



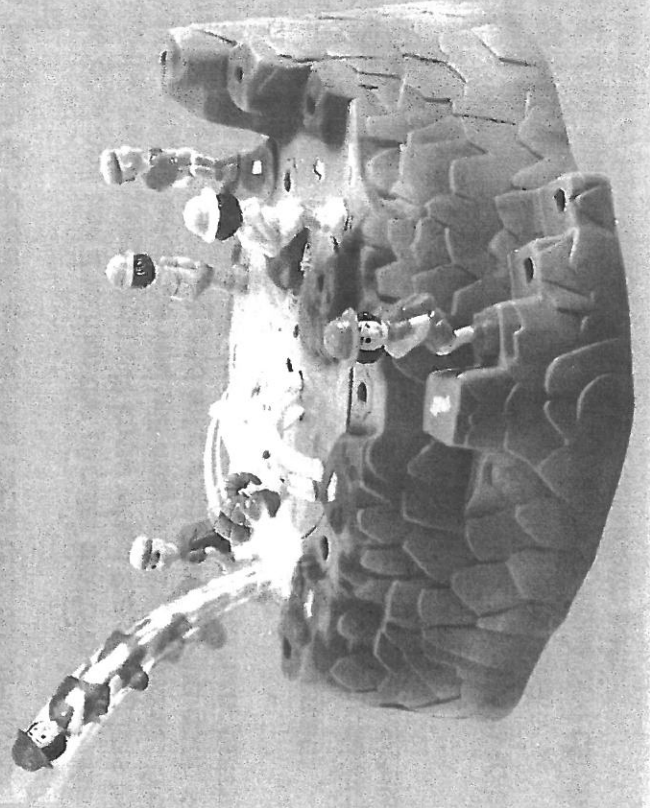
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RULES





OBJECT OF THE GAME

To be the first player to get both their climbers up to the top of the mountain and off.

GETTING READY

Put the rocky mountain in the middle of the table. Each player chooses a pair of climbers of the same colour and puts them next to the mountain, at the bottom of the steps. Wind up the Goat mechanism (see Winding Up the Goat below). Set the spinner card where it is convenient to all players.

WINDING UP THE GOAT

The Goat is wound up as follows

- (a) press down on the green button (just below the summit)
- (b) push the goat backwards across the circle until his feet touch the ground
- (c) hold the goat and use it to turn the circular platform clockwise to wind up the mechanism. You will know when the spring has been wound far enough because you will hear a clunking noise. When you hear this STOP turning and take your hand off the goat. If, when you take your hand off, the platform starts to turn, press the green button to stop it.

When you need to start the goat, press the green button again.

NOTE: when winding up you only need one clunk, however several clunks won't hurt the mechanism, so children can wind it up safely.

GAME PLAY

The youngest player starts by spinning the spinner. If it points to a line, spin again. The spinner segments mean the following:

1, 2, 3 or 4: If the spinner points to a number you move one climber that number of free spaces along the mountain path.

Butt Out or 2: If there are two or more climbers on the green spaces round the goat's meadow (not the grey rocky spaces) then you press the green button and unleash the grumpy goat. When a climber has been BUTTED off the mountain they must start again. After the grumpy goat has butted, re-wind the Goat.

If there are fewer than two climbers on the green meadow spaces, you move as if you had spun a 2.

Back One: you move your leading climber back to the next free space.

If the spinner points to this segment and you have no climbers on the path or on the steps, spin again.

MOVING

Climbers must climb the mountain steps then follow the yellow arrows round the green meadow and up the final mountain staircase to finish the climb.

When the spinner points to a number, move one of your climbers this many FREE spaces - spaces that already have a climber on them do not count. For example, if you spin a 3 and the two spaces in front of you already have climbers on them, you skip to the next free space and start counting 3 from there. You also skip spaces with climbers on if they are in the middle of the number you have to move.

WHICH CLIMBER TO MOVE

When you spin a number to move forward, you always move your **rear-most** climber. For example if you have one climber who has not started yet and another climber up on the green meadow you must move the climber that has not started.

When you spin "Back One" you must always move your **forward** climber back to the next Free Space.

FINISHING THE CLIMB

If your climber ends a move on the top step, they must wait until their next turn, then spin another number to move OFF the mountain and finish.

If a move takes them BEYOND the top step they DO finish the climb.

WINNING

The first player to get both their climbers off the summit wins.