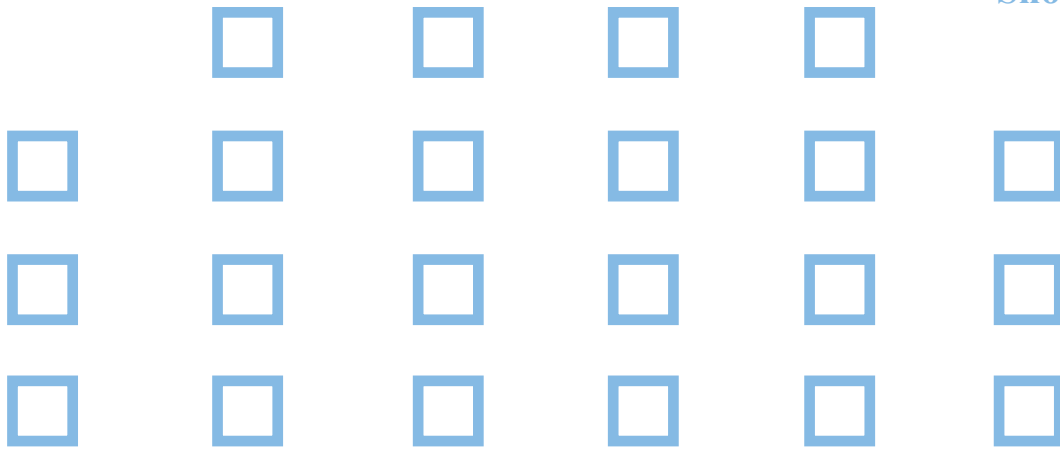




## Snowball Region



Move Card



Move Card



Move Card



Move Card

Move Card Cover

Move Card Cover

**Please print this page and cut along the dashed lines.**

**Please prepare 3 six-sided dices**

**Please prepare 2 things to hide the dice results, like dice cups, DM screens or just some deep small board game boxes.**

**Please prepare 2 pieces as players, like Meeples.**

**Please prepare about 50 square markers as the *Snow Marker*, each not exceeding the size of a grid on the game board.**

(If you have an *Azul* board game around you, you could just use those blue tiles as snow marks.)

You could use two poker cards or anything larger than the *Move Card* to be the *Move Card Cover*.

**Please prepare about 8 markers as the *Thank Marker*.**



## Introduction

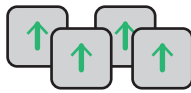
Two climber try to reach the top of a cliff cooperatively. They are connected by a rope, so they can't be too far away. An "Adorable Snowman" is trying to top them by throwing snow balls. The climbers need to find out where the snowballs will fall, but they can't tell their partner. To avoid the snowballs and prevent from being buried under-snow, they have to trust and help each other.

## Set Contents

6-sides Dice: 4



Move Card: 4



Snow Marker: 50



Dice Cup: 2



Move Card Cover: 2



Thank Marker: 8



Snowman: 1



Climber: 2



Game Board: 1



## Preparations

- Place the game board between two players.
- Place six Snow Markers on the blue points.
- Place the Snowball Region on the top of the board.
- Place the Dices and Snow Markers close to the board.
- Players choose one Climbers each, and place them on the two "Start" cell of the board.
- Each player takes two Move Cards, one Move Card Cover, and one Dice cup, and one Thank Marker.

## Game Objectives

- Both player reach the Mountain Top.
- If both player were buried in snow, the game failed.

## Round Progression

In each round, players conduct steps 1-4 below together:

1. Snowball observation.
2. Move two times.
3. Snowball Loading.
4. Snowball Throwing.

### Step 1. Snowball Observation.

Players try to find out which columns the snowballs will fall from.

- **Throw Pattern:** The snowman will throw two snowballs randomly and one or two extra snowballs in the column that the higher player are.

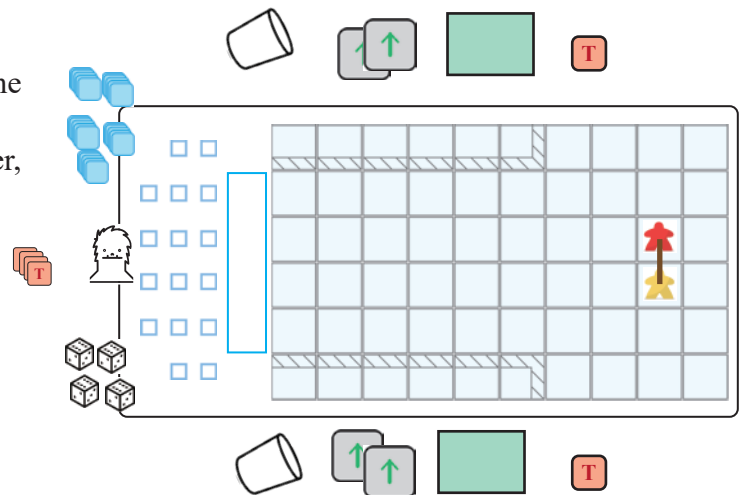
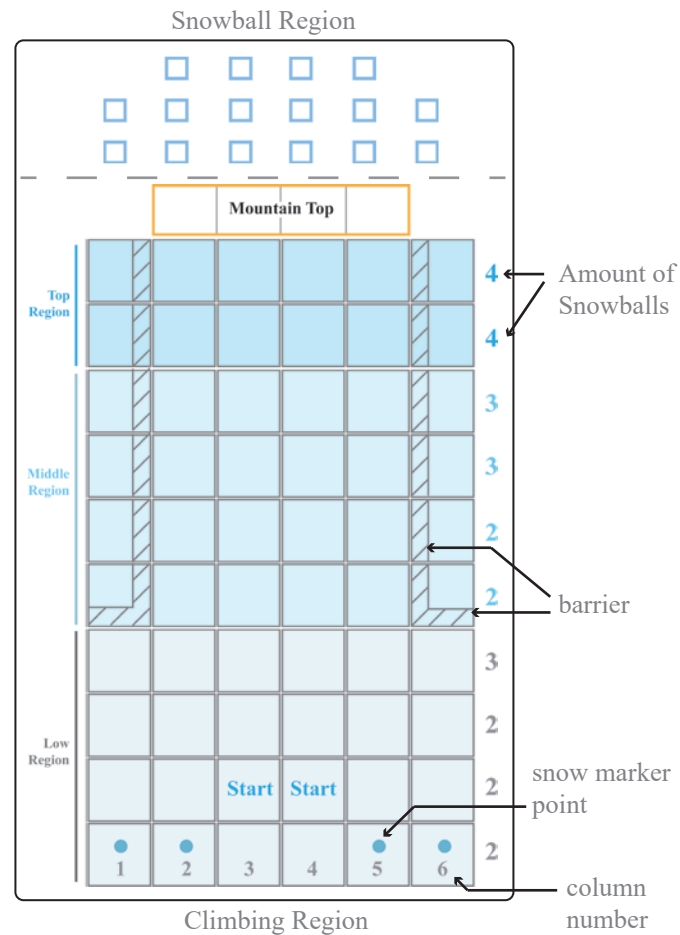
- If player are on the same height: throw the two extra snowballs into that two columns; or throw the only one extra snowball into one of the two columns randomly (roll a dice to decide).

- **How many snowballs:** the number next to the row where the higher player are.

- **Who can observe:** Players won't share all information.

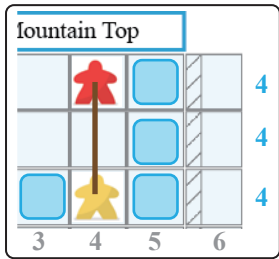
- If players are on the same row, each player observe one snowball. Else, the lower player observe **two** snowballs.

- Players observe the remaining one or two snowballs together.

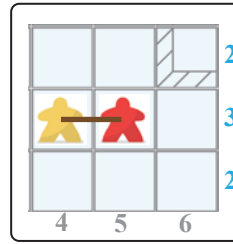


- **How to observe the random snowballs:** Players rolls a six-sided dice to observe one random snowball.
- Please **hide the dice result**.
- When the highest player is in a row with barriers, the snowball will not be in column 1 and 6. Please re-roll the dice if your dice result is 1 or 6.
- When a column is full of snow, the snowball will not be in that column. Please re-roll to avoid that column.

Examples of the snowball observation:



amount of the snowballs: 4  
 possible columns: 2, 3, 4  
 the Yellow rolls two dices  
 two extra snowball will fall on colum 4



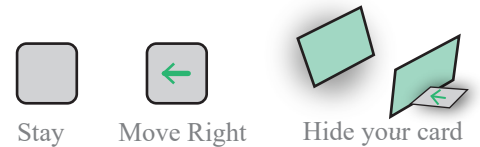
amount of the snowballs: 3  
 possible columns: 1 - 6  
 each player rolls one dice  
 one extra snowball will fall on column 4 or 5

## Step 2. Move two times

Player have two actions in each round. In each action, players move together, but they don't know where the other player will go.

-- **Players use the Move Card to move:**

- Player places one Move Card under the Move Card Cover.
- When both players have decided, remove the cover and do the move.



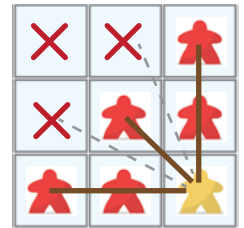
-- **Move direction:**

- Place the face with arrow upward and rotate the arrow towards a direction — players will move one cell towards the arrow's direction during this action.
- Place the face with arrow down — player will stay during this action.
- **Player could only move Up once when they reach the Top Region of the board.**

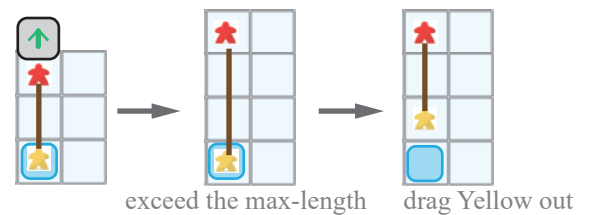
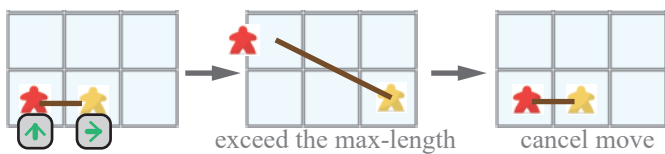
Limitations: the rope between players, the snow, and other things will limit their movement.

-- **The rope:** a rope connected two players with the **maximum length of two**.

- The rope limits the relative position of the players.
- If plays' movements resulted in their distance exceeding the max-length of the rope, cancel this movement.

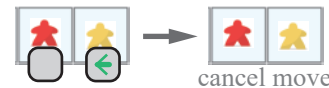


- Unless your partner is buried in snow and you're **2 cells right above** your partner. You movement towards Up can drag your partner out.



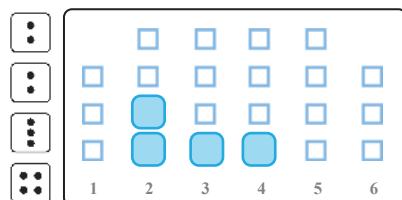
-- **The other player:** player can not be in the same cell

- If the players moved into the same cell, cancel this movement.



-- **The snow:** snow will pile up during the game

- If the player moved towards a cell with snow marker, cancel this movement and **remove that snow marker**.
- If there are snow markers on the cells above this cell, these snow markers will fall down one cell.
- Player can use this action to save the partner from snow.
- If the player were buried in snow, cancel this movements. (Player can still use this to give information.)

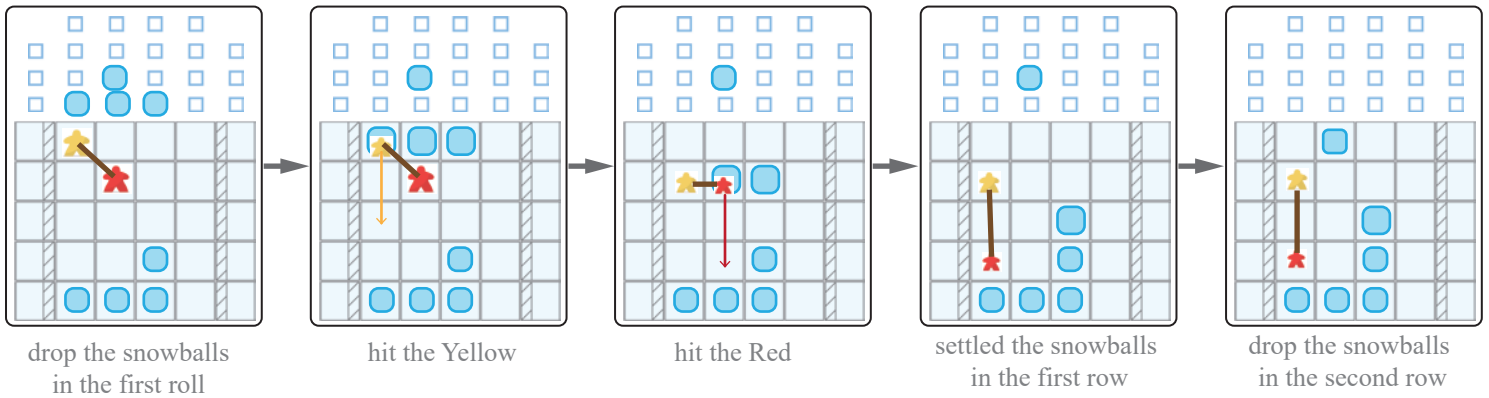


## Step 3. Snowball Loading

Players share their dice results. Place the snow markers in the corresponding column in the Snowball Region, from bottom to top.

## Step 4. Snowball Throwing

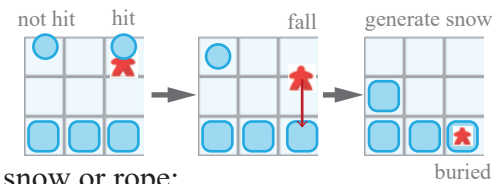
The snowballs will be dropped roll by roll. The snowballs in the same row will fall together and hit the higher player first. After all snowballs of the current row are settled (hit a player or not), settle the snowball of the next row.



### Snow Markers

If a snowball did not hit any player, it would fall to bottom and generate a snow marker on the board.

If a snowball hit a player, it would not generate any snow marker.



### Player will fall down when being hit by a snowball

-- If player didn't move in the second action, it will fall down one cell;

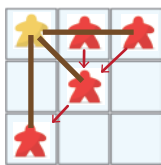
-- If player moved in the second action, it will fall down until it is stopped by snow or rope;

### Buried in Snow

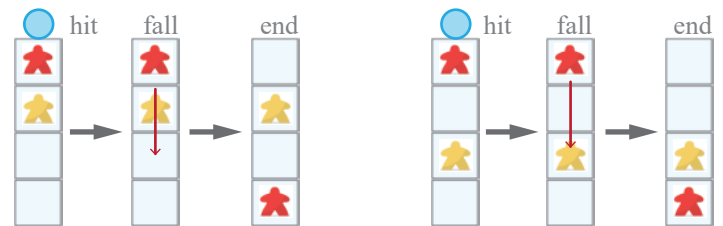
-- When player reach a cell with Snow Marker, player will stop falling and get buried in snow.

### The rope changes the falling trace

-- player's falling won't make the rope exceed its limitation. Player will fall straight down before the rope reach its limitation and fall sideling afterward.



the Red fall



### The other player

-- When meet another player during falling, the player will skip another player.

**Back to Step 1** if not both players reach the mountain top (win) or both player being buried in snow (fail).

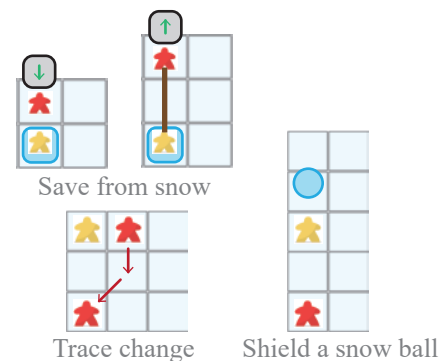
## Thank Marker T

In any moment of Step 2, player can say "Thank you" (please express your thankfulness) and expend one Thank Marker to do one of the things:

- 1. show the result of an unrevealed dice that you know;
- 2. show the direction of an unrevealed Move Card of yours;
- 3. give an extra action to another player in this round;

Player can get a Thank Marker every time the player got helped, including:

- 1. Got saved out of snow by "Removing Snow" or "Dragging out" (in Step 2)
- 2. Falling trace got changed or falling got stopped by the rope (in Step 4)
- 3. Got shield from a snowball (in Step 2)



## On the Mountain Top

When one player get on the Mountain Top, that player won't be hit by snowball.

-- in Step 2, that player can still move and can still go back but can't move up.

-- in Step 4, the snowball will still generate snow marker even if it hit the player.

**Note** Please do not hint or communicate about vital informations, like the dice result, your movement, or "you want a Thank Marker".