

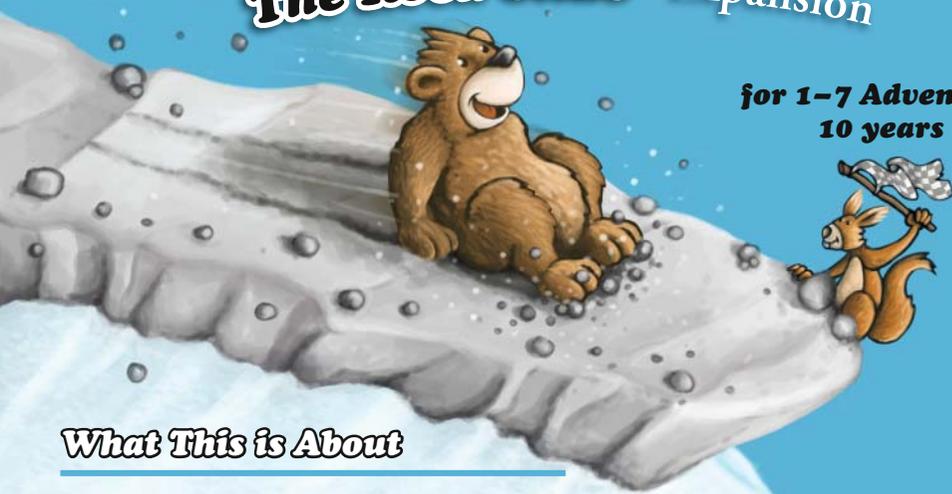
Gerhard Junker



Blocky Mountains

The Rock Slide · Expansion

for 1–7 Adventurers,
10 years and up

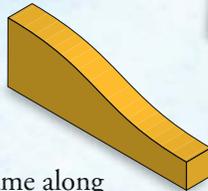
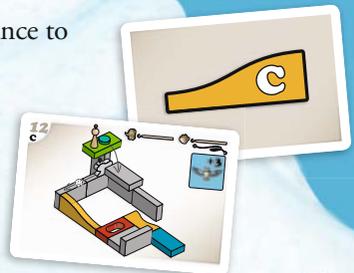


What This is About

Particularly adventurous paths await you in the “Blocky Mountains.” Who will be skillful and courageous enough to master the “Rock Slide”? In the “Great Hero” scenario, one adventurer takes on all challenges alone and has the chance to become a “Blocky Mountains” legend. Have fun!

Expansion Materials

- 15 route cards (4 cards for route **A**, 5 cards for route **B**, 6 cards for route **C**)
- 1 Rock Slide (big yellow block)



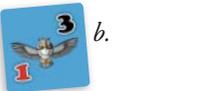
Set-up

- Put out the components of the basic game along with the **Rock Slide** (ready for play) and get ready for the adventure.
- Sort the **15 route cards** of this expansion into **A**, **B** and **C**, shuffle each of them separately face down and put them in piles below the route map.

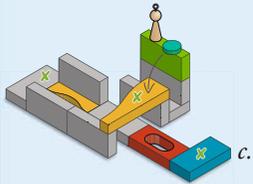
How the Game Plays

For the **route cards with numbers** (from “01” to “12”), the procedure is the same as in the basic game. A special feature of this expansion is a bunch of **route cards with bonus** (one card each on routes **A**, **B** and **C**). When you reveal such a card on your turn, it is played by all adventurers in the multi-player game. In general, observe the “Rules for Adventurers,” including the “Teamwork!” supplement (see p. 3).

If you play a **route card with bonus**, you first have to choose whether you want to advance on the route map (→ ) or receive the bonus (→ ):



The **letter tile** applies to all players.

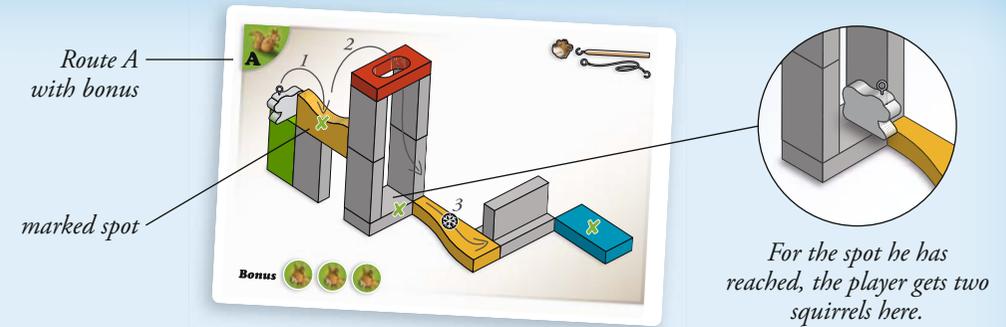


Attention: If the frolicking area is (temporarily) empty, you do not get a bonus.

All players can choose *freely* between these two options – regardless of which player has revealed the card within the current round. If, for instance, Orange reveals a **route card with bonus**, the other players (Purple, White, etc.) still have their turn according to the order of play. After all players had their turn for this route, the card is removed from the game. If applicable, turn the letter tile back over. The player who has revealed the **route card with bonus** now has another turn and flips over the next route card from a pile of his choice.

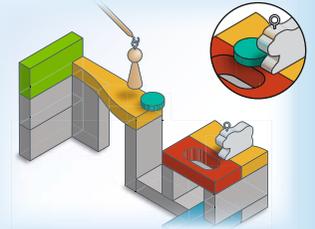
End of the Game

The game ends in the same way as the basic game. You need to consider that the route card piles might be used up sooner.

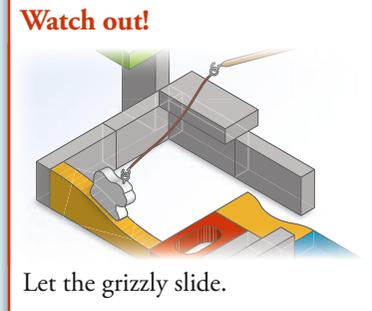
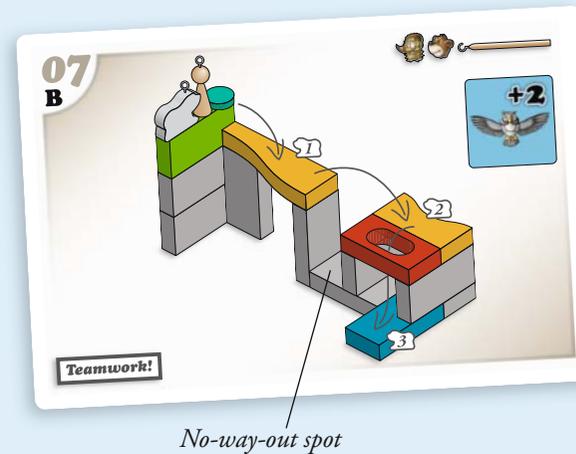


Here's How It Goes · Teamwork!

For routes “07”, “09” and “11”, perfect teamwork is important. To this end, use the rod to place the grizzly on the marked blocks (→  /  / ) so that he “catches” the provisions or lets them bounce off in such a way that they don't fall off the route. You may switch between the trapper and the grizzly as often as you want as well as put them down on the marked blocks or relocate them.



Teamwork between trapper and grizzly.



The Route Cards · with numbers and with bonus

Route **A** (moderate) → 01; 02; 03; **A**-bonus

Route **B** (difficult) → 04; 05; 06; 07 – Teamwork!*; **B**-bonus*

Route **C** (very difficult) → 08; 09 – Teamwork!*; 10; 11 – Teamwork!*; 12; **C**-bonus

■ **Note:** The routes with an asterisk (*) contain a no-way-out spot (see rules of the basic game).

Team Variant · Rule Modifications

- In this expansion, you may advance your route marker **1** or **2** spaces on the team route map for one route you have mastered.
- If the team plays a **route card with bonus**, it first has to decide whether it wants to advance on the route map (→ 1 or 2 spaces) or receive the bonus – as in **i.** and **ii.** (see p. 2). For the bonus also, you have only **1** attempt.
- To get squirrels, the team has to reach the **intermediate destinations** by exact count.

Tip: Of course, for mastering a route, the team should advance as far as possible, i.e., two spaces. But sometimes, it might also make sense to move only 1 space in order to avoid the fox or to reach a specific space (e.g., an intermediate destination).

In “**Teamwork!**”, 2 team members may take turns in moving the two playing figures with **1** rod. If an attempt of a team member is unsuccessful, other team members can also get help from your squirrels for their further attempts.

“Great Hero” · Scenario

Sort the numbered route cards and put them out ready for play as a face-up pile, with the “**01**” on top. Put the route cards with bonus in order: **A**-bonus after the “**03**”, **B**-bonus after the “**06**” and **C**-bonus after the “**10**”. You begin the scenario with **14** squirrels. You have only **1** attempt for each **route card with bonus** – as in **ii.** (see p. 2). If you fail, you don’t get a bonus; however, you may continue the adventure with the next route card. When you have mastered a route, you use the next number or card, respectively, in ascending order. Will you accomplish all challenges – and how many squirrels will you end the scenario with?

■ **Note:** As in the “Solo Training” of the basic game, you can reach a maximum of 24 squirrels.

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WARNING! Not suitable
for children under 36 months.
Choking hazard!

Colors and contents are subject
to change.



MADE IN GERMANY

This expansion can be played only in
combination with “Blocky Mountains.”