JUMP

Author: Marek Klus
Game mechanics: Marek Klus, Renata Buryová
Ilustration: Michal Binar
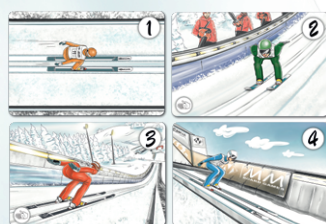
+8
2-5 players   15-30 min
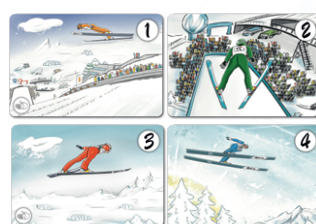
Game material

in-run 1 – 4 points

jump 1 – 4 points

flight 1 – 4 points

landing 1 – 4 points

style 1–4 points

80 jump phase cards

8 coach cards

8 style cards

8 health cards

2 jumping hill cards

2 jump length cards

1 die

25 scoring tokens

Introduction to the game

In the game, players take on the role of ski jumpers to perform their best jumps. In each of the jump phases in the form of cards, all jumpers try to get as many points as possible to maximize the length of their jump. A coach can help with each jump, but even here be ready for pitfalls such as injuries or a random wind factor. Jumping will take place both on the large and mammoth jumping hills

Game preparation

Before the first game, remove all scoring tokens from the frame carefully.
Pick two jumping hill cards and two jump length cards, K-120 and K-200, from the deck of cards. Before each racing jump draw the size of the jumping hill you will be jumping on by any player rolling the die. In an event the value of 1-3 is rolled, you will use the K-120 card for the next racing jump. If a value of 4-6 is rolled you will use K-200. Place the selected cards so that they are easily visible to all players. Put the remaining two cards back into the box.
Shuffle the rest of the cards in the deck properly and place the deck of all cards so that the reverse side is on top. (With a two-player game, remove all cards marked with the palm symbol, bottom left, and put them back into the box).
Take six cards from the top of the deck and lay them face up in two rows.
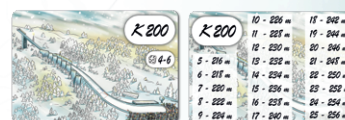
Goal of the game

Each player must collect one **racing jump** by collecting five **jump phase** cards in any color variation of the jumper suits. Should you collect all five jump phase cards in the same jump suit color variation within a single jump race, you are awarded the full number of points for your jump, i.e. 25 points automatically.

Jump phase:
- In-run for 1 to 4 points
- jump for 1 to 4 points
- flight for 1 to 4 points
- landing for 1 to 4 points
- style card for 1 to 4 points

in-run   jump   flight   landing   style

example of racing jump

Course of the game

Each player rolls the die. The player with the highest number starts the first. Players take turns clockwise. On your turn, you must take one card from the six cards dealt mandatorily. Put the collected card face up on the table in front of you and replace it with a new card from the deck. (If you run out of the deck, use the discarded cards to form a new recharge deck). Then, your turn is over.

On your turn, you may recharge a jump phase card you do not already hold. For example, if you have an in-run card, you are not allowed any longer to take that card in the current race jump. An exception only is acceptable once for each jump phase card if you own a lower value card. Place the recharged higher value card on top of the lower value card to show that you cannot take one more card from the same jump phase. You can have two cards at most for each jump phase in a single race jump. If none of the face-up cards allows you to make your turn, remove all face-up cards to the discard pile and face-up six new cards from the recharging deck.
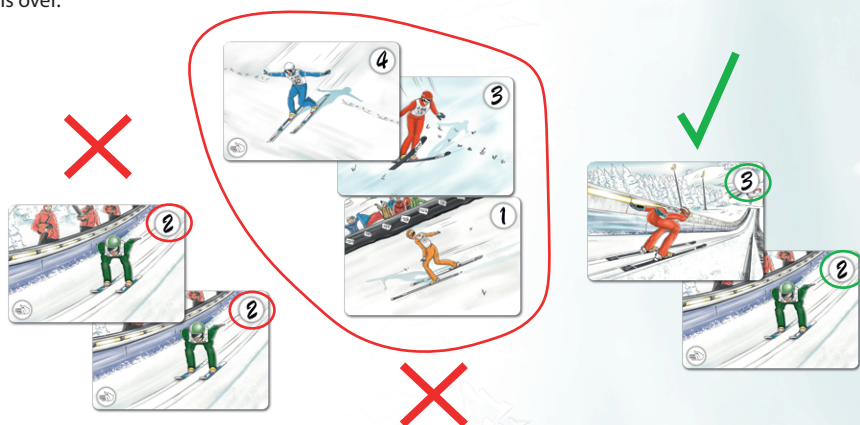
Evaluation of the race jump

Once a player has collected all jump phase cards, other players complete their turn. If any player is missing one or more jump phase cards, he/she replaces each missing card by rolling the die. The value on the die indicates the value of the missing jump phase card. E.g., if you are missing two jump phase cards, you roll the die twice. Only values 1-4 apply. If the die rolls a 5 or 6, the player rolls once again.
Each player adds up the sum of the values on all his/her five jump phase cards or die. (For example, if you have two in-run cards with values 2 and 4, only the card with higher value counts.) Depending on how many points you have scored, read the length of your jump on the jump length card.
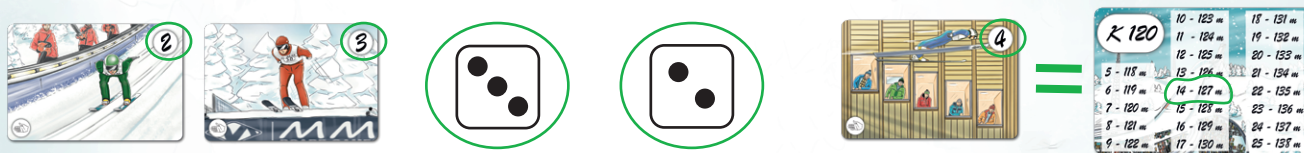
Then make a die roll. (The die roll at this stage of the game simulates a random wind factor). **Add the result of the roll to the length of your jump.**

race jump length **244 meters**

race jump length **130 meters**

Determine the order of each player's jump length. If 3 players play, the player with the longest jump takes the token with 3 points, the second player takes the token with 2 points, and the last player takes the token with 1 point. Do not discard the cards from your race jump back into the discard pile. You can keep them with you. This is when a race jump ends. Once all players have received their tokens, the game continues with a second race jump following the same rules as the first jump. Draw the jumping hill size. Do not shuffle the recharging deck, do not exchange the face-up cards and continue the game. The player, who scores the fewest points starts his next racing jump as the first. The game ends when all players have made four racing jumps. The player with the highest sum of values on his/her tokens wins the game.
In an event players are tied after four racing jumps, they make one racing jump just between them, or they can do a shootout between them by rolling the die. The higher number wins.

Special cards

Coach – Replaces any card of the jump phase. Its point value always equals to 4 points. You only can take one coach per a race jump.

Health – this card stands for an injury or treatment. If a health card appears among the cards dealt, the player, who is on the turn, is obliged to take this card and subsequently does not play for one round. If the player on the turn already has a health card, he/she may use it as his treatment. He/she takes his/her existing health card and puts it into the discard pile along with his/her new health card. He/She adds a new card from the recharge deck to the missing space and can continue his/her turn. In an event the player does not use the card in one race jump, he/she may use it in the next race jump.

Wind - this card stands for the randomness of the wind. It can be used in two ways:
1. If none of the laid out six cards suits you, you can use the Wind card to replace them. Put wind card, place to the discard pile after having been used.
2. The Wind card can be used at the end of your jump. Each wind card adds one meter to the length of your jump. After use, put the cards into the discard pile.