

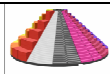


Activity B.7
Mountain Goat Scramble I

Game Objective: Help each of your goats (tokens) scramble to the top of their trail (staircase).

Recommended Number of Players: 1 – 4 (seated)

Ages: 6 – 7



Setup:

- 1) Staircases set up in order counter-clockwise 1x → 12x.
- 2) Each player selects a foam card and places a goat (any token blank side up) on the table top at the bottom of each staircase, except 1x.
- 3) Use three dice.

Play:

- 1) Each player rolls one die. The player rolling the highest number gets to roll three dice first.
- 2) Each player calculates possible moves using one or two of the three dice and then moves his/her goat up one step on the staircase equal to the move he/she selected.
- 3) Possible moves are calculated by using only **one or two of the dice** (but not all three). If a player is using two dice he/she may add or subtract the numbers to calculate the possible moves. For example, if a 2, 5, and a 6 were rolled, the possible moves are:
 - a. Using 1 die:
 - i. Using the 2, move the goat on the 2x staircase up one step.
 - ii. Using the 5, move the goat on the 5x staircase up one step.
 - iii. Using the 6, move the goat on the 6x staircase up one step.

b. Using the 2 and 5 dice:

- i. Move the goat on the 7x staircase up one step ($2 + 5$).
- ii. Move the goat on the 3x staircase up one step ($5 - 2$).

c. Using the 2 and 6 dice:

- i. Move the goat on the 8x staircase up one step ($2 + 6$).
- ii. Move the goat on the 4x staircase up one step ($6 - 2$).

d. Using the 5 and 6 dice:

- i. Move the goat on the 11x staircase up one step ($5 + 6$).

e. For this roll it would not be possible to move a goat on the 9x, 10x or 12x.

- 4) After every player has moved a goat on the roll, begin again with another player rolling three dice. Every player then takes his/her turn.
- 5) Continue moving goats up the Mountain. When a player's goat gets to the top, the player gets to announce what the goat finds to eat there. If desired, a player may say a "basket of _____" and everyone gets to say something that belongs in the basket. For example a basket of sea animals might have a dolphin, an octopus, a squid and starfish in it.
- 6) Continue play until all goats have reached the top or time is up.