



SNOWSTORM SCRAMBLE GAME

AGES 5+ 1-5 PLAYERS



First time playing? Remove one Snowstorm token showing Bumble before you play!

SETUP

- 1 Assemble the game board in the center of the play area.
- 2 Put the four movers into their bases. Place Bumble the Abominable Snow Monster in the Bumble Start space on the edge of the board. Place the three characters on the Start spaces marked for them.
- 3 Spread out the Snowstorm tokens face down near the board.

OBJECT

Work as a team to move **Rudolph**, **Hermey the Elf**, and **Yukon Cornelius** to Bumble's cave at the top of the board. Move the characters by finding (and remembering!) the Snowstorm tokens that match their spaces. If all three characters reach the end before Bumble makes it around the board, the players all win together.

HOW TO PLAY

The youngest player goes first. **On your turn:**

- 1 **Roll and Flip**
Roll the die, then flip that number of Snowstorm tokens face up. Leave them in place. If you roll 2, mix up all the Snowstorm tokens, then roll again.
- 2 **Match and Move**
Now you will use the tokens to move all three characters as far as you can. To move a character to their next space, use the token (or pair of tokens) shown on that space. You can only use each token once per turn. Flip them face down to help you remember which ones you have used (you might not use them all).
- 3 **Bumble Moves**
For each token that shows Bumble, move him once clockwise around the edge of the board.
- 4 **Flip Tokens Back**
Flip all the tokens face down. Leave them in place. Help each other remember which tokens are which.
- 5 **Snowstorm Line**
If **Rudolph**, **Hermey**, or **Yukon** moved over the **Snowstorm line** this turn, mix up all the Snowstorm tokens.

Then it's the next player's turn!



EXAMPLE TURN

A player rolls and flips three Snowstorm tokens face up. She uses the **Yukon Cornelius** token to move **Yukon Cornelius** once to the next space on his path.

She uses one **Rudolph** token to move **Rudolph** once to the next space on his path. She can't move **Rudolph** again because his next space shows two **Rudolph** tokens, and she only has one left to use.

Lastly, she turns all the tokens face down and passes the die to the next player.



END OF THE GAME

If all three characters reach the ends of their paths, the game ends and the players win! If Bumble makes it around the board before all three characters reach the ends of their paths, the players lose.



YOU WIN

All three characters reached the ends of their paths.

YOU LOSE

Bumble made it around the board first.

CONTENTS

Game Board, 3 Character Movers, Bumble Mover, 4 Mover Bases, 16 Snowstorm Tokens, Die, Instructions



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