

# Counting Mountain

## Contents:

1 jigsaw game board, 1 two-part 3D mountain, 4 character playing pieces, 4 character stands, 1 summit piece, 10 footprint cards, 3 yeti cards

## Setting up

- Assemble the board and 3D mountain making sure the coloured arrows match up.
- Add the summit piece to the top of the mountain (the winner stands on this at the end of the game).
- Each player chooses a playing piece, inserts it into the matching coloured stand and puts it on the matching coloured tent.
- Spread all the cards face down on the table. **(NB: for a simple counting game for younger players, remove or reduce the number of yeti cards).**

## Object

To be the first player to reach the top of the mountain.

## To play

- Chaque joueur doit s'assurer de voir à la fois le côté gauche et le côté droit de la montagne car il devra l'escalader sur les deux faces en suivant les flèches de couleur.
- Make sure everyone can see both the left and the right face of their mountain; they will be climbing across both faces, following the coloured arrows.
- The youngest player starts by turning over two cards. If you turn over...
  - **Two number cards:** add up the numbers on the cards (younger players can count the footprints) and move this number of spaces, following the coloured arrows.
  - **A number card and a yeti card, and you are on the meadow (flat board):** yetis only live on the mountain so you are safe! Move the number of spaces shown on the number card.
  - **A number card and a yeti card, and you are on the mountain (3D board):** the yeti has chased you, run away! Move backwards the number of spaces shown on the number card.
  - **Two yeti cards:** everyone who is on the mountain moves backwards two spaces. Everyone who is on the meadow stays where they are.
- After each turn, return your cards to the table face down and mix them up, shouting "blizzard". Play passes to the next player.
- Play continues until the first player reaches the top of the mountain and places their climber on the summit piece. You don't need to have the exact number to reach the top.

## The winner

The winner is the first player to reach the top of the mountain.



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