## Annoy Your Opponents and Push Them Downstream!

When you move your goat **to a small space that's already occupied by a goat of a different color**, push it one space down the stream in the direction shown by the arrow.

*Luis (the white player) has rolled 1-1-1-4-4. He moves his mountain goat to the space occupied by Edward (yellow). The yellow goat gets pushed downstream to the next space.*
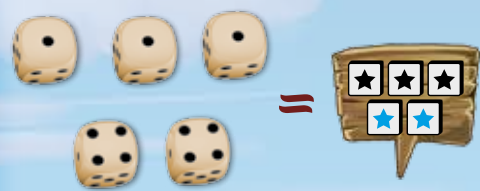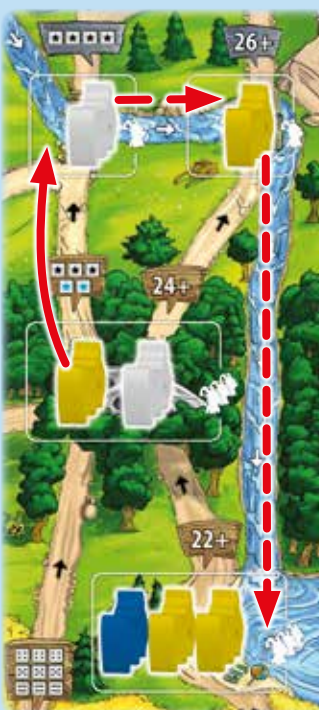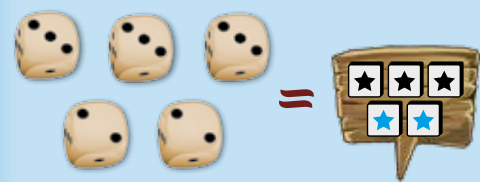
*Before the move*   *After the move*

This can cause a chain reaction as well! If the goat you've pushed downstream lands in a space already occupied by another goat, that goat gets pushed one space downstream as well.
**Note:** If one of your own mountain goats is involved in this chain reaction, push it downstream, too, not upwards toward the peak!

*Edward (yellow) has rolled 2-2-3-3-3, which means he has to move along the "full house" path. He pushes Luis's white goat onto the space to the right, where it hits another yellow goat. This yellow goat gets pushed downstream to the large space further down.*

*The yellow goat that's been pushed ends up in the large space and Edward's turn is over.*
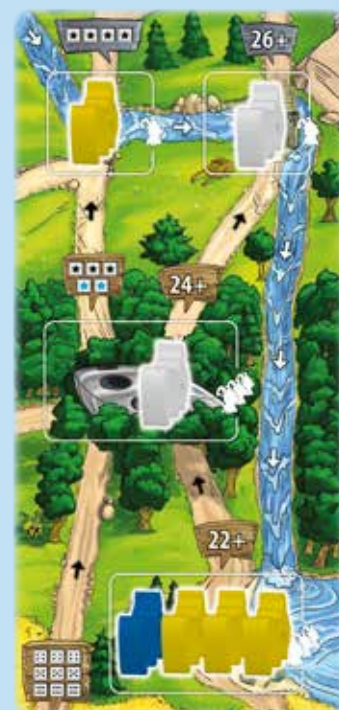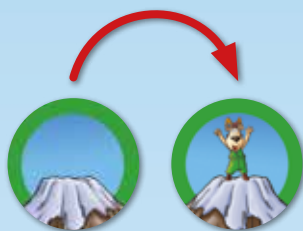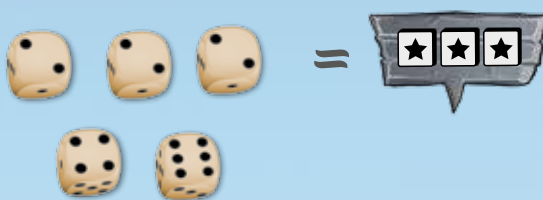
*Before the move*   *After the move*

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## 3. You've Reached the Peak?

The first time you get one of your mountain goats all the way up to the peak, turn over your **player marker**. Now, it doesn't show an empty mountaintop anymore, but a goat of your color.

*Edmund (green) has rolled 2-2-2-4-6. This allows him to move his goat upwards along the "three of a kind" path. Through a chain reaction, he pushes one of his mountain goats up to the peak. Since he has reached the peak, he turns over his player marker.*

*Before the move*   *After the move*

Leave your mountain goat on the peak for as long as it takes for another player to reach the peak with one of their goats. **Only then** are you allowed to take your goat and put it back in the starting area at the foot of the mountain.

### The End of Your Turn – The Next Player Is Up

Your turn ends when you have moved one of your goats or put a goat back in the starting area. Pass the dice to the player on your left. They begin their turn by rolling all five dice.

## The end of the game

The game ends immediately when a player has reached the peak of Mount Friese for the **second** time. He or she is crowned the winner!

# Gipfelkraxler
### von Friedemann Friese

amigo-spiele.de/05713

**Players:** 2–4 Personen          **Ages:** 8 and up          **Duration:** About 30 minutes

*1 game board*

## Game pieces

*5 dice*

*20 mountain goats*

*4 player markers*

## The goal of the game

Cunningly roll the dice to get your mountain goats to the mountaintop! Cleverly position yourself in the huts on the way and push yourself upwards. There's another goat in the way? No problem! Push it into the mountain stream, so it will have to restart further down.
To win, you need to get two of your mountain goats all the way to the mountain's peak first.

## Getting ready to play

Place the **game board** in the middle of the table. Each player picks a color and takes the matching **5 mountain goats** and **player marker**. Put all your goats in the big starting area at the base of the mountain. Place your player marker in front of you so the empty mountaintop is showing.

*Example of a Four-Player Setup*

*Peak*

*Reinhold*

*Edmund*
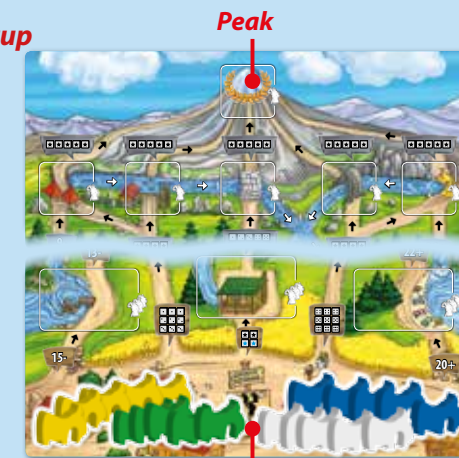
*Edward*

*Luis*

*Starting Area*

The last player who has stood on a mountaintop is the **starting player** and takes the **5 dice**.

## Playing the game

The **starting playe**r goes first, then turns are taken in a clockwise direction.
On you turn you roll the dice up to three times. Depending on the result, you move your mountain goats towards the peak. If there is a goat in your way on one of the smaller spaces, you get to push it off that space. If you're the first player to reach the peak twice, you win the game!

### 1. Roll the Dice And Move Your Goat

First, roll all 5 dice. Don't like the result after the first roll? Re-roll as many dice as you want for a second and finally for a third time. On your third roll, you may choose to re-roll a die you didn't re-roll on your second throw.

Using the final result of your roll(s), you **must** now move **one** of your mountain goats **one** space towards the peak. Look at the **signs** printed on the paths in front of the goats. These signs tell you what result you need in order to move onto the next space. Goats move along the **black arrows**, up the hill, step by step.

**Path Requirements**

On your way to the top, different kinds of dice roll results will help you move along:

**15-  13-  11-  9-** The total sum of all your dice has to be **the number shown or lower.**
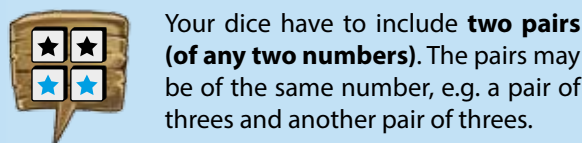
**20+  22+  24+  26+** The total sum of all your dice has to be **the number shown or higher.**

Your dice have to include **three of a kind** made up of ones, twos, or threes; or of fours, fives, or sixes, respectively.

Your dice have to show a **small straight (= 4 consecutive numbers)** or a **large straight (= 5 consecutive numbers).**

Your dice have to include **two pairs (of any two numbers)**. The pairs may be of the same number, e.g. a pair of threes and another pair of threes.

Your dice have to show a **full house (= three of a kind of one number and a pair of another).**

Your dice have to include **three of a kind, four of a kind,** or **five of a kind.**

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**Important:** If your result meets more than one requirement, you can still only move **one** of your goats **one** space.

*Edmund (the green player) has rolled 2-2-2-5-5. With this result, he can choose path ❶ "two pairs", path ❷ "Three of a kind made up of twos", or path ❸ "full house", and move one of his goats one step closer to the peak!*

❶ =
❷ =
❸ =
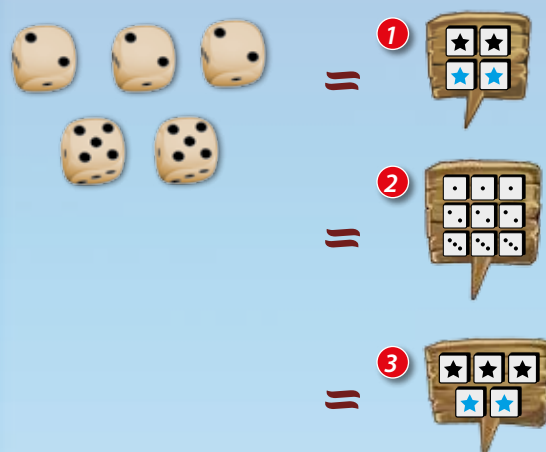


**Five of a Kind Is Wild!**

If you manage to roll five of the same number, you may use this result as a wild: You are allowed to move any one of your mountain goats one space closer to the peak. The requirement shown on the sign doesn't matter.

**Your Result Doesn't Match a Sign You Need?**

It can happen that you roll a result that doesn't allow you to move any of your goats. Too bad for you! In this case, you have to choose **one** of your mountain goats (but not from the peak) and move it all the way back to the starting area!

### 2. There's a Goat In My Way!

Most of the spaces on the game board have limited room. If it gets too crowded, you can push the other goats off your space!

**How Many Goats Fit In a Space?**

Spaces come in two different sizes:

*Example of a large space*



*Example for a small space*



On a **large space** (= several mountain goats depicted on the right edge), there is enough room for **any number** of mountain goats belonging to all players.

On a **small space** (= 1 mountain goat depicted on the right edge), there can **only be one mountain goat** at any time.

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**Help Yourself and Push Yourself Onward!**

If you move one of your mountain goats upwards onto **a large space that already contains two or more goats of your color**, you get to push one of them up one space towards the peak.

*Reinhold (the blue player) has rolled 1-2-2-3-4. He moves his mountain goat along the path requiring "13-" to the next large space. There are already two of his goats on this space, so he pushes one of them up one space.*

*In this example, Reinhold has two choices for which path he wants to push his goat. He decides to take the path on the right, to the next small space.*

= **13-**



*Before the move*          *After the move*

If you move one of your mountain goats upwards onto **a small space that already contains a goat of your color**, you get to push it up one space towards the peak.

*Edward (the yellow player) has rolled 3-3-3-5-5. He moves his goat from the large space along the "full house" path to the small space above. He already has a goat there. That goat gets pushed up another space. He picks the path on the right, to the next small space.*

=



*Before the move*          *After the move*

Pushing goats can start a **chain reaction**: If the goat you've pushed lands in a space where another push is possible, push again.