

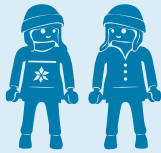
INSTRUCTIONS

The race on the piste can begin.
Who can get from the summit to
the hut first?

Everything you need for this
game:



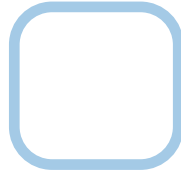
Dice



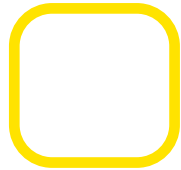
PLAYMOBIL
Figures

Everyone puts his PLAYMOBIL
figure around the start sign. The
youngest player may start. After
that, it continues clockwise.

Have fun,
your PLAYMOBIL team



NORMAL SPACE: NOTHING HAPPENS HERE



SIT OUT: A storm blows by and you can't see anything. Pass one turn.



2 FIELDS BACK: You stumble across a small hill and get stuck. Go back 2 spaces.



Gondola ride

Oh, no, you've taken the gondola and are getting transported back up.



Slope descent

When you land on this field, you may roll the dice again. If you roll a 1,2 or 3, you can take the red track. If you don't, you'll stay on the blue piste as usual and it's the next player's turn.



When you land on this field, you may roll the dice again. If you roll a 4,5 or 6, you may take the black piste. If you don't, you'll stay on the blue piste as usual and it's the next player's turn.

Piste accident

As soon as you come to a space where your opponent is already standing, you may throw his play figure out of play. The thrown piece is then placed back on the starting field and the player must start all over again.

