

## **Game Components**

- 1 alternative score token, to record points on the score track.
- 2 1 alternative character token, to identify the players.
- 3 4 bonus tokens "Ski".









**Ski**: A player who has a Ski tile may discard it during the scoring step and place his score token behind the score token of the nearest opponent on the score track. For example, if the player in front has 15 points, the player who plays the Ski places his score token on the 14 points.