

## END OF THE GAME

The game ends as soon as one of the pawns reaches the last space on the game board:

- If it's a zoologist pawn, **that player becomes the winner**;
- If it's the zookeeper pawn, then **all players lose**.

## GAME BOARD SPACES



**REGULAR SPACE.** No effect.



**LADDER.** If a pawn has **ended its movement** on this space, move to the opposite end of the ladder (if the space on the opposite end of the ladder is occupied, move the pawn to the next free space)

**EXAMPLE #2:** **Aline** has played her card with the value "3". She moves her pawn 3 spaces forward and stops on a space with a ladder, then moves to its opposite end. However, that space is occupied by another pawn, so **Aline** moves her pawn to the next free space.



**SNOWBALL.** If a pawn has **ended its movement** on this space, take as many snowball cubes as the number of symbols pictured on the space, and then drop them simultaneously in the hole of the mountain from directly above.



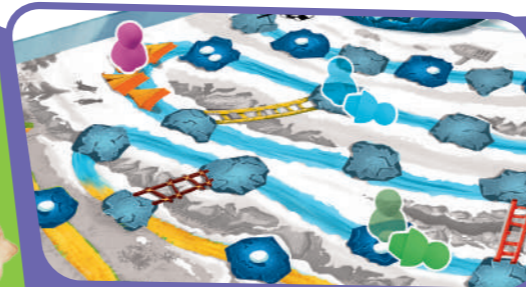
*Note: If the zookeeper stops on a snowball space, the player who is the furthest behind drops the snowball cube(s).*



**EXAMPLE #1:** **Aline** has played her card with the value "3". She moves her pawn 3 spaces forward and stops on a space with a ladder, so she moves to its opposite end.



**CAMP.** This space is **not** taken into account when moving the pawns; however if a pawn falls over or is pushed out of its space, it returns to the last camp space that it passed through.



**EXAMPLE:** **Ian** has finished his movement on a space with 2 snowball symbols. He drops 2 snowball cubes at the same time in the mountain from directly above. **Mark's** and **Ian's** pawns fall over. **Mark** moves his pawn back to the last camp space that he passed through: **Aline's** pawn is already there, so **Mark** places his pawn in front of it. **Ian**, however, hasn't passed through any camps yet, so he returns to the starting space.

If a snowball cube has fully pushed a zoologist pawn out of its space or caused it to fall over, place the pawn to the last camp space it passed through.

There can be more than one zoologist pawn on the same camp space – always place your pawn in the front of the line.

If several pawns are returned to the same camp space at the same time, place them in the same order that they were on the game board: the leading pawn is placed in front of the line and so forth.

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# OUR FRIEND YETI

## GAME RULES



## BREAKING NEWS!

### A REAL YETI HAS BEEN SPOTTED IN THE MOUNTAINS

And they say it's got a really big sweet tooth! You, as young zoologists, cannot miss this once-in-a-lifetime opportunity – you simply must become the first to tame this fantastic creature. So, you pack up your gear and set out on an adventure.

However, you are not the only ones who heard about this sighting: a zookeeper is following the Yeti's tracks, intent on catching the beast and putting it on display at the local zoo. You will not stand for this – the Yeti belongs in the wild!

As for the Yeti, it's not going to be very happy with all these uninvited guests... Unless sweets are involved, of course!



## COMPONENTS

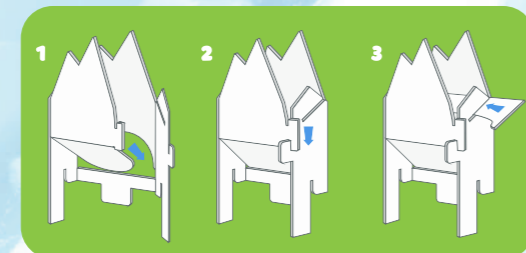
- 1 game board (the box insert)
- 1 cardboard Yeti mountain
- 24 cards (one card each with the values "0", "1", "2", "3", "4" and "5" in 4 player colors)
- 4 zoologist pawns (in player colors)
- 1 zookeeper pawn
- 3 snowball cubes

## AIM OF THE GAME

Be the first to reach the Yeti mountain and tame its furry inhabitant.

## SETUP

- 1 Place the box bottom with the **game board** in the middle of the table.
- 2 Assemble the **Yeti mountain** and place it on the designated corner of the game board.



- 3 Each player takes 1 **zoologist pawn** and 6 **cards of the same color**.
- 4 On the starting space (base camp) place the zoologist pawns in a line starting with the oldest player and ending with the youngest. Place the **zookeeper pawn** at the end of the line.
- 5 Place the 3 **snowball cubes** next to the box.



Setup for a 3-player game

## PLAYING THE GAME

The game is played over **several rounds** and each round consists of the following **3 steps**:

- 1 The players simultaneously **choose a card** from their hand and place it **face down** in front of them.
- 2 The players **reveal** their chosen **cards**.
- 3 The players **move** their **pawns** on the game board.

The players move the pawns starting with the player who has chosen the card with the **lowest value** and so on in ascending order (the card with the value "0" is the only exception – see further).

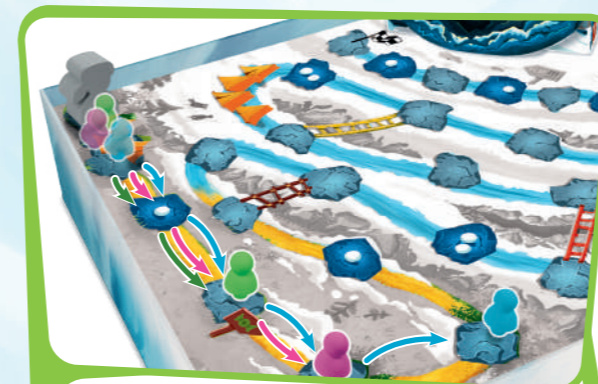
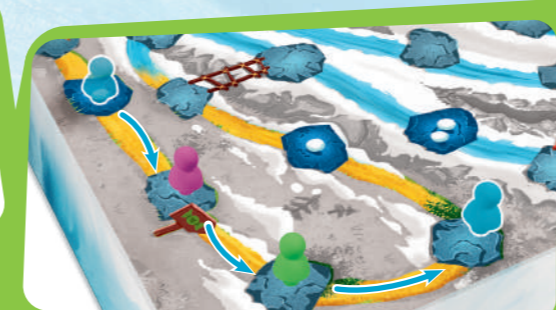
A player moves their pawn the same number of spaces forward as the value of their card (the spaces occupied by other pawns still count).



*Note: Camps are considered special spaces of the game board and are not taken into account when moving the pawns.*

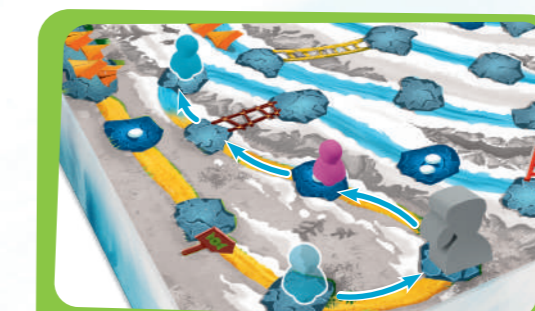
A pawn can move through occupied spaces; however there can only be one pawn (zoologist or zookeeper) on each space. If a pawn ends its movement on an occupied space, move the pawn to the **next free space**.

**EXAMPLE:** Mark has played his card with the value "2". He moves his pawn 2 spaces forward; however the space that he should stop on is already occupied by another pawn. Mark moves his pawn to the next free space.

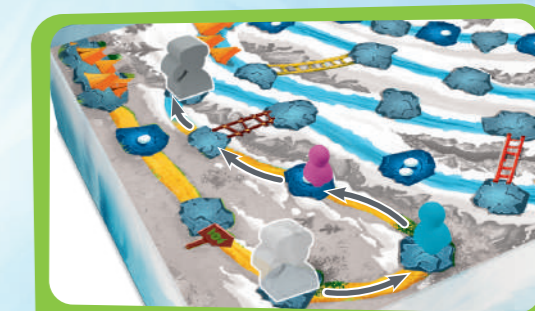


**EXAMPLE:** In the first round Ian has played his card with the value "2", Mark – his card with the value "4", and Aline – her card with the value "3". They move their pawns in the following order: Ian first, then Aline, then Mark.

If more than one player has played a card **with the same value**, only the player among them who is further behind moves their pawn. However, if the zookeeper pawn is behind all of the players who have played a card with the same value, then the zookeeper pawn moves the corresponding number of steps forward and the zoologist pawns belonging to these players remain in place.



**EXAMPLE #1:** Mark and Aline have both played a card with the value "4". The zookeeper pawn is between them, so only Mark moves forward, as he is further behind than Aline.



**EXAMPLE #2:** Mark and Aline have both played a card with the value "4". The zookeeper pawn is behind them both, so Mark and Aline do not move, while the zookeeper pawn moves 4 spaces forward.

A player does not add the card they have just played back to their hand; instead they place it face up in a pile in front of them (the top card of the pile should always be visible to all players).

If a player wants to return their played cards to their hand, then during **step 1** they must play a card with the value "0": in this case, their pawn does not move, and **the zookeeper pawn moves 1 space forward for each player who has played a card with the value "0"** in the current round.



**EXAMPLE:** Mark and Ian want to retrieve the cards they have played, so they both play a card with the value "0". They do not move during this round, and the zookeeper pawn moves 2 spaces forward.

