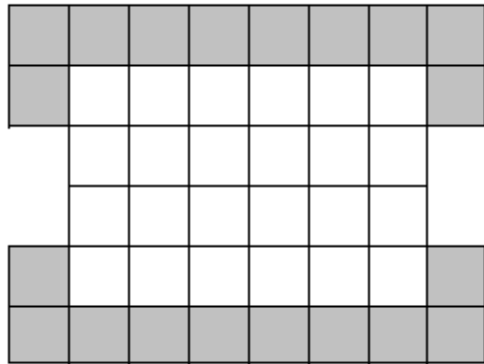
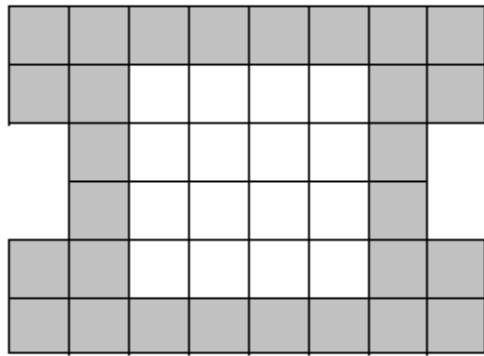




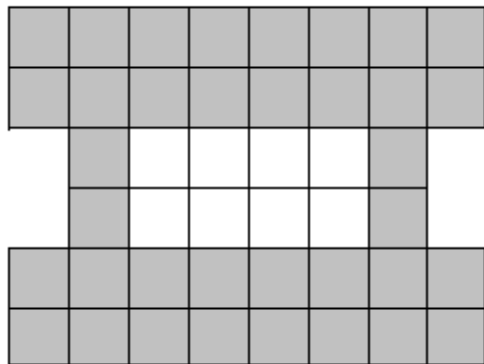
Then add 6 tiles in a 2x3 layer centered on the base:



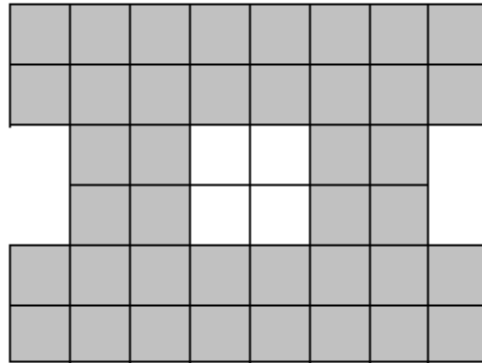
Next add a 2x2 tile square centered to form the third layer.



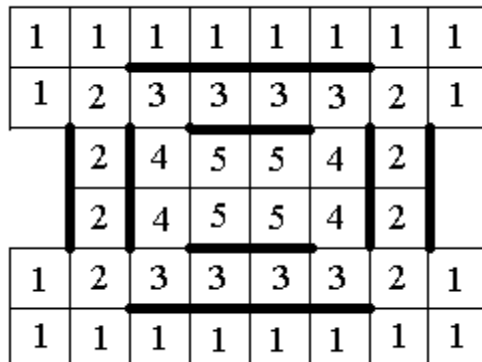
Then add a two tile rectangle as the fourth layer.



Finely add a single tile in the center as the mountain peak.



This should leave you with a board that looks like the following where the numbers are the height in tiles. In the following rules, steps are one tile tall, while cliffs are two tiles tall. The thick lines in the diagram show the locations of the cliffs.



Give each player the pawn, die and six coins of the same color. Players place their pawns on one of the inside corners marked by the X's in the next figure. These are the yeti home bases, where they return for healing or after falling off the board.

X							X
X							X

### **Making a Plan for your Yeti**

The game consists of several rounds. At the beginning of each round, all players prepare a plan of action that will determine what their yeti will do during the round. A player builds a plan by secretly selecting three of the player's coins behind their hand. Each of these coins represents one action that the player's yeti will perform during the round. They are placed in a row and will be performed left to right.

The tick marks on the coins are used to denote directions on the board. Only orthogonal directions are used, no diagonals. Tick mark directions are relative to the board not the player or the player's pawn.

There are three actions that a yeti can perform:

1. Movement – a coin showing an ace, 2, 3, 4 or 5 specifies that the yeti will move in the direction shown by the tick mark using the corresponding number (1, 2, 3, 4, or 5) of movement points.
2. Roar – a null coin specifies that the yeti will roar in the direction of the tick mark.
3. Throw a snowball – a coin suit-side up specifies that the yeti throws a snowball in the direction of the tick mark.

It is possible for a player to have fewer than three coins available (due to damage taken by the yeti), in this case make a plan as long as possible. A yeti's second or third action will then to be "stand there and look dazed" and the yeti does nothing for that action. If you have enough coins to plan three actions, then you must use three coins.

After all of the plans are finished the players expose them for all to see.

### **Executing the plans**

Yeti plans are performed simultaneously one coin at a time, i.e., every player does the first coin, then all do the second and so on. Actions by different yeti

are considered to be in conflict, if a different board configuration would result when the actions are performed sequentially in two different orders. If there is a conflict, then all players roll their dice and the player with the high roll gets to choose the order for all the actions, with one restriction: all snowball throws still happen simultaneously. Here are some examples of possible conflicts: two or more yeti want to end their action in the same square, a yeti wants to move through the square of a stationary yeti, two yeti are moving in the same or opposite directions and have overlapping paths, and a thrown snowball could miss due to the movement of the target yeti. Two yeti moving in 90-degree orthogonal paths do not conflict, unless one of them wants to end its movement in the intersecting square of their paths.

## Yeti Movement

Yeti always move in a straight line and cannot climb cliffs. If a yeti's movement runs it into a cliff from below, it stops and loses the remainder of its movement for that action. If it runs off a cliff from above, it falls off the cliff to the square below and then continues moving in the same direction.

If a yeti's action coin shows a number (ace meaning 1), the value determines the number of movement points (MP) the yeti has for the action. MP are spent as follows:

- Move one square to the same or a lower level 1 MP.
- Move one square up a step to a higher-level 2 MP.

Falling off a cliff will damage your yeti. Moving off the edge of the board, not only ends the yeti's movement, but also cancels any remaining actions for this round.

## Pushing other Yeti

If a yeti wants to move into a square occupied by another yeti, then it must push that yeti ahead of it. A yeti cannot be pushed up a cliff or into a square occupied by another yeti, in these cases the pushing yeti stops and loses any remaining movement for this action. Pushing a yeti costs additional movement points as follows:

- Moving into a square occupied by another Yeti and pushing it to a square on the same or lower level unless the pushing yeti is falling off a cliff. +1 MP
- Moving into a square occupied by another Yeti and pushing it to a square up one level +2 MP.

The MP cost for pushing is in addition to the MP cost needed to actually move to the square. If a yeti has insufficient MP to push another yeti, it ends its movement and loses any remaining MP for that action. Note that falling off a cliff gives your yeti a free push on any yeti in the square you fall into. A yeti that is pushed off the edge of the board loses any unperformed actions for this round.

## Throwing Snowballs

A thrown snowball travels in a straight line until it hits a yeti, runs into an upward step or cliff, or flies off the board. A yeti hit by a snowball takes damage and is pushed one square in the direction that the snowball was thrown. A snowball cannot push a yeti up a step or cliff or into a square occupied by another yeti; in those cases the hit yeti does not move. A snowball freely goes downhill, but if it hits an upward step or cliff, it goes splat and has no effect; unless there is a yeti standing on the square directly at the top of the step or cliff, then the yeti gets hit instead. Thus you can throw a snowball one level up hill at a yeti standing on the edge of a step or cliff.

## **Roaring**

The roar of a yeti can only affect any yeti that are in one of the four squares next to the yeti. The roar always affects a yeti in the square pointed to by the tick mark on the null coin. Yeti in the other three squares are only affected on the roll of a null on owning player's die. An affected Yeti rolls a die and acts according to the result:

- 2-5: the yeti runs away directly away from the roaring yeti using the number of MP shown on the die.
- Ace: the yeti roars back at the roaring yeti, the original yeti must also make a die roll and act accordingly, except that any ace result is treated as a null. Yeti in other surrounding squares must make the check die roll as specified above
- Null: The yeti stands there and shivers.

If multiple roars are happening simultaneously, determine all yeti that are affected first, then simultaneously roll on the above table for each yeti. If any aces are rolled again determine which additional yeti are affected and roll on the table for them. After all yeti that are running away are determined, treat any resulting movement like a regular action turn including conflict resolution (all yeti that are not running away are considered stationary). Afterwards, complete any actions for the turn yet to be performed. Note that once a yeti is determined to be running away from a roar, it does not roll for subsequent roars by any yeti that rolls an ace.

## **Damage**

Whenever a yeti falls off a cliff or gets hit by a snowball it takes damage. At the end of each round, count up how many times each yeti took damage during the round and that yeti's player must set aside that many coins. These coins cannot be used as part of a plan until the yeti is healed. At the end of any round, instead of setting aside coins, a player can move their yeti back to its starting square; all coins set aside due to damage are returned and that yeti operates as normal the next round. A player may do this even if the yeti took no damage for the round. If damage causes a yeti to lose its last coin, then it must be returned to its starting square to heal. In addition, if a yeti falls off the edge of the board, at the end of the round it is also returned to its starting square, but does not get any of its coins back; it can not heal until the end of the next round.

## **Winning the Game**

A yeti wins the game if it starts a round as the sole occupant of the peak tile and is still the sole occupant at the end of the round.

## Design Notes

1. This game is based on some of the ideas from my essay on *Programmed Movement In piecepack Games*:  
<http://www.ludism.org/ppwiki/ProgMovementEssay>
2. I had originally thought to do a Battlebots game, but eventually came up with the wacky idea of yeti playing "King of the Hill" during a snowball fight.
3. Having two types of attack on your opponents adds some interesting tactics to the game.
4. The 3-D board was the hardest part of the design.

## History

20020911	0.5	mab	Original version
20021012	0.6	mab	Clarifications and tweaks in response to playtest comments
20030130	0.7	mab	fixed typos and unclear rules
20030322	1.0	mab	update for web page
20040739	1.1	mab	annual update and added design notes

Thank you for playing my game. Please report rules problems or variant suggestions to [mark@biggar.org](mailto:mark@biggar.org).

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