

YODELING YETIS



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OVERVIEW

Once a year the Yeti race up the mountain to start Yodel Fest! - the world's greatest and only Yodeling Yeti festival!

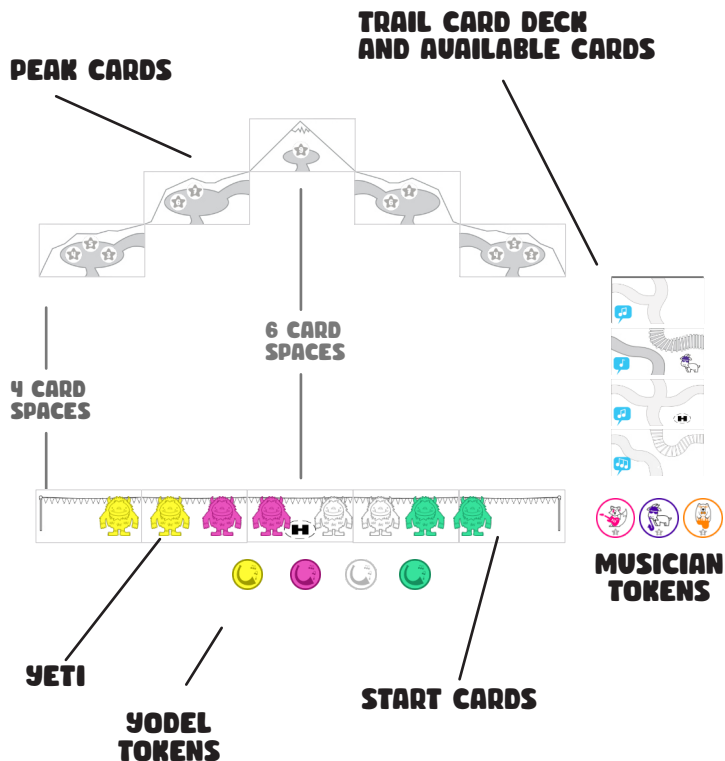
GOAL

Race to the mountain top to secure the best yodeling spots and collect musicians along the way to put on the best show and win the game!

SETUP

- Setup the mountain peak and start cards as shown in the diagram to the right.
- Players takes a set of Yetis and Yodel token.
- Put Yetis on the start flag cards.
- Shuffle the Trail cards, placing the stack close to all players and blue side up
- Layout three cards near the stack, blue side face up.
- The youngest player goes first.

SETUP DIAGRAM



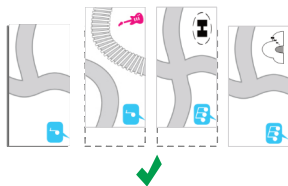
ON YOUR TURN

A player's turn has three steps:

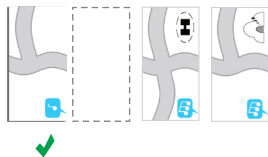
- Take 2 cards
- Play cards
- Move Yetis

TAKE 2 CARDS

From the 4 available face up cards, pick 2 trail cards and add them to your hand.



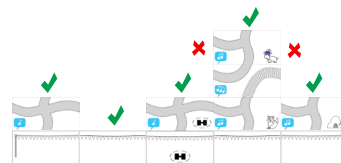
You can take cards on top of the stack but do not refill the available cards until the next player's turn.



PLAY TRAIL CARDS

Then you must play at least 1 and up to 2 cards to the mountain following these rules:

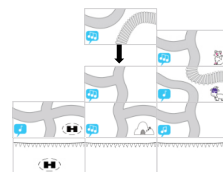
- Trails must be stacked (blue side) directly on top of an existing card, beginning at the starting cards.



- Cards can't be stacked past the Peaks Cards.



- If you stack a Trail next to a Trail with the same note an **AVALANCHE** is triggered!



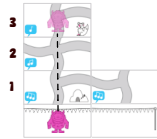
Avalanches flip all matching cards next to the card just placed and any cards underneath. See page 11 for details.



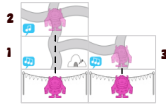
MOVE YETI

Once you have played at least 1 Trail card it's now time to move your Yeti!

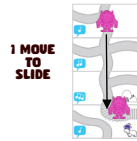
- You can move your Yeti up to 3 moves each turn.



- The 3 moves can be split between your Yeti.



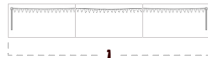
- You can slide straight down a trail any number of spaces for 1 move.



- Yeti can only move along Trails & cards can hold multiple Yeti.



- The Start cards all count as one space.



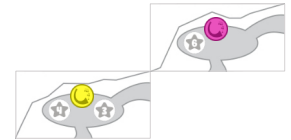
- There are 3 special actions you can take when moving:

- CLAIM SPOTS
- COLLECT MUSICIANS
- USE RESCUE COPTERS

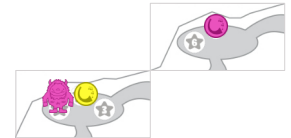
CLAIM SPOTS

Once your Yeti has reached a peak card you can claim the highest available spot to score points at the end of the game.

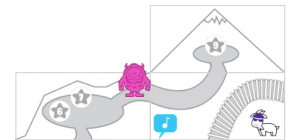
- Your first spot is claimed using your yodel token, your Yeti then goes back to the start cards.



- To claim additional spots you have to lay down your Yeti at the spot and can no longer move that Yeti for the rest of the game.



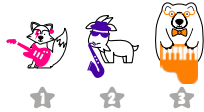
- You can also choose to not claim a spot and continue up the mountain.



COLLECT MUSICIANS

As you climb the mountain you can also collect musicians by bringing them their instruments.

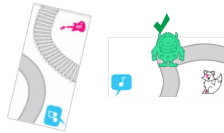
- There are 3 types of musicians and each plays a different instrument



- To collect a musician your Yeti must be on a trail with a musician on it.



- You also need to bring the musician its instrument by having a matching card in your hand.



- Discard the matching card and take one of that musician's token. **Note:** you can collect multiples of the same musician type.

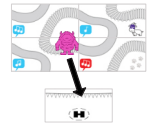


- Instead of scoring points, a musician token can be used to gain extra moves equal to their point value. **You can only do this once a turn,** discard the used token.



USE RESCUE COPTERS

- To use a Rescue Copter, your Yeti must be on the card.
- Rescue copters are used to travel to any spot with an helicopter pad on it.
- Using a copter costs is free but the Yeti who moved can no longer move this turn.
- After using a rescue copter, immediately flip the card.
- If your Yeti ever gets stuck you can use 1 move to return them back to the start flags.



END OF TURN

Once you have picked cards, played cards and moved your Yeti your turn ends.

Going clockwise it is now the next player's turn.

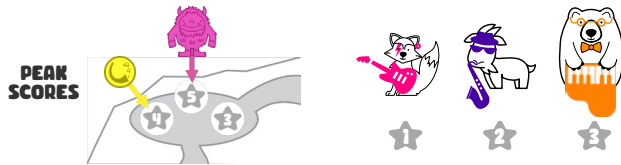
END OF THE GAME

The game's final round is triggered when

- **All card spots on the mountain are filled**

You then finish the current round making sure all players have had the same number of turns.

After the final round, players add up their scores from their claimed spots and their musician tokens they collected and didn't spend on extra moves.



Whoever scores the most points is the winner and headline act at Yodel Fest!

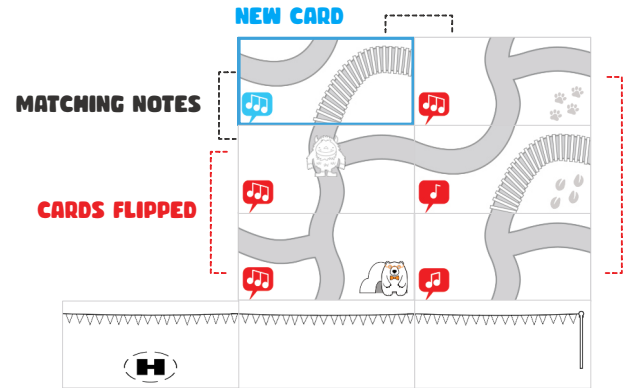
If there is a tie the player with the higher claimed spots on the mountain is the winner!

AVALANCHES

Avalanches are triggered when a new card is placed and its note matches the note on any cards it touches.

When triggered, the card or cards with the matching note and all cards underneath flip.

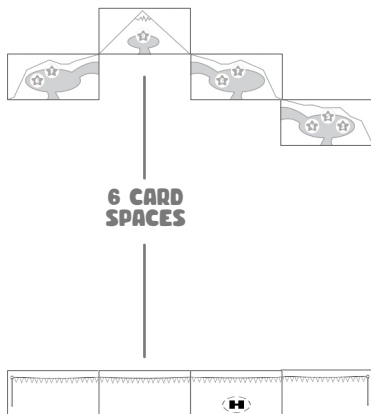
Cards can flip multiple times over the course of the game.



Avalanches change the orientation of trails, opening up new paths to the summit and create new ways to score!

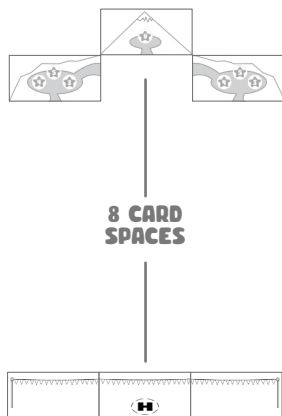
SETUP VARIANTS

2 PLAYER PEAK

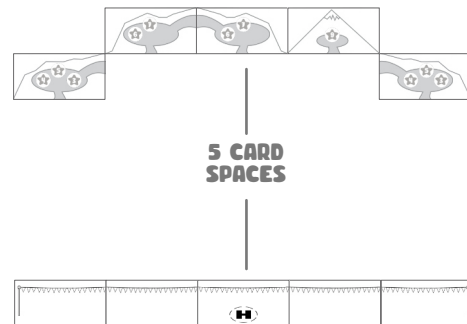


MT. WARP

Trails on the edge that connect warp around the mountain!



CAMEL BACK



SPRINT VALLEY

