





# RULES OF GAME

**the game :** by overlaying cards, each player must assemble his or her mountain - the highest possible wins.

## **Principle for assembling mountains (refer to the back of the box):**

The cards are assembled one by one, starting from the base. The cards of the upper row are then laid, overlapping the cards from the lower row. An upper row can be started as soon as possible, it is not necessary to wait until the base is full. The card laid must be higher than the cards it covers. If you refer to the example at the back of the box, 9 is higher than 8 and 5.

The maximum number of cards for the base is 10. Each card (except for the base) must lie on two cards both of lower value. Important note: it is not necessary that the card laid be higher than the sum of the two cards it covers.

## **Starting of the game, setup:**

Mix up the cards and distribute 6 of them to each player. They will choose 4 of them which they will keep; this will be their "hand". The 2 cards that are not kept will be added to the remaining cards thus forming the deck placed in the centre of the table. The youngest player starts the game.

**Each player must take it in turns to take a card from the deck, and then he must choose to:**

- Lay the card taken in his or her mountain
- Discard the card into a discard pile placed in the centre of the table
- Lay this card (and only the card taken) in an opponent's mountain
- Place the card in his/her hand. The player must then remove a card from his/her hand and build his/her mountain with it
- Replace one card of his/her mountain which has not been covered yet (only with the card taken from the deck). The card that is replaced will be discarded.

**Then the next player has his/her turn.**

The "animal" cards are numbered cards which are laid like the other.

## **Who is the winner at the end?**

The party ends when there are no more cards left in the deck. The players can then use the cards they have in their hand to continue building their mountain. Every player who succeeds in placing all the cards held in his/her hand (except the Saint-Bernards) already earns a point.

Then, the number of floors of the mountain is counted, to which the number of animals is added. Only the animals placed from the 4th floor are counted. The Saint Bernards kept in the hand of each player are also added (1 point per Saint-Bernard)

**The winner is the player who has the highest total.**

### Use of the "special" cards:

- The "cable cars" can be laid on all the cards even the "avalanche" cards, they will have a "0" value. In our example at the back of the box, the card T3 has been placed upon 9 and 0. A cable car card can be placed at the base.

- The "avalanches" can only be put in an opponent's mountain. No card, except a "cable car" card can be placed upon it. They prevent your opponent from making any progress with their mountain. An avalanche card can be removed by using a "Saint-Bernard" card.

- The "Saint-Bernards" must be used to remove an "avalanche" card from one's mountain. They can be kept as a hand or used immediately after being taken from the deck. A player can remove an avalanche card from his/her mountain, when it is his turn to play, he must then:

- Take a "Saint-Bernard" card from the deck (if he is lucky), which will eliminate the "avalanche" card, then the player throws away the two cards into the discard pile, or
- Take a "mountain" card from the deck, keeping this in his/her hand whilst taking a "Saint-Bernard" card (which it has previously been stored). He then throws away the two cards ("Saint-Bernard" and "avalanche") into the discard pile.



### Particular points:

- Every card that is covered (even by half) cannot be replaced.
- Each new card placed within a mountain must touch an existing card.
- The player is not allowed to skip his/her turn: A card must be taken from the deck on each turn.
- The player must always have 4 cards in his/her hand \_ no more and no less. Only when there are no cards left in the deck, the player may then use the cards in his/her hand to finish building the mountain.
- The player is forbidden to place a card within an opponent's mountain before he/she has started to build it.
- The player is also forbidden from throwing any card he/she holds in his/her hand into the discard pile.
- Each player must place the card he holds in his/her "hand" in his/her own mountain.
- The "avalanche" cards are taken into account to help determine the height of a mountain.
- One card from the discard pile cannot be taken back
- The cards from the base can be put either from the right to the left or vice versa.
- One card from a player's mountain cannot be replaced by a card held in his/her hand.
- As soon as the mountain of a player reaches 5 floors (animals included), he/she plays twice at each turn.
- Rule for a single player: It is like playing patience. The same rules apply.