

MUSH

ALAN R. MOON



SPIELANLEITUNG

RULEBOOK

MUSH

For 2-6 players

by Alan R. Moon

INTRODUCTION

You've been training your dogs for almost a year, ever since last year's race. Now you stand at the start line, a wolf howling in the distance, your breath visible in the cold air, your heart already racing, the dogs straining in their harness, the expectant crowd lined up on both sides of the street. The gun fires. "Mush, mush" you cry. The race has begun.

MUSH recreates the excitement and challenge of an Alaskan dog sled race. Players take the role of mushers who must race over a thousand miles through different types of weather, over rough terrain, and around avalanches. While speed is important, players must also rest their dogs as often as possible, or themselves become exhausted and stuck in the wilderness. Speed, caution, enough rest, a little luck, all will be necessary to reach the finish line first.

COMPONENTS

- 5 Game Boards
- 6 Sled Boards
- 6 Playing Pieces
- 24 Special Wooden Dice
- 1 Standard Die
- 6 Training Markers (white square wooden markers)

- 6 Weather Markers (white round wooden markers)

- 4 Avalanche Sticks

- 1 Ice Bear

- 125 Action Chips (grey plastic chips)

- 50 Dog Chips (white plastic chips)

Rules

GAMEBOARDS

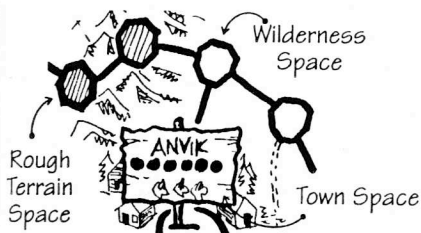
The standard way all five boards are placed on the table is with the Anchorage Southern Board first, then the Finger Lake Southern Board, then the Ophir/Anvik Central Board, then the Koyuk Northern Board, then the Nome Northern Board, laid out in order from left to right.

However, the MUSH gameboards are partially geomorphic, which means that they will fit together in a number of different ways. Players can experiment by mixing and matching boards in any manner to find their favorite combination.

It is not necessary for all the boards to be on the table at one time. Players may start by placing just one board on the table at the start of the game. Other boards may be placed on the table as needed. In addition, boards which are no longer needed, because every player has moved beyond them, may be removed and placed in the box.

Looking at any one of the boards, you will see that there are 3 major tracks (represented by solid lines). There are also numerous connections between the tracks (represented by dashed lines). When using any combination other than the standard alignment of all 5 gameboards, there will

be some partial connections that do not actually connect up to two of the major tracks. In all such cases, these connections may not be used during the game.



There are two basic types of spaces on the gameboard: town spaces (named locations on signs) and wilderness spaces (all other round spaces). Some wilderness spaces are also Rough Terrain spaces (denoted by mountains and a different color).

PREPARE FOR PLAY

It is recommended that players use only 3 of the 5 gameboards for their first game. The Anchorage Southern Board first, then the Orphir/Anvik Central Board, and then the Nome Northern Board should be laid out in order from left to right. The other two gameboards should be put back in the box.

Each player takes a Playing Piece, a Sled Board, 8 Dog Chips, 1 Training Marker, 1 Weather Marker and 20 Action Chips. Each player places his Playing Piece in Anchorage. Extra Playing Pieces, Sled Boards, Dog Chips, Training Markers and Weather Markers will not be used during the game and should be put back in the box.

Place all the dice, the Avalanche Markers and the rest of the Action Chips near the gameboard.

Players must now decide how to train their dogs. There are three types of training: Warm (represented on the Sled Board and the Game Boards by a Sun symbol), Moderate (represented by a Sun/Cloud symbol) and Cold (represented by a Cloud symbol). Roll the Standard Die to decide which player will train his dogs first. Selection then proceeds to the left (clockwise) around the table until each player has selected his training. Players must select how to train their dogs within the limits of the following chart:

Total # Players	Max Warm Weather Training Players	Max Moderate Weather Training Players	Max Cold Weather Training Players
2	1	0	1
3	1	1	1
4	2	1	1
5	2	2	1
6	2	2	2

As can be seen from this chart, some players may not have a choice between all three types of training because of the previous selections. Example: Peter, Karsten, Regina and Manfred are playing a four player game. Peter wins the die roll and gets to select his training first; he chooses Cold Weather. Karsten goes next and can only choose between Warm or Moderate Weather, and so chooses Warm Weather. Regina can also choose between Warm or Moderate Weather and chooses Moderate Weather. This leaves Manfred with Warm Weather since this is the only type of training left.

Each Player places his Training Marker on the symbol denoting the type of training selected in the top left part of his Sled Board.

Roll the Standard Die to decide who will be the Initiative Player for the first round and give him the Ice Bear.

SEQUENCE OF PLAY

The game is played in rounds as follows.

1. The order of play is established.
2. The Initiative player rolls the Standard Die and consults the Weather Chart on the appropriate gameboard to determine the weather for this round of play.
3. Using the order of play, each player takes one turn. A player may either move or rest during this turn.
4. The Initiative Player passes the Ice Bear to the player on his left who becomes the Initiative Player for the next round.

ORDER OF PLAY

Each player secretly places a number of Action Chips in his hand, then all players reveal the number of Action Chips played simultaneously. A player may play any number of Action Chips he has available. A player may play zero Action Chips.

The order of play is then established as follows.

1. Players who played Action Chips take their turns before all players who didn't play Action Chips. The player who played the most Action Chips goes first, followed by the player who played the second most, etc. In case of ties, the order is determined by the player closest to the Initiative Player, then proceeding to his left around the table.
2. The Initiative Player, if he didn't play any Action Chips, goes next.
3. Finally, beginning with the player to the left of the Initiative Player and proceeding clockwise around the table, players who did not play Action Chips take their turns in order.

EARLY RISER BONUS

The player who played the most Action Chips may move one space as a bonus for being the first player to move during the Order Of Play determination (before the Initiative Player rolls to determine the weather). During the player's turn he may still decide to move or rest. Opponents may not play Action Chips to prevent this movement. A player must still roll the die to navigate a Rough Terrain space or move around an Avalanche. If no player plays any Action Chips, the Early Riser Bonus is forfeit for the turn.

WEATHER

The gameboard is divided into three weather zones by the gameboards: a Southern Zone, a Central Zone, and a Northern Zone.

To determine the weather for a round, the Initiative Player surveys the gameboard. If all players are in the Southern Zone, the Weather Chart on the Southern Board is used. If at least one player is in the Central Zone but no player is in the Northern Zone, the Weather Chart of the Central Board is used. If at least one player is in the Northern Zone, the Weather Chart on the Northern Board is used.

After establishing the correct Chart, the Initiative Player rolls the Standard Die to get the Weather for the round.

Each player places his Weather Marker on the symbol denoted by the type of weather for the round on the top left part of his Sled Board. In some cases the Weather Marker and the Training Marker will be on the same symbol. Example: The leader of the race is in the Central Weather Zone while all the other players are still in the Southern Zone. The Initiative Player rolls a 5 and crossreferences this with the Central Zone Weather Chart. The weather for this round is Cold. All players place their Weather Markers on the Cloud symbol.

DOG DICE

During his turn, a player rolls a certain number and color of dice. Dice color is determined as follows.

1. If his Training Marker is stacked with his Weather Marker, he rolls green dice.
2. If his Training Marker and his Weather Marker are on symbols that are adjacent to each other, he rolls the red dice.

3. If his Training Marker and his Weather Marker are not on the same or adjacent symbols (one is on the Sun symbol and one is on the Cloud symbol), he rolls the blue dice.

Note that a player with Moderate Weather Training will never roll the blue dice.

After determining the dice color, the player rolls one of this color dice for each dog not covered by a Dog Chip on his Sled Board. There are two possible results: a dog or a blank.

MOVEMENT


A player may move a number of spaces equal to or less than the number of dog results rolled. He may move in any direction, but may not retrace his steps by moving onto any space twice during one turn. A Player may elect to move less than the maximum number of spaces he is entitled to or not at all after seeing the result of the dog dice roll.


Only one sled may occupy any one wilderness space at any time. In addition, a player may not move through a wilderness space occupied by another sled. Any number of sleds may occupy a town space and a player may move through other players in a town space.


After completing his move, no matter how many spaces he moved (even if he did not move at all), the player must place one Dog Chip on one Dog picture on his Sled Board. No more than one Dog Chip may be placed on any one Dog picture.


PRESSING BONUS

After a player completes his normal move, if he still has at least one Dog picture without a Dog Chip on it AND if his Training and Weather Markers are stacked for the turn, he may roll the Standard Die once as a Press Bonus. Opponents may not prevent this die roll nor force a reroll by playing Action Chips. There are four possible results (as shown on the chart on the Sled Board):

 the player may move two extra spaces.

 the player may move one extra space.

 there is no effect.

 the player must place one Dog Chip on any one Dog picture and does not receive any extra movement.

A player must still roll the die to navigate a Rough Terrain space or move around an Avalanche and must still pay Action Chips to Pass an opponent..

RESTING

As an alternative to moving, a player may elect to rest during his turn. Once a player has rolled the Dog dice he may not then elect to rest during the turn. A player who has Dog Chips on all his Dog pictures on his Sled Board must rest.

A player may rest at Anchorage (usually before leaving to actually start the race) and draw one Action Chip each turn.

If a player rests at Nikolai or Unal-Akleet, he may do one of three things:

1) Take two Dog Chips off his Sled Board, 2) Draw 4 Action Chips, or 3) Take one Dog Chip off his Sled Board and draw 2 Action Chips.

If a player rests at any other town, he may do one of four things:

1) Take three Dog Chips off his Sled Board, 2) Draw 6 Action Chips, 3) Take two Dog Chips off his Sled Board and draw 2 Action Chips, or 4) Take one Dog Chip off his Sled Board and draw 4 Action Chips.

The maximum number of Dog Chips that can be removed or the maximum number of Action Chips that can be drawn in one turn is shown on the sign for each town on the gameboard.

If a player rests on any Wilderness space, he may take one Dog Chip off his Sled Board OR draw 2 Action Chips. Players may rest on Rough Terrain spaces.

A player may rest any number of turns in a row on the same space.

ROUGH TERRAIN AND AVALANCHES

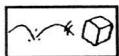
A player must roll the Standard Die when he wishes to enter any Rough Terrain space: this may require rolling for several spaces in a row. If the player rolls 1-3, he falls to navigate the Rough Terrain safely and must end his move immediately in the space that he currently occupies: any remaining movement for the turn is lost. If he rolls 4-6, he can safely move onto the Rough Terrain space. Action Chips may be used to modify die rolls through Rough

Terrain, but must be played before the actual die roll.

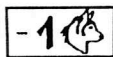
Similarly, a player who wishes to move from one space to another which is blocked by an Avalanche Stick must roll the Standard Die. If he rolls 1-5, he is unable to move through the Avalanche and must end his move immediately in the space before the Avalanche Stick: any remaining movement for the turn is lost. If he rolls a 6, he can move through the Avalanche stick. Action Chips may be used to modify die rolls to navigate around an Avalanche, but must be played before the actual die roll.

ACTION CHIPS

Action Chips can be used during the game for the following actions.



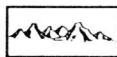
Reroll Dice: A player may pay 3 Action Chips after ANY dice roll and force the player making the roll to roll again (this could be himself). When rerolling Dog Dice, all dice must be rerolled.



Reducing Dice: During an opponent's turn, immediately before the opponent rolls the Dog Dice, a player may pay Action Chips to reduce the number of dice the opponent can roll. The cost is 2 Action Chips per die, up to maximum of 6 Action Chips (three dice).

More than one player can contribute to this action. Example: two different players could each pay 2 Action Chips to reduce the dice by a total of two dice. It is even allowed for two players to pay one Action Chip each to reduce the dice by one die.

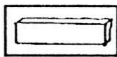
The loss of the dice remains in effect for the turn once paid for, and a Reroll Action will not change the number of dice that may be rerolled. A player who is reduced to rolling zero dice must still place one dog chip on his sled board.



Navigating Through Rough Terrain:

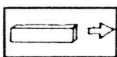
A player may pay Action Chips to modify a Rough Terrain die roll. The cost is 1 Action Chip for each +1 modifier to the die roll up to a maximum of 2 Action Chips for a modifier of +2.

Example: A Player has rolled the Dog Dice and received four dog results so he is entitled to move four spaces. The first space he wants to enter is a Rough Terrain space. He decides to pay 2 Action Chips to get a +2 modifier. He rolls a 2 which with the +2 modifier becomes a 4. He can enter the Rough Terrain space and continue his move. If he had rolled a 1, which with the +2 modifier would have become a 3, he would have failed to navigate the Rough Terrain and his movement for the turn would have ended immediately.



Navigating Around An Avalanche:

A player may pay Action Chips to modify an Avalanche die roll. The cost is 1 Action Chip for each +1 modifier to the die roll, up to a maximum of 4 Action Chips for a modifier of +4.

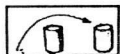


Moving An Avalanche Stick:

A player may pay 5 Action Chips to move an Avalanche Stick. The player may either take an Avalanche Stick that is not in play and place it on the board, move an Avalanche Stick that is

already on the board, or remove an Avalanche Stick from the gameboard.

An Avalanche Marker may be placed on any line (either a major track or a connection) between any two spaces, except a line which is partially or wholly in Rough Terrain.



Passing An Opponent: A player may pay 4 Action Chips to pass through any

number of spaces occupied by one or more opponents during his current turn.

Players begin the game with a limited number of Action Chips. Additional Action Chips may be gained by resting. A player may have any number of Action Chips at one time; there is no maximum. If all 125 Action Chips are in play and a player is in a position to gain more, players may use coins as substitutes.

WINNING

The first player to reach Nome wins immediately.

OTHER BOARD ARRANGEMENTS

Players should remember that the more gameboards used, the longer the game will be.

Players wishing to play the full game should use the standard board alignment: the Anchorage Southern Board first, then the Finger Lake Southern Board, then the Ophir/Anvik Central Board, then the Koyuk Northern Board, then the Nome Northern Board, laid out in order from left to right.

There are two ways to shorten the game even when using the standard gameboard alignment. 1) No player may select Cold Weather Training and the game ends when any player reaches the first space in the Northern Zone. 2) Bypass the Central Zone: when each player reaches Nikolai or any space in the Central Zone, he immediately places his Playing Piece in Unal-Akleet.

Players may also wish to experiment with other gameboard arrangements. The only possible problem will be in deciding how to determine the weather each round. The simplest solution being to always use the Weather Chart on the gameboard occupied by the leader.

OPTIONAL TRAINING RULE

Allow all players to select any type of training and ignore the maximum shown on the chart.

OPTIONAL AVALANCHE RULE

If all players agree, two Avalanche sticks may be placed on the gameboard before the game begins.

MUSH

Game Design: Alan R. Moon

Game Development: Peter A. Gehrman, Manfred Rohmkopf

Graphics: Katja Braasch

Produced by Mick Ado

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2 Milton St. Beverly, MA 01915 USA