

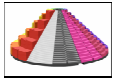


Avalanche!

Game Objective: The Red Team and the Blue Team race to the top of Mount JJ. The team with the most players on top wins.

Recommended Number of Players: 2 teams of 1 to 3 players each

Ages: 10 & up



Setup:

- 1) Put the staircases in counterclockwise sequence. Take out the gray foam logs.
- 2) Use red and blue foam cards for climbers.
- 3) Place a red and blue climber in the notch at the bottom of each staircase 2x → 12x.
- 4) Place the gray number 36 token number side up on the 6x staircase at the correct elevation and the gray number 48 token number side up on the 8x staircase at the correct elevation. These tokens will represent the elevations at which avalanches occur on any staircase.

Play:

- 1) One member of each team rolls the die for the team. The team with the highest roll goes first.
- 2) The term "on belay" means "to secure a person by attaching to one end of a rope". The topmost climber on a team can be no more than 30 elevation points above the lowest climber on the team, because the climbers are tied together. If a team violates this rule, all of the climbers on the team must return to the bottom to start again.
- 3) Play begins. Each turn three dice will be rolled (teams will alternate who gets to roll) but each team makes an allowable move by moving one or more climbers up the Mountain.
- 4) To calculate possible elevation gains (moves) a team may decide to use any **one** die or any operation (+, -, x, /) using any **two** dice. See On Belay, an easier version of this game, for an example of possible moves. The team then decides what elevation gain to attempt.

- 5) The team must pick which climber(s) they choose to advance. The total elevation gains of all moves must be less than or equal to the calculated elevation gain they agreed to attempt. Any elevation points they are not able to move must be forfeited. A team may forfeit no more than 10 elevation points during the game. Keep score.

For example: A team may attempt an elevation gain of 18 and choose to move up 2 steps on the 7x and one step up the 4x staircase. If the move on the 4x staircase would be illegal because it would exceed the on belay rule (difference between highest and lowest climber would be greater than 30) then the team would forfeit 4 elevation points if it moved the climber on the 7x staircase. They may re-evaluate their planned move and pick another move if they want to avoid forfeiting elevation points.

- 6) Climbers cannot land on the same step on the same staircase (except at the top) but they can pass each other.
- 7) Climbers landing on elevations of 36 or 48 (on any staircase) create an avalanche. It is up to opposing teams to spot when a climber triggers an avalanche. All of the climbers on the team that triggered the avalanche must return to base camp.
- 8) When a team's climber gets to the top the team gets to name that ascent (trail).
- 9) The team that gets all its players to the top first wins.