

Rules of play

- Up to 4 players can play this game per session.
- The order of dice rolls is Red Bust 1st, Blue Bust 2nd, Yellow Bust 3rd, then Green Bust 4th.
- The way to move your character is by rolling an 8-sided die.
- An Avalanche occurs every 5 turns, knocking players back 5 spaces.

Mechanics

- Boulder Space: Shields a player from the Avalanche if they're standing on this space when it is about to occur.
- Cavern Space: Shields a player from the Avalanche if they're standing on this space when it occurs and prevents movement past this space when landed on but will serve as a shortcut to another pathway on the board.
- Snow Space: -1 space on next dice roll when landed on.
- Polar Bear Space: Prevents dice rolling for 1 turn when landed on.

Dynamics/Advanced Rules

- There will be a turn counter that ticks after the Green Player's turn. The first Avalanche will occur on Turn 6 and every 5 turns after. Unless a player is in a Boulder or Cavern space, they will be knocked back 5 spaces and given the Frostbite effect, deducting 2 spaces from their next dice roll.
- If a player lands on a Boulder or Cavern space 1 turn before an Avalanche, they will be unaffected by the Avalanche.
- If a player lands on a Snow space, their movement will be slowed, which will then deduct 1 space from their next dice roll.
- If a player lands on a Polar Bear space, they are unable to roll dice for 1 turn due to the player's unbreakable fascination with the tubby creature.

Color codes

- **White = Normal Space**
- **Sky Blue = Snow Space**
- **Brown = Boulder Space**
- **Gray = Polar Bear Space**
- **Light Black = Cavern Space**