

Mount Oneer

Collect as many points as possible by the time the first mountaineer reaches the summit. Roll the dice and use addition, subtraction, or multiplication to reach the next multiple of 10 and collect points. Roll a mountaineer to draw a card that will help, or hinder, your climb to the top. Pace yourself, collect points, and become the next moun-ten-er!

- Age: 6+
- Grade: 1+
- 2-4 players

PLAY TIME

10-15 minutes

MAIN IDEA

Roll two dice and choose the operation (addition, subtraction, multiplication) that will get the result allowing you to move spaces, collect points, and climb to the top of the mountain. Be fast, but remember the first to summit is not always the winner!

CONTENTS

- 1 set of rules
- 1 game board
- 4 pawns
- 2 dice
- 28 cards
- 72 tiles (32 green, 40 blue)

FEATURES

- ✓ Teaches and enforces the concept of 10s.
- ✓ Choose addition, subtraction, or multiplication to reach a desired outcome.
- ✓ Use strategic planning and problem solving to summit, but be sure to balance your speed and collect points.



OBJECT OF THE GAME

The object of the game is to collect as many points as possible when the first mountaineer reaches the top of the mountain.

Roll two dice and solve equations to move your pawns upwards, and whenever you land on spaces divisible by 10, you collect one or more tiles. Each tile has a hidden value of 10, 20, or 30 points. When the first player gets to the top of the mountain, each player counts their tiles to see who has the most points. Along the way cards will help you or make your journey more difficult.

PREPARATIONS

Set up the game board and let each player choose a colored pawn that is placed at the foot of the mountain (base camp). Shuffle the cards and place them face down close by. Divide the tiles by color and place them face down on the board with the green ones to the left of the mountain top and the blue ones to the right.

THE GAME

The players take turns clockwise rolling dice, solving equations, and moving pawns in an attempt to achieve a solution that will allow you to reach a multiple of 10. The values of the dice can be **added, subtracted or multiplied**. You **always move forward or stay put** (if you have a value of zero) unless a card tells you otherwise.

When you land on a space divisible by 10 you get to take a tile. The spaces 10, 20, 30, 40, and 50 have green edges therefore you get to take a green tile (values 10 or 20). "50" has a double green edge, meaning that you get to take 2 tiles here. The spaces 60, 70, 80, 90, and 100 have blue edges allowing you to take a blue tile (values 10, 20, or 30). "100" has a double blue edge, meaning that you get to take 2 blue tiles here.

When you take a tile, notice the value but keep it face down so the other players cannot see how many points you have.

When the first player reaches the top, (gets *to* or *past* the space marked "100"), the other players get one more turn each to complete the game. All players count their tile values to see who has scored the most points to win the game.

THE DICE

Both dice have the values 1-5 on them.

One die has an arrow on its last side: This means that you must move to the end of the level you are currently on. You are free to move to forward or backward.

The other die has a pickaxe on its last side: This means you must take a card. Some cards can be saved for later, while others must be used right away.

You must always use *both* dice to determine the number of spaces to move.

Example 1): **Roll 2 and 5:** Here you can move 3 (5-2), 7 (2+5), or 10 (2x5).

Example 2): **Roll 3 and 3:** Here you can move 0 (3-3), 6 (3+3), or 9 (3x3). If you are on a space divisible by 10 and you move 0, you get to

take the appropriate number of tiles again.

Example 3): **Roll 4 and →:** Here you move forward 4 and then move to either end of the level, or you can first move to either end of the level and then move 4.

THE CARDS

The cards have instructions on them, but some may require a bit of extra explanation.

The helpful mountaineer boosts you to the end of the next level while avalanche pushes you to the beginning of the level below.

Mountain Goat cards let you subtract 1, 2, or 3 to your roll of the dice and canteen cards let you add 1, 2, or 3 to your roll. These cards can be saved for later, but you can also choose to use them right away. You are only allowed to have two of these bonus cards in your hand at any time. If you already have two and draw another, you must discard one before using any of them.

When you are asked to pay a tile, you are free to choose the tile yourself. When paying to the mountain, you simply put it back with the remaining tiles. When paying to another mountaineer, you are free to choose who should have it.

The Yeti scares you and makes you lose your next turn, but you may finish your current turn. Keep this card until your next turn is over, and discard in place of your turn.

The Loose Pebbles makes it difficult for you to climb so you only get to roll one die at your next turn. You are free to choose which die you want to use.

Game design by Martin Nedergaard Andersen



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