



# Counting Mountain

Race to the top of the mountain using counting and addition but watch out for yetis who will chase you back down again!

## Contents

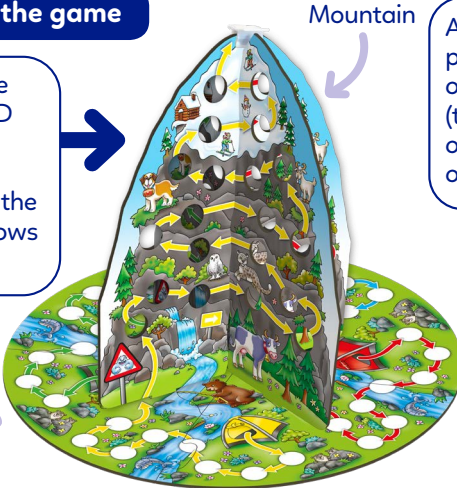
- 1 jigsawed game board • 1 two-part 3D mountain • 1 summit piece
- 4 character playing pieces • 4 character stands • 10 footprint cards • 3 yeti cards

### Setting up the game

Assemble the board and 3D mountain as shown here, making sure the coloured arrows match up.

Meadow

NB: Punch out and discard the circular holes from the 3D mountain.



Mountain

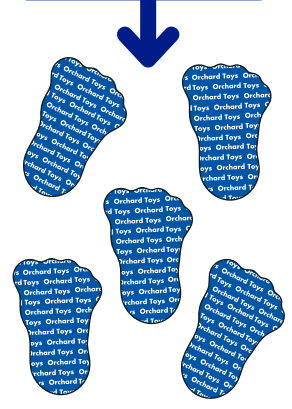
Add the summit piece to the top of the mountain (the winner stands on this at the end of the game).



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.



## 1 Before you start

Make sure everyone can see both the left and the right face of their mountain, as they will be climbing **across both** faces, following the coloured arrows. Tell all the players about this before starting.



Follow the arrows across the boards

## 2 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.

After your turn, **return the cards to the table** face down and mix them up, shouting 'blizzard!'. Play then passes on.

### A number card and a yeti card



Yetis only live on the mountain, so...

**If you are on the meadow** (flat board) you are safe! Move the number of spaces shown on the number card (N.B. you're still safe even if this turn ends up on the mountain).

**If 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.

After your turn, **return the cards to the table** face down and mix them up, shouting 'blizzard!'. Play then passes on.

### Two yeti cards



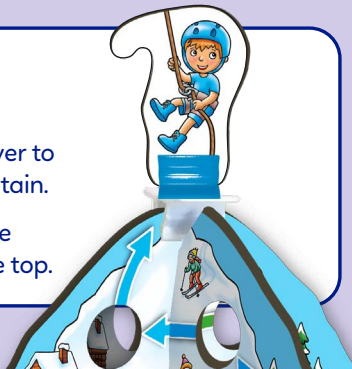
**EVERYONE** who is **on the mountain** moves backwards two spaces. **EVERYONE** who is **on the meadow** stays where they are.

After your turn, **return the cards to the table** face down and mix them up, shouting 'blizzard!'. Play then passes on.

## 3 The winner

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

You don't need to have the exact number to reach the top.



### For young players

For a simple counting game for young players, remove or reduce the number of yeti cards. The winner is the first player to reach the top of the mountain.

