



Activity C.6  
Mountain Goat Scramble II

Game Objective: Help all of your goats scramble to the top of the Mountain. Goats can leap up one or more whole step(s) on their own trail. Goats cannot leap up partial steps; the move must be exactly equal to the elevation gain as calculated (described below).

Recommended Number of Players: 2 – 4

Ages: 8 & up



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) at the bottom of each staircase, except 1x. The first time you play this you may want to have only one goat per staircase and move the goats up the Mountain collaboratively.
- 3) Use three dice.

Play:

- 1) Players roll one die to determine who goes first.
- 2) The first player rolls three dice. After the dice have been rolled, all players make a move (discussed below) on that based on the roll.
- 3) Goats can only move up one or more steps on a single staircase equal to the calculated elevation gain. To calculate possible elevation gains (moves) a player may decide to use any **one** die or any operation (+, -, x, ÷) using any **two** dice. They may not use all three dice in their calculations.
- 4) For example, see the chart at right for possible moves for a roll of 2, 5 and 6. For this roll it would not be possible to move a goat on the 9x staircase.
- 5) Each player then moves one goat up the appropriate number of steps for his/her play.
- 6) After all players have made a move, the dice are handed to the next player. Play continues with each player taking his/her turn to roll the dice but **all** players making a move on each roll.
- 7) Continue moving goats up the Mountain. When a player gets a goat to the top, he/she announces what the goat finds to eat there.
- 8) The first player to get all of his/her goats up to the top wins.

For example, if a 2, 5, and a 6 were rolled, the possible elevation gains and moves are:

<b>Dice Used and Operations</b>	<b>Possible Moves (only one per turn)</b>
Single die 2	1 step on 2x
Single die 5	1 step on 5x
Single die 6	3 steps on 2x 2 steps on 3x 1 step on 6x
Add 2 + 5 = 7	1 step on 7x
Add 2 + 6 = 8	4 steps on 2x 2 steps on 4x 1 step on 8x
Add 5 + 6 = 11	1 step on 11x
Subtract 5 - 2 = 3	1 step on 3x
Subtract 6 - 2 = 4	2 steps on 2x 1 step on 4x
Multiply 2 x 5 = 10	5 steps on 2x 2 steps on 5x 1 step on 10x
Multiply 2 x 6 = 12	6 steps on 2x 4 steps on 3x 3 step on 4x 2 steps on 6x 1 step on 12x
Multiply 5 x 6 = 30	15 steps on 2x 10 steps on 3x 6 step on 5x 5 steps on 6x 3 step on 10x
Divide 6 ÷ 2 = 3	1 step on 3x