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Escape from Yeti Mountain
The Revolutionary Card/Board Game

Abstract
Escape from Yeti Mountain is a unique fog-of-war type strategy game. The players race to complete their own quests while foiling the progress of their opponents. Starting from a single tile, the players must venture out into the unknown maze to gather resources and appease the Yeti by pleasing his friends with gifts. But only one person can win the Yeti's favor. Competing against your friends, you must punch, gather and teleport your way to victory, and into the Yeti's heart.

Materials
3—6 players and player pieces
Tile Card deck
Quest Card deck
Medium to Large playing space

Rules
Objective & Winning
The objective of the game is to venture out into the maze, gather the resources required to build your quest item, give said item to its rightful recipient and be the first to return to the Starting tile after doing so.

Start
The game starts with all the players on the single "starting tile", which should be placed as close to the center of the playing space as possible. Before play, each player must draw a quest card to determine their objective. These cards are to be shown to any and all players that ask to see them. The player with the lowest number day in their birthdate (e.g. 11/5 goes before 3/15), and play continues in clockwise fashion.

Inventory
• Using the provided reference cards, players must keep personal record of how many resources they have, as well as whether they have built and delivered their quest item.

Actions
Every player may utilize up to two actions on their turn. Using an action, they may:
• Discover an adjacent, connecting and not yet revealed tile
• Move 1 tile (must be connected to current tile)
• Gather 2 resources (must be on resource tile)
• Assemble your quest item
• Deliver your quest item to recipient (must be on recipient's tile)
• Punch a player on the same tile as you 2 tiles away (can go through walls and around corners)
• Teleport between portal tiles (takes 2 actions)

Free Actions
Players may make as many free actions as they like on their turn. Free actions include:
- Trade any amount of resources with another player
- Use 5 resources to rotate any tile on the map

Discovering Tiles
- At the start of the game, only the single starting tile is overturned, with the rest shuffled and in their deck.
- Players must use an action to "discover" tiles in empty spaces both adjacent and connecting to their current location before they can move from the starting tile.

Movement
- If a player uses an action to move, they may move to any space that is adjacent and connected to the starting space. For example, in **figure 1**, the player may move to any of the spaces marked by the check.
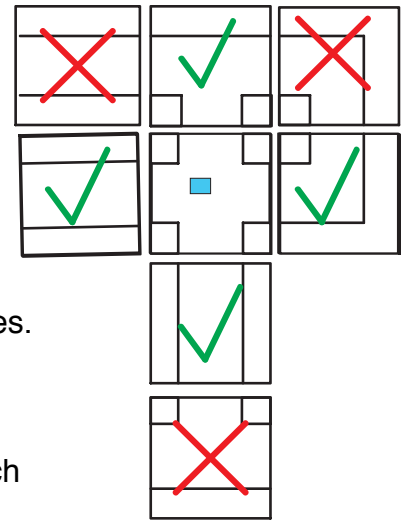
Gathering
- A player may use an action to gather 2 resources only if they are already on the tile with the desired resource.
- A player may use both actions in a turn to gather up to 4 resources.
- Resource tiles will never run out of resources.

Quest Items
- Every player has a quest they must complete in order to win which requires them to build an item.
- Building that item takes 1 action and destroys the resources required to make the item.

Figure 1

Delivery
- Part of everyone's quest is to deliver their quest item to an intended recipient.
- To do so, the player must already be on any of the tiles where their intended recipient is located, then use 1 action to deliver the quest item.

Punching
- You may use 1 action to punch any player that is on the same tile as you.
- If you punch a player, you must move them two tiles away from you, in any direction. You may not punch a player only 1 tile.
- You may punch the player around corners and through walls (the walls are not destroyed, they reform. The maze is eternal), but you may not punch players through or into empty spaces, as shown by **figure 2**.
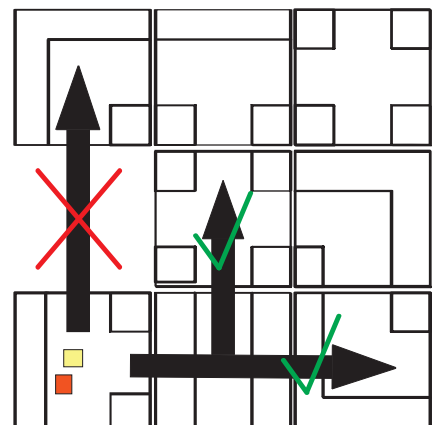

Figure 2

Portals
- If there are at least 2 portal tiles on the map and you start your turn on one, you may use it to move to any other portal tile.
- This requires you use 2 actions, meaning your entire turn.

Trading
- You may attempt to trade any number of resources with any other player, regardless of position on the map.
- Trades must, of course, be consensual.

Rotating Tiles
- At any point during your turn, and as often as you like during your turn, you may rotate any tile on the map by sacrificing 5 of your resources.
- You may use uneven amounts of multiple resources to reach the total of 5 (e.g. 2 stone, 1 water, 2 wood), but those resources are forever lost.
- The end result of a rotated tile must connect to at least 1 other tile, as is shown in **figure 3**, in order for it to be legal.
- However, as long as the rotated tile connects to at least 1 tile, other tiles that were connected to it may become isolated, as can be seen by the predicament in **figure 2**.
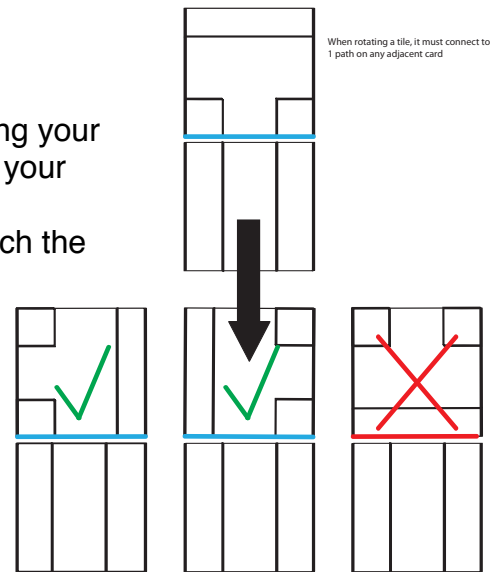

When rotating a tile, it must connect to 1 path on any adjacent card

Figure 3

Winning
A player wins upon fulfilling the following criteria in order:
I.   build quest item by gathering/trading resources
II.   deliver quest item to intended recipient
III. return to the starting tile

Game Design Process Statement

Roughly an hour into the team's first meeting, a game was being played. After researching the definitions of our prompt terms, rage and confusion, we brainstormed board designs that would potentially inflict these terms; from the concept of a trench-warfare style set-up, the idea of a formidable game board exploded into a three dimensional mountain players had to "climb," with randomness tossing about rage, confusion, and humor between the players. After two more lengthy meetings, we had a playable game that we genuinely enjoyed, and went into the first play-test confident, and intrigued as to how our unanswered questions and doubts (including whether or not the game provided enough social interaction) would be addressed by those outside our group.

The problems in the play-test were exactly those we had contemplated; the game was not social enough, and although rage and confusion were at work, we agreed with the play-testers that the social aspect was lacking, and that a solid, core mechanic was basically non-existent. At that night's meeting, we wiped away our game's randomness, and looked to The

Settlers of Catan's resource collecting and trading as a potentially strong social core mechanic that could work for our game. And yet, after playing a round, in which we changed our "draw a card" spaces with "resources" one could collect, the game was straight-up boring, lacking any personality our last game wonderfully had. There was also no reason for players to trade or work together, for the end objective was still achievable by one person.

Our next meeting brought about the new core mechanic. We began by taking our game out of the context of "Yeti Mountain," to prevent limiting our possibilities, and tossed about the idea of having a more abstract, or no board at all. We eventually arrived at a Fog-of-War approach, in which players would build a board. Combining that with one of our original ideas of creating a formidable-looking space to induce confusion, our core mechanic of maze building was created. Since players were in fact playing selfishly, we implemented a series of quests that they must complete, either with the help of other players (For it is much easier), or on their own. With this interesting maze-making, we also took advantage of further board manipulation by giving players the ability to change the direction of set maze-pieces . This lead to a great emergence of the rage and confusion that we were out to inflict within our players to begin with.

What followed were multiple play-tests in which new rules and game-play emerged. The idea of "punching-" or knocking players off spaces, transporting them elsewhere- was one of these emerging factors that has now become a fun and important aspect of the game.

We also realized that much more social play emerged with each test. In situations where a player was trapped within the maze, deals were made between players to help one another, some of which included trading (Which in the design's beginning was not as useful.) Others teamed up to take out the player in the lead through a series of punching and board change-ups. And with each game, a different scenario played out, and each were equally testing to the players, and fun to take part in.

By the project's end, we have designed a game with an intriguing core mechanic through which rage, confusion, and social interaction emerges, while still maintaining the spunky randomness and personality of our previous game- and there is still a Yeti, which makes us happy.