANY** style, you just won't earn a style bonus if you use a colored set or a set of a different style *(see "Step 4" on pg. 8).*

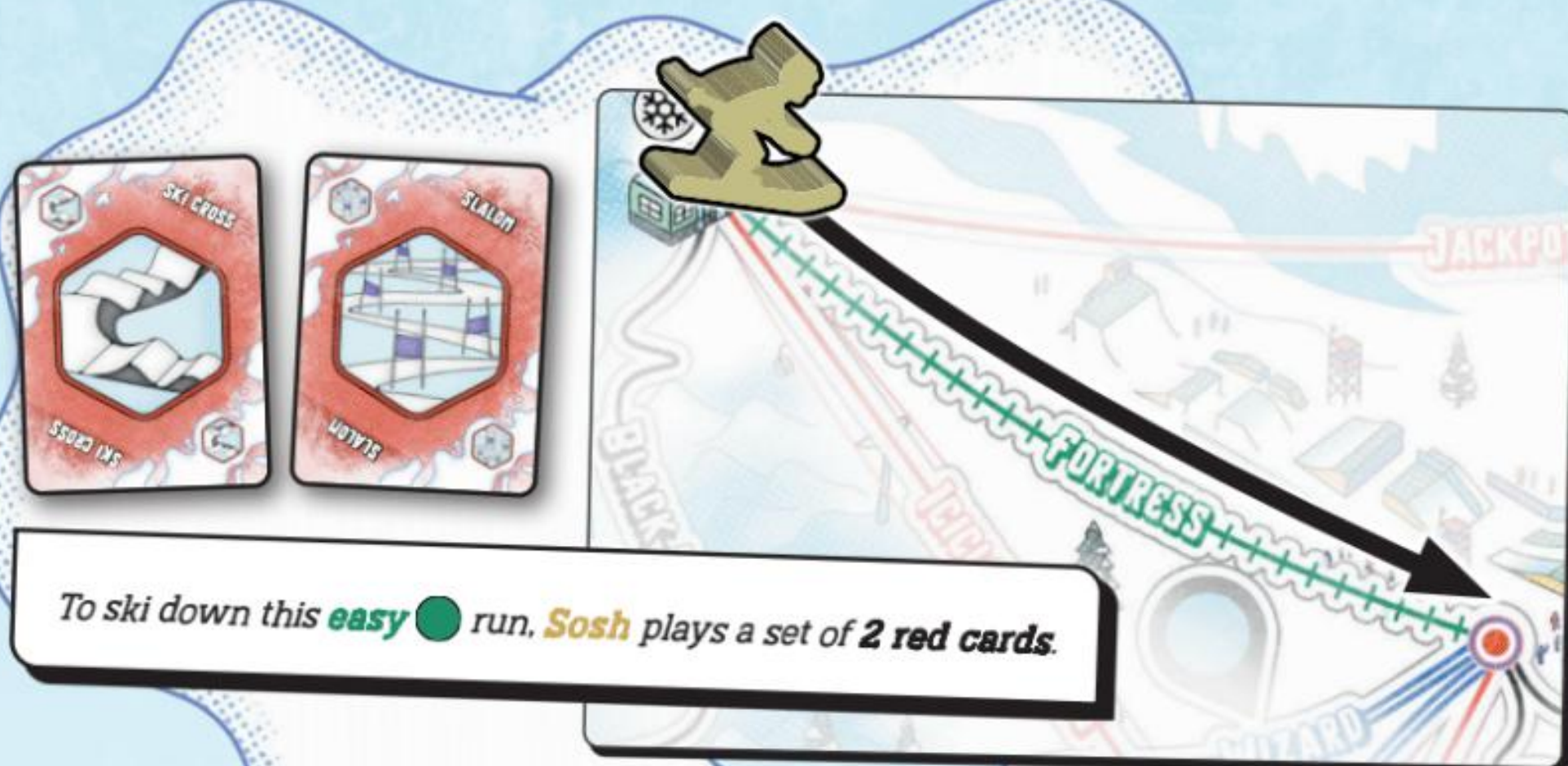
### DIFFICULTY

### SLOPE MIN. SET SIZE


	 Easy	2 
	 Advanced	4 
	 Expert	7 


## 2 Move Skier (and Yeti)

After you play and discard your set, move your **skier** to the waypoint or lodge at the bottom of the run.



### MOVING THE YETI

If you played a set with **exactly 1 Yeti card**, you **must** move the Yeti, either before or after you move your skier. Choose **any run** (except for the 2 runs that have the  icon) and place the Yeti in the **middle** of the run. The Yeti **blocks** that run until it moves again!

The Yeti may **never** move to a run marked with a  icon. You may move the Yeti to the run you just skied **after** moving your skier.




To ski down this **advanced** blue run, Sosh plays a set of 4 moguls cards.

### SNOW-PRO TIP: PLAYING LARGE SETS


You can **always** ski a run with a set of the minimum size, but you can **also** play a **larger** set. This won't gain you any additional points or fame, but it may allow you to **steal** the run from someone else who has claimed it *(see "Step 5" on pg. 9).*


### 3 Score VP

Next, earn **victory points**  for the run based on its **difficulty rating**. Immediately add these points to your score on the victory track.

DIFFICULTY		VICTORY POINTS 
	 Easy	2 
	 Advanced	4 
	 Expert	8 

### 4 Earn Fame

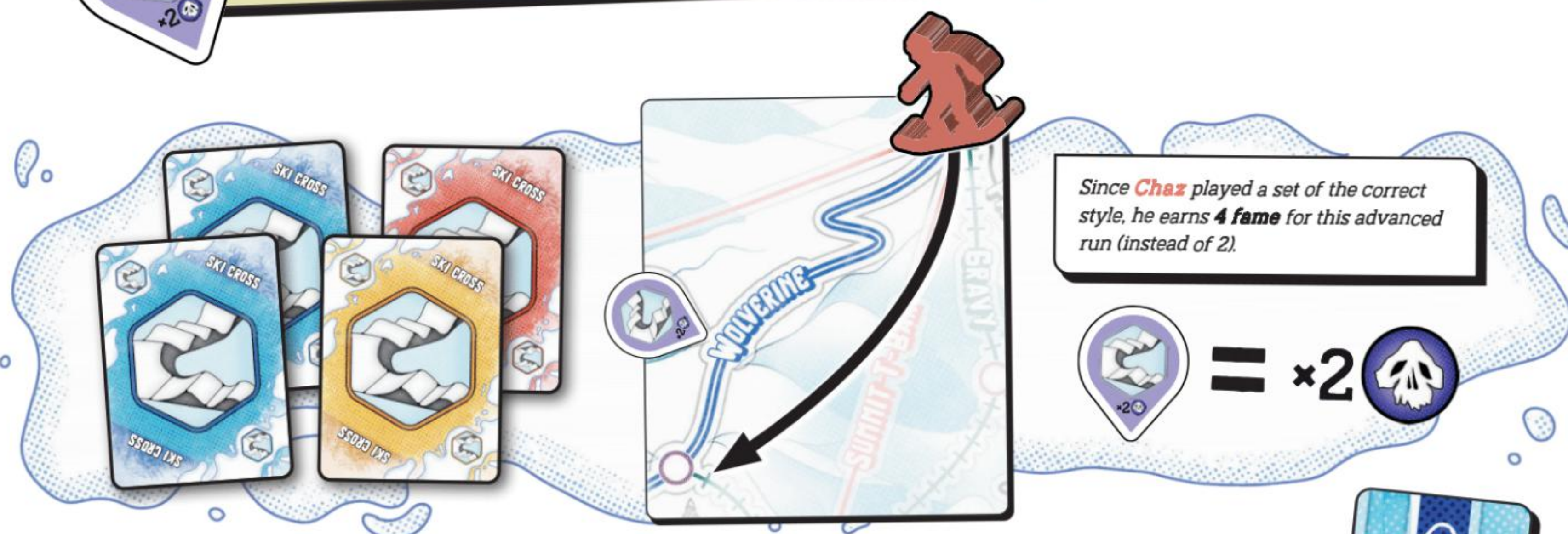
Next, earn **fame**  for your run. You earn a **base amount** of fame based on the **difficulty rating** of the run, plus additional fame if you meet the conditions for a **style bonus** and/or **waning daylight bonus**. Collect the fame you earn from the supply.

DIFFICULTY		BASE FAME 
	 Easy	1 
	 Advanced	2 
	 Expert	3 



## STYLE BONUS

When you ski a run with a **style bonus marker**, if **all cards** in the set you played **match** the style icon on the marker, you get to **double** your base fame.



## WANING DAYLIGHT BONUS

If you reach the **bottom of the mountain** in the **final turn** of the Skiing phase (when the daylight tracker is on "1"), gain **+1 fame**. (If you reach the bottom of the mountain multiple times in the final turn, you earn the bonus each time.)

+1



+1





## 5 Claim or Steal Run



- A** If you are the **first skier** to ski a specific named run, you get to **claim** it by placing one of your claim markers on the matching space of the **run scoreboard**. Runs you claim are worth **bonus victory points** at the end of the game.
- B** If another player has **already claimed** a run, then you can **steal** it from them. However, to steal a run, you must play a set that has **1 more card** for each **claim marker** that is already on the run's space on the scoreboard.
- C** When you **successfully steal** a run, place a claim marker **on top** of any other claims stacked on the run's space on the scoreboard. This **increases** the number of cards the next player must play to steal it from you.

### SNOW-PRO TIP: GOTTA BE ON TOP

At the **end of the game**, only the claim that is **on top** of the stack on a run will score **bonus victory points!** (see "End of the Game" on pg. 14.)



## STEALING IS OPTIONAL!

If someone else has claimed a run, you **can** still ski the run with a set of the **minimum size** for its difficulty, but you **won't** get to place a claim token. You **always** gain full victory points  and  for skiing a run, even if you don't claim it.

### SNOW-PRO TIP: RECLAIMING RUNS

You **can** place a claim on the same run **multiple times** over the course of the game. This means you can **steal back** runs that other players stole from you. You can even stack additional markers directly on top of ones you placed earlier to make them harder to steal. (**Note:** This will **NOT** score you additional points at the end of the game, as only the **top** marker in a stack matters.)





## Turn Order

For the **first turn** of the Après-Ski phase, players take turns in **numbered order (1-4)** on the starting track.

Once every player has taken their first turn and **moved off** the starting track, then the turn will always pass to the player who is **furthest left** on the village path. This may mean that a player is able to take **multiple turns** in a row.



**Important!** In a 3-4 player game, if multiple players occupy the **same** location, the player who is in the **furthest left** slot (i.e. who arrived at the location **last**) gets to take their turn **first**.



**Important!** On the 3-4 player side of the board, the **leftmost slot** at each Ski Village location is **only** available in **4 player games**.

## Taking Your Turn

Each Après-Ski turn has **2 steps**:

**STEP 1** **Movement:** Move your skier to a new **location**.

**STEP 2** **Action:** Pay the location's **cost** to take the **action** there.

### 1 Movement



When you move your skier, you may move **any distance** along the Ski Village path, but you **must** always move **forward (to the right)**. You may **not** choose to move backward or stay at the location where you started your turn.



When you move to a new location, you must place your skier in the **rightmost** open skier slot there. If **all** available slots at a location are **full**, you may **not** move to that location. (You may still skip over that location and move to one further down the path.)



## 2 Action

When you move to a location, you **must** pay its cost in **fame**  and/or **slope cards**  to take the **action** printed on it.

Return any fame you spend to the supply and place any slope cards you spend in the discard pile. *(Note: You may spend slope cards of any color or style to pay an action's cost.)*



**I HOT TUB**  **SLOPE**

4P

Gain   

**SKI CROSS**  **SLOPE**

+

After moving to the Hot Tub, Tavi discards 1 slope card to gain 3 fame.

See "Location Actions" on pg. 15 for details on each action.

**Important!** If you do not have enough fame or slope cards to pay for an action, you may **NOT** move to that location. *(Remember you can always move to the Hotel, which is free.)*



## THE HOTEL

The **Hotel** is a special location that has no skier slots and can hold **any number** of skiers. When you move to the Hotel, you **must** stop there (see "Reaching the Hotel" on the next page).



**V LET IT RIDE** 

4P

Name a color. Reveal  and add to your hand. If none match the named color, draw +2 .

**VI HOTEL**

-  Draw 7 
-  Draw 4 
-  Draw 5  + 

**AND**

Buy  Gear 

**SKI SWAP** 

4P

Gain 1 .

May be discarded for a bonus lift ride.



## Reaching the Hotel

Once you reach the Hotel, you **must** stop there. When you do, immediately perform the steps below to get ready for tomorrow.

- 1 **Draw Cards:** Draw new **slope cards** from the **top of the deck** and add them to your hand. The number of cards you draw is based on **tomorrow's weather** (*the marker on the next day of the weather track*).
  - A If tomorrow is ☀️: Draw **7** slope cards.
  - B If tomorrow is ❄️: Draw **5** slope cards.
  - C If tomorrow is 🌧️: Draw **4** slope cards.
- 2 **Buy Gear:** You may spend **fame** 🏔️ to purchase **1 faceup gear card** from the row. Each gear card's fame cost is shown at the top right. Do **NOT** reveal a new gear card to replace the one you purchased.
  - A If tomorrow is ☀️ / 🌧️: Place your skier on **lodge 1** at the base of the mountain.
  - B If tomorrow is ❄️: Place your skier on **any lodge** (*your choice*).
- 3 **Return to Mountain:** Move your **skier** back to a lodge on the mountain. The lodge you move to is based on **tomorrow's weather**.
  - A If tomorrow is ☀️ / 🌧️: Place your skier on **lodge 1** at the base of the mountain.
  - B If tomorrow is ❄️: Place your skier on **any lodge** (*your choice*).

**Important!** When you draw slope cards at the Hotel, you always draw **random cards** from the deck. You may **not** take faceup cards from the row during this step.

**Important!** Once you reach the Hotel, you may not take any further actions until the end of the Après-Ski phase.



### GEAR CARDS

Gear cards give you **ongoing abilities** you can use throughout the game. All gear cards must be kept on the table in front of you.

Each gear card's ability is written on the card and detailed on pg. 16 of the rulebook. Each gear card is also worth **victory points** 🌟 at the **end of the game** (*printed in the top right corner*).

## Starting the Next Day




Once **all** players have reached the Hotel, the Après-Ski phase ends, and the **next day** of Ski Fest begins.

To start the next day, follow these steps:

- 1 **Pass First Player:** Pass the **first player marker** to the next player in clockwise order.
- 2 **Flip Weather Marker:** Flip the current day's weather marker **face down** to show the day has ended.
- 3 **New Gear:** (On day 1 only) **Discard** any unpurchased gear and reveal **4 new** gear cards.
- 4 **Daylight:** Reset the daylight tracker to **4**.

### THE WEATHER TRACK

The markers on the weather track determine the conditions on each day of Ski Fest.




	<b>Sunny</b>	Draw 7 slope cards Start at lodge 1
	<b>Icy</b>	Draw 4 slope cards Start at lodge 1
	<b>Snowy</b>	Draw 5 slope cards Start at a lodge of your choice




## END OF GAME

The game ends at the end of the **Skiing phase** on the 3rd day. There is **no** Après-Ski phase on the last day.

### Final Scoring



Before determining the winner, players score the following end-game victory points:

- 1 **Leftover Fame:** Score 1  for every 3  you have.
- 2 **Gear:** Score  printed on all **gear cards** you've acquired.
- 3 **Awards:** Players earn the following awards for claiming the **most runs** of each **difficulty rating**, and the most runs total. If any players are tied for an award, they split the points evenly, rounded down.












 <b>AWARD</b>	<b>VICTORY POINTS</b> 
 Most Easy (  ) Runs	8 
 Most Advanced (  ) Runs	6 
 Most Expert (  ) Runs	4 
 Most Total Runs	4 

**Remember!** Only the **top token** on each run counts for claiming it.











### Tiebreakers

If several players **tie** for most victory points, the tied player who has the most **fame**  wins. If still tied, the tied player who has the most **slope cards**  left wins. If still tied, the tied players share the victory.

# SKI VILLAGE LOCATIONS

NAME	COST	ACTION
 <b>Hot Tub</b>	Discard 1 	Gain <b>3 fame</b> .
 <b>Yodeling</b>	Pay 1 	Swap any <b>2 style bonus tokens</b> . <i>In a 2-3 player game, you may swap tokens that are not on the mountain.</i>  <b>AND</b>  Gain <b>1 explosive token</b> . <i>On your turn during the <b>Skating phase</b>, you may discard an explosive to trigger an <b>avalanche</b>.</i>
 <b>Happy Hour</b>	Discard 1  and pay 2 	Take <b>3 slope cards</b> . <i>You may choose each card from the <b>faceup row</b> or the <b>deck</b>. Immediately replace each faceup card you take. If you take a faceup Yeti, it counts as 2 cards.</i>
 <b>Ski Swap</b>	Pay 1 	Gain <b>1 lift ticket token</b> . <i>On your turn during the <b>Skating phase</b>, you may discard a lift ticket to use a <b>lift</b> without spending an action.</i>
 <b>Let It Ride</b>	Pay 1 	Name a <b>color</b> . Reveal <b>3 slope cards</b> from the deck and add them to your hand. If <b>none</b> of the cards match the color you named, draw another <b>2 slope cards</b> from the deck and add them to your hand. <i>Remember there is no hand limit.</i>

# GEAR CARDS

	NAME			ABILITY
	Avalanche Alert	2	1	When an <b>avalanche</b> is triggered, you may pay <b>1 fame</b> to avoid sliding down. <i>You may do this regardless of who triggered the avalanche.</i>
	Blazing Boots	5	2	Gain <b>1 extra fame</b> each time you <b>ski a run</b> .
	Bling Bindings	6	3	You may play a set with <b>1 fewer slope card</b> to complete or steal any <b>advanced</b>  run.
	Emergency Tent	2	1	Gain <b>1 fame</b> each time you trigger an <b>avalanche</b> . <i>This includes using an explosive.</i>
	Field Journal	4	2	When taking <b>slope cards</b> , you may take a <b>faceup Yeti</b> card and still take another card. <i>The 2nd card you take may not be a faceup Yeti. This applies when using Happy Hour (the first faceup Yeti you take counts as 1).</i>
	Heated Gloves	8	3	In order to <b>steal a run</b> from you, other players must play a set with <b>1 additional slope card</b> .
	Night Goggles	2	1	At the end of each <b>Skiing phase</b> , after the last player's turn, you may take <b>1 extra action</b> . <i>If you ski a run to the bottom of the mountain, you still earn a Waning Daylight bonus of +1 fame.</i>
	Precision Goggles	8	1	When <b>skiing a run</b> , you may pay <b>1 fame</b> to earn <b>1 extra victory point</b> . <i>You may use this at most once per run. You may not use fame you earn from the run to pay for this ability.</i>

	NAME			ABILITY
	Ramp	4	2	Once on each of your turns, when <b>skiing a run</b> , you may play <b>any 2</b> slope cards as <b>1 card</b> of a different color or style.
	Season Pass	7	3	When you <b>ride a lift</b> , reveal the top card of the <b>slope deck</b> . If it is a <b>Yeti</b> , add it to your hand. Otherwise, discard it.
	Ski Poles	4	2	Once on each of your turns, you may use an <b>action</b> to move <b>up</b> a run as if it were a <b>lift</b> . <i>You may use this when using a lift ticket. This triggers the Season Pass ability, if you have it.</i>
	Sno-Pro Camera	5	2	When you <b>ski a run</b> that doesn't have a <b>style bonus token</b> using a set of <b>all red slope cards</b> , earn <b>double fame</b> .
	Snow Cannon	3	2	Once on each of your turns, you may pay <b>1 fame</b> to discard <b>all 4 faceup slope cards</b> and reveal new ones from the deck. <i>You may do this before or after any action on your turn.</i>
	Stopwatch	6	3	When <b>stealing a run</b> , you may pay <b>1 fame</b> to play 1 fewer <b>slope card</b> . <i>You may only use this if another player has a claim token on top on the run. You may not use fame you earn from the run to pay for this ability.</i>
	Supreme Skis	7	3	You may play a set with <b>1 fewer slope card</b> to complete or steal any <b>expert</b>  run.
	Yeti Energy Drink	2	1	When <b>skiing a run</b> , you are not blocked by the <b>Yeti</b> . <i>If you play a set with 1 Yeti card, you may still move the Yeti normally.</i>

## CREDITS

**Game Design:**  
Jason Klinke  
Kip Noschese

**Illustration:**  
Gica Tam

**Graphic Design:**  
Stevo Torres

**Development:**  
Andy Van Zandt  
Alex Cutler

**Rules Editing:**  
Jeff Fraser

**Special Thanks:** Anne Kinner, Danni Loe, Brian Lewis, Sara Perry, Bodhi Klinke, Linh Ly, Craig Stockwell, Rob Newton, Stefan Barkow, Shannon Noschese, Teo Noschese, Keaton Noschese, Andrew Kuplic, Mitchell Waldbauer, Nikki Lott, and Lumeryn



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