The Mountain Slide

“Welcome, dear villagers, to The Mountain. As you can see, our mountain is in excellent condition, and the skiing resort is thriving.
But it won’t stay like this forever!

The climate of our world is changing due to human emissions, and sadly, this also affects the glacier on our mountain. The ongoing melting of the glacier is destabilising the entire mountain. In addition, we depend on wood from the mountain (for example for our carpentry workshop and for heating our old houses) and on the ore we mine on its side. So we have to balance the stability of our mountain to survive, and not get buried under a big pile of stones in a mountain slide.“

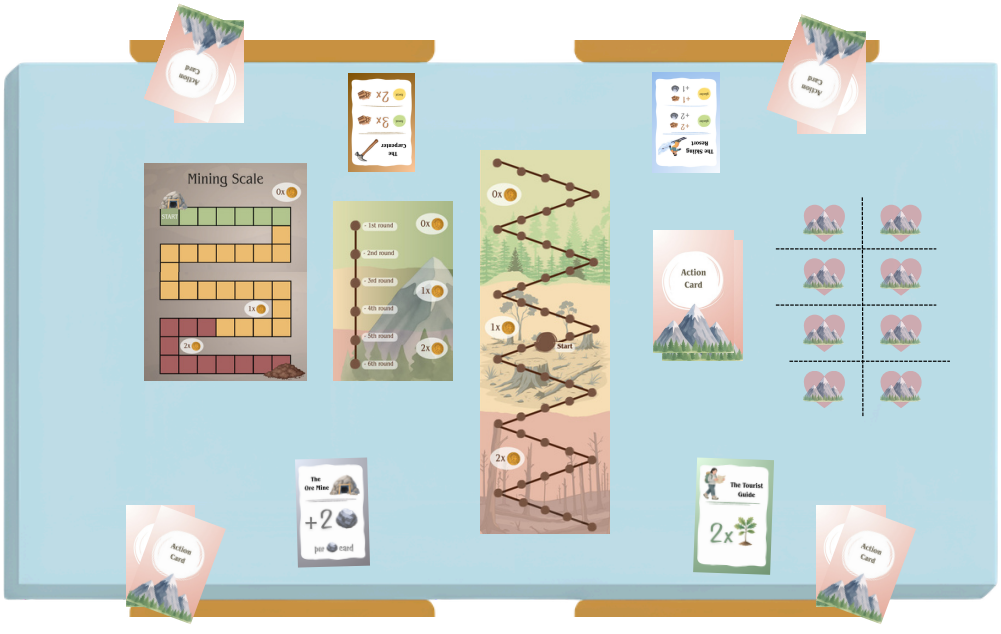
Goal of the Game

The goal of this game is to survive **six rounds** without the mountain collapsing. By then, the glacier will have melted completely and the mountain will be stable again.
If you lose all of your 8 mountain lives, the mountain collapses and you lose, so keep track of the mountain’s health.

Game Preparation

- Place the Glacier Scale (1 card), the Mining Scale (2 cards) and the Forestation Scale (2 cards) on the table
- Put the two Task Cards together on the table
- Choose 3 small objects to represent the positions on the scales. The Glacier Scale and the Mining Scale start at the top of the cards, and the Forestation Scale starts in the middle, at the starting field.
- Give each player one Character Card at random
- Get a timer, for example on a phone
- Get a coin to determine whether you lose lives
- Place the life markers in the middle of the table (healthy side facing up)

Here you can see how the setup should look like



Game Materials

Action Cards (20)

Each action card shows a resource and a number. When you play a card, the number is how many resources you contribute to the task. The possible actions are:

- Planting trees: move up on the forestation scale
- Cutting trees: move down on the forestation scale
- Mining ore: move down on the mining scale
- Joker: choose one or two resources, each with a value of 1, the chosen resources also affect the matching scales
- Combined-resource cards: both actions always apply, affecting both the task and the scales



Task Card (double-sided)

During the game, you will face **six different challenges**, shown on the Task Card.



mine more than 2 ores and cut down more than 2 trees

mine and cut the same amount of ores and trees, but it must be more than 3 in both sources

mine precisely 3 or 5 ores and cut down more than 10 trees

The first column specifies how many cards each player receives.
The second column shows the task that must completed.
The third column specifies the maximum number of Action Cards that may be played. For each Action Card you play above that number, you get 1 penalty coin flip.
The last column shows the reward for completing the task.

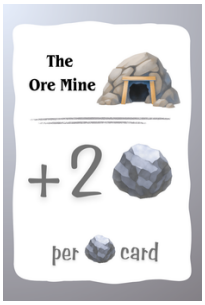
Character Cards (4)

At the start of the game, each player gets one Character Card and keeps it for the entire game.
Each character has a special skill in one area. These special effects apply only to the tasks, not to the stability scales of the mountain.

For example, if you are the Ore Mine and play one mining card with a value of 2, you mine 4 ores for the task, but the marker on the mining scale moves down by only 2 spaces.

1. ***The Ore Mine***

The mining company is very efficient. For every “mining ore“ Action Card this person uses, 2 additional ores are mined for the task.



2. ***The Skiing Resort***

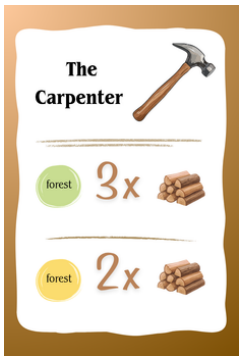
The skiing resort has a lot of money and resources when the glacier is in good condition and business is going well. These effects are triggered only once each per round (not per Action Card).

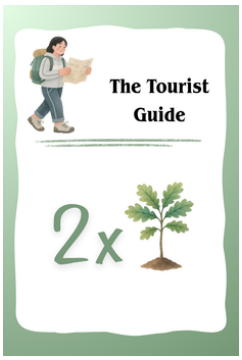


	cutting trees	minig ore
green phase	when at least one „cutting trees“ card is played by the skiing resort, **2** additional trees are counted for the task.	when at least one „mining“ card is played by the skiing resort, 2 additional ores are counted for the task.
yellow phase	when at least one „cutting trees“ card is played by the skiing resort, **1** additional tree is counted for the task.	when at least one „mining“ card is played by the skiing resort, 1 additional ore is counted for the task.

3. ***The Carpenter***

The carpenter is very efficient with wood.
When the forest is in good condition (the green phase), each tree cut down by the carpentry workshop counts as three trees for the task.
When the forest is in average condition (yellow phase), each tree cut down by the carpentry workshop counts as two trees for the task.
When the forest is in poor condition (red phase), the carpentry workshop gets no benefit for cutting down trees.





4. ***The Tourist Guide***

The tourist guide is especially interested in ecotourism and therefore has a lot of experience with nature.
For every tree planting card the tourist guide plays, two trees are planted on the mountain.
This is the only special effect that both increases the stability of the mountain and helps complete the tasks.

Lives

The game contains a card with 8 life markers. The first time you play, cut the card into the 8 pieces. Whenever you lose a life, turn one life marker to the side with the broken mountain. When all the life markers have been turned over, the mountain collapses and everyone loses the game.

How to play

The game is played in 6 rounds. At the end of each round, you will check if the mountain collapses and you lose the game immediately.
Each round has four phases:

1) **Preparation Phase:**
Shuffle all 20 Action Cards, including those already played in earlier rounds. Deal each player the number of Action Cards shown on the Task Card (2 to 4). Everyone then has time to look at their own cards. You are **not allowed to talk to others** about your cards yet.

2) **Action Phase:**
Set a timer for **1 minute**. Now you may talk about your cards. Together, you have to collect the resources your task requires.
When the time is up, or as soon as the first card is put down on the table, stop communicating immediately!

Place your cards face down in front of you. You do not have to play a card if you don't want to, but once a card is placed, it cannot be taken back.
All the cards must be face down on the table.

3) **Evaluation Phase:**
1) Turn over all played cards and check whether you accomplished the task together. The special effects of the characters apply at this point.
2) Move the markers on the mining, forestation and glacier scales. Only the Action Cards on the table count, and character special effects are ignored. For example, if the numbers on the mining cards on the table add up to 8, you move down 8 squares on the mining scale.
3) Check the mountain's new stability. Work out the number of coin flips from the colour of each scale.
Completing the task successfully reduces the number of coin flips. If the reward is greater than the number of coin flips required, the number of flips is simply reduced to zero.

	green	***yellow***	***red***
glacier	***0 coin flips***	***1 coin flips***	***2 coin flips***
forestation	***0 coin flips***	***1 coin flips***	***2 coin flips***
mining	***0 coin flips***	***1 coin flips***	***2 coin flips***

Flip the coin as many times as indicated by your results. Each time you get heads, turn over one life marker.
When you lose your last life, the game ends immediately and you lose.

4) **Melting Phase**
Before starting the next round, move the marker on the glacier scale one step down. This is unavoidable. We have already emitted too many greenhouse gases into the atmosphere, so there is nothing we can do to stop it!

Enjoy the game!

After the game - game inspiration

Climate change doesn’t affect the Earth only through droughts or wildfires. In the Himalayas, it causes the collapse of entire slopes.

A warming of 2 °C above the global average melted the glaciers and frozen ground that held the mountain walls together—resulting in a landslide that killed over 1,300 people and caused damage equal to a tenth of Nepal's GDP.

On August 26, 2026, a mass of roughly two square kilometers of rock and glacial ice collapsed from the slopes of Langtang Lirung peak (7,234 m) in Nepal's Rasuwa district. The resulting debris flow surged nearly 100 kilometers down the Lende Khola and Trishuli River valleys, devastating downstream communities including Timure, Rasuwagadhi, and Gyirong Port.

Nepal-Tibet: Tracing the deadly path of the flood
https://share.google/DKQCgYSNwSkHNHEVd