

# OH WHAT A MOUNTAIN! GAME

## ASSEMBLY INSTRUCTIONS

See the box bottom for photograph of completely assembled game and use it as a handy "put-together" guide.

1. Remove all the plastic game parts from the box. Carefully break off those pieces that are on plastic runners. Refer to illustrations 1. to 7., and group the following parts together. There are four pawns (see Figure 1.); four flag parts . . . the flag post, the connector, the flag peg and the rubber band (see Figure 2.); three Out On A Limb parts. . . a limb and two limb clips (see Figure 3.); two Big Rock parts. . . Big Rock and arm (see Figure 4.); two Bigger Rock parts. . . Bigger Rock and arm (see Figure 5.); two Battering Ram parts. . . the ram and the connector (see Figure 6.); and two Abominable Snowball parts . . . the snowball and the connector (see Figure 7.).
2. Now the Pressure-Sensitive labels must be attached to the above parts. Figures 1. to 7. show the correct positioning of labels on plastic parts. Just peel labels from sheet and press them onto the ribbed side of the parts. Make sure the label is positioned to fit exactly within the shape of the ribbing.

### A. LABELING THE PAWNS:

When applying the eight pawn labels (number 1 on label sheet) to the four climber pawns, be sure you place the same color label on the front and back of the same pawn to identify a red pawn, a blue pawn, a green pawn and a yellow pawn. Refer to Figure 1., at right, for proper placement of labels. . .the climber on the label should face the peg on the side of the pawn.

FIGURE 1.

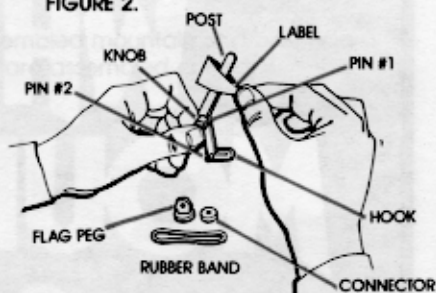


CLIMBER PAWN  
(4 OF THEM)

### B. LABELING THE FLAG:

The flag label (number 2 on label sheet) must be applied in an exact manner. Hold flag post in your left hand. . .make sure the flag knob faces you and the flag hook points to the right. Fold flag label in half, pressing the sticky sides of the points together and slip flag post through the folded flag. Push the flag post against the fold of the flag to secure it, as shown in Figure 2. Make sure the top of the flag post butts the top of the flag label and does not extend farther!

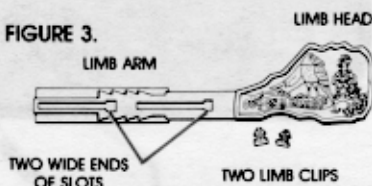
FIGURE 2.



### C. LABELING OUT ON A LIMB:

When applying Out On A Limb label (number 3 on label sheet) to its proper plastic part, make sure the label is positioned to fit exactly within the shape of the ribbing, as in Figure 3.

FIGURE 3.



### D. LABELING BIG ROCK:

Big Rock label (number 4 on label sheet) must be positioned properly to its plastic part by lining up the 4 holes on the label to the 4 holes on the part, as in Figure 4.

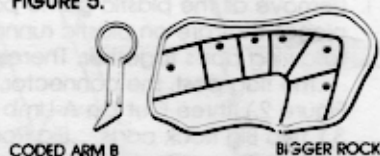
FIGURE 4.



### E. LABELING BIGGER ROCK:

Bigger rock label (number 5 on label sheet) must be positioned properly to its plastic part by lining up the 6 holes on the label to the 6 holes on the part, as in Figure 5.

FIGURE 5.



### F. LABELING BATTERING RAM:

When applying Battering Ram Label (number 6 on label sheet) to its proper plastic piece, make sure the label is positioned to fit exactly within the shape of the ribbing, as in Figure 6.

FIGURE 6.



BATTERING RAM AND CONNECTOR

## G. LABELING ABOMINABLE SNOWBALL:

When applying Abominable Snowball label (number 7 on label sheet) to its proper plastic part, make sure the label is positioned to fit exactly within the shape of the ribbing, as in Figure 7.

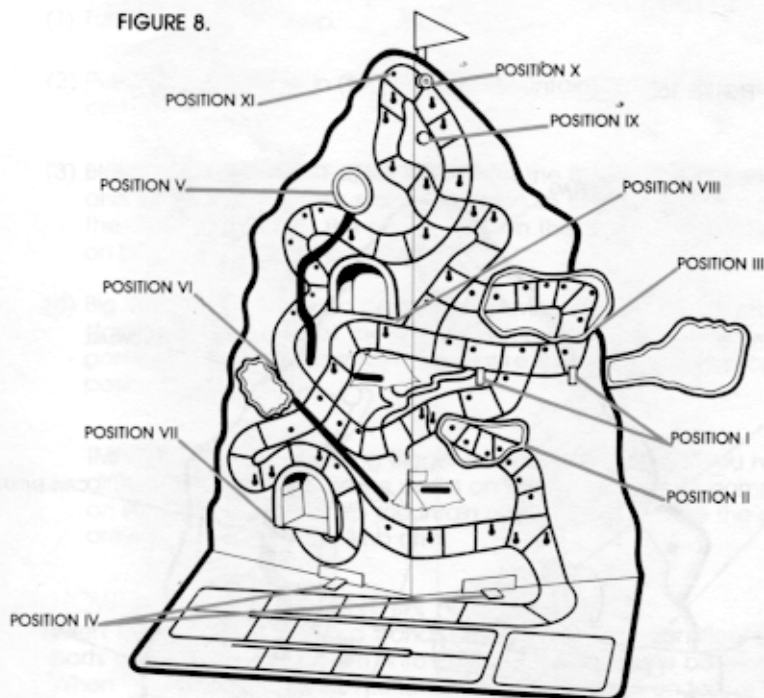
FIGURE 7.



ABOMINABLE SNOWBALL AND CONNECTOR

3. Here is the completely assembled mountain and baseboard, shown below in Figure 8., with the hazards and the winner's flag and other important parts clearly marked for proper positioning by Roman Numerals. The following assembly instructions refer to this figure for proper placement.

FIGURE 8.

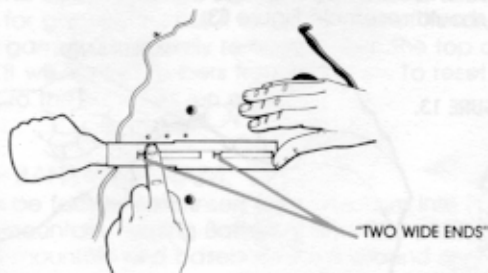


## A. ASSEMBLY OF OUT ON A LIMB:

Insert the two plastic limb clips into Position I on the face of the mountain. Now turn mountain over and lay it face-down. Flip Out On A Limb part over so its label is face-down, too. Then hang limb head over the edge of the mountain and position the limb arm onto the limb clips. . . this must be done in an exact manner. . . the widest ends of the slots on the limb arm should be placed right on top of the limb clips. Once this is done, place pressure on the limb arm with your left hand and push the limb arm to the left (away from the mountain) with your right hand, as shown in Figure 9., on page 4. Push the limb as far as it can go. This motion will lock the limb clips firmly into the slots of the limb arm. Now push the limb head to the right (towards the mountain) as far as it can go. The limb head should now be resting comfortably against the edge of the mountain!

**IMPORTANT**, when disassembling the game, the Out On A Limb part must be removed carefully. To do this, pop up limb head from the edge of the mountain, push the entire limb to the right till the limb clips are positioned in the widest ends of the slots of the limb arm. Once this is done, just snap off Out On A Limb part from clips. . . **DO NOT FORCE IT!**

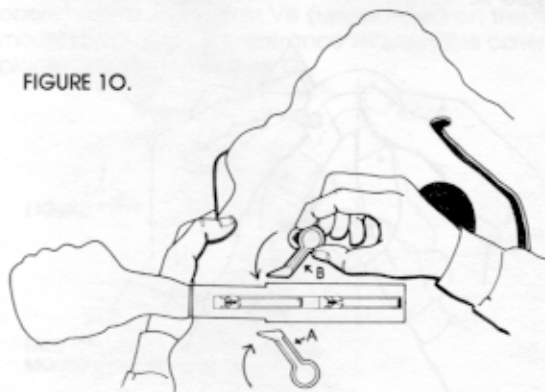
FIGURE 9.



### B. ASSEMBLY OF BIG ROCK:

Turn mountain over so it is now face-up. Insert Big Rock into Position II onto the face of the mountain (see Figure 8, on page 3 to make sure Big Rock is angled properly). Holding Big Rock in place with your left hand, flip mountain over so the mountain is now face-down. Take coded arm A (the letter "A" is molded right into the plastic arm as an identification mark) and snap it onto the back end of Big Rock. To do this effectively, you might have to tilt Big Rock a little with your left hand in such a way so that coded arm A does not hit the limb arm at all. Once Big Rock and its arm are secured, turn coded arm A **clockwise** and slide it right under the limb arm, as in Figure 10. Big Rock is now set for play.

FIGURE 10.



### C. ASSEMBLY OF BIGGER ROCK:

Turn mountain over so it is now face-up. Insert Bigger Rock into Position III onto the face of the mountain (see Figure 8, on page 3 to make sure Bigger Rock is angled properly). Holding Bigger Rock in place with your left hand, flip mountain over so the mountain is now face-down. Take coded arm B (the letter "B" is molded right into the plastic arm as an identification mark) and snap it onto the back end of Bigger Rock. To do this effectively, you might have to tilt Bigger Rock a little with your left hand in such a way so that coded arm B does not hit the limb arm at all. Once Bigger Rock and its arm are secured, turn coded arm B **counterclockwise** and slide it right under the limb arm, as in Figure 10. Bigger Rock is now set for play.

**IMPORTANT, IT'S TIME TO MAKE A TRIAL TEST!** Big Rock and Bigger rock are the Falling Rocks hazard. When they plummet downward they knock climbers from the rocks and from the path below. To see if the rocks are ready to tumble correctly turn mountain face-up and pull the Out On A Limb slowly out (away from the mountain) to the right as far as it can go ...the rocks will bounce 3 times and then should tumble (they will still be attached to the mountain, though). If the rocks do not tumble, check to see that you have the correct coded arm with the correct rock. If you've matched them incorrectly, carefully pull the arms from the Rocks, then go back to Rules B. and C., on page 4, of assembly instructions and start rock assembly again.

#### HOW TO RESET THE ROCKS:

To get the Falling Rocks hazard ready for game play again, do the following:

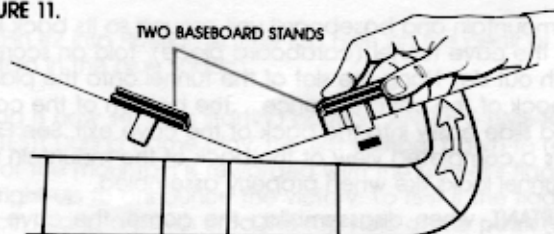
- (1) Turn mountain face-up.
- (2) Push Out On A Limb in (towards the mountain) to the left as far as it can go.
- (3) **BIGGER ROCK MUST BE RESET FIRST!** Turn the Bigger Rock **clockwise** and set it into its proper starting position so that the game path on the rock lines up with the game path on the mountain (see Figure 8.; on page 3 for proper positioning).
- (4) Big Rock must be turned **counterclockwise** and set into its proper starting position so that the game path on the rock lines up with the game path on the mountain (see Figure 8., on page 3 for proper positioning).

**IMPORTANT**, when resetting Bigger Rock and Big Rock, if you have difficulty lining up the game paths on the rocks with the game paths on the mountain, then flip mountain over and make sure the coded arms are slid under the limb arm!

#### D. HOW TO ATTACH MOUNTAIN TO BASEBOARD:

Insert two plastic baseboard stands (see Figure 11. for identification of parts and how to insert them) into Position IV slots on the baseboard. When inserting each stand, make sure its middle leg is on top of the baseboard and its two outside legs are underneath the baseboard. Then position mountain vertically into the baseboard by inserting the cut-outs in the mountain into the baseboard stands. The mountain should now be firmly secured to the baseboard!

FIGURE 11.



#### E. ASSEMBLY OF SNOWBALL:

Mountain should be facing front. Insert Snowball into Position V on the face of the mountain. Holding Snowball into place with your left hand, turn entire mountain and baseboard unit around and snap connector onto the back end of Snowball. To set the Abominable Snowball into its starting position for game play, pull it up to the top of its run. To tumble Snowball during game play, merely remove it from the top of the run ... as it tumbles, it will knock climbers from the path. To reset the Snowball, merely pull it up to the top of its run again.

#### F. ASSEMBLY OF BATTERING RAM:

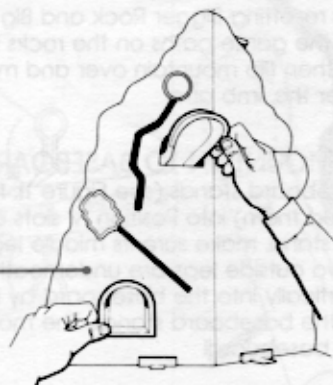
Mountain should be facing front. Insert Battering Ram into Position VI on the face of the mountain. Holding Battering Ram into place with your left hand, turn entire mountain and baseboard unit around and snap connector onto the back end of the Battering Ram. To set the Ram into its starting position for game play, pull it up to the top of its run. To tumble Battering Ram during game play, merely remove it from the top of its run ... as it tumbles, it will knock climbers from the path. To reset the Ram, merely pull it up to the top of the run again.

#### G. ASSEMBLY OF THE CAVE:

- (1) Insert cave exit (it's the arched plastic piece with the floor) into Position VII (lower level) on the face of the mountain. Just snap the cave exit into place, as shown in Figure 12.
- (2) Insert cave entrance (it's the arched plastic piece with the extended, open base) into Position VIII (upper level) on the face of the mountain. Place cave entrance through the cave hole. ...snap it into place, as shown in Figure 12.

FIGURE 12.

FACE OF MOUNTAIN

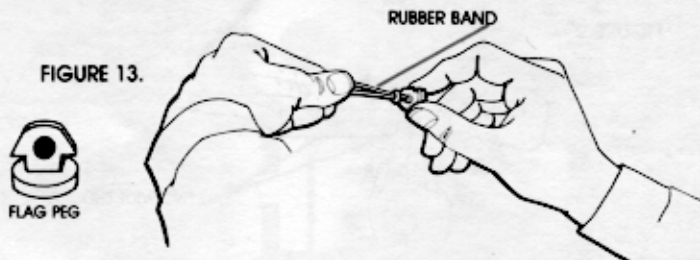


- (3) Turn mountain and baseboard unit around so its back is facing you. Take the cave tunnel (cardboard piece), fold on score lines and punch out slot. Hang the slot of the tunnel onto the plastic hook on the back of the cave entrance. ...the bottom of the cardboard tunnel should slide easily into the back of the cave exit. See Figure 15, which shows a completed view of the back of the mountain to see what the tunnel looks like when properly assembled.

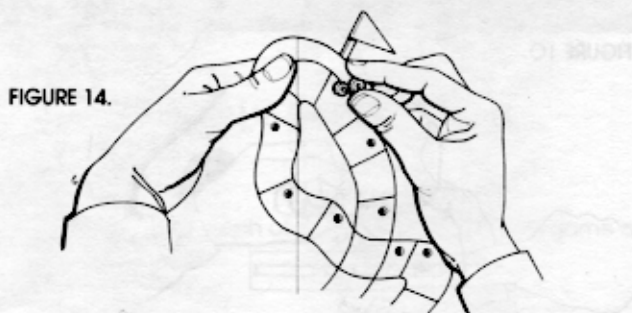
**IMPORTANT**, when disassembling the game, the cave entrance, exit and cave tunnel must be removed so the board can close up!

## H. ASSEMBLY OF THE FLAG:

- (1) The mountain and the baseboard unit should be facing you. Thread the rubber band halfway through the hole in the flag peg. Bring the loop you threaded through the hole back over the top of the flag peg and slip this loop through the other loop. Then pull tight. . . the knot should resemble Figure 13.



- (2) Thread rubber band through Position IX hole (it's located right above "ELEV 21,000" sign and not on the game path) on the face of the mountain, the flag peg will snap securely into the hole while the rubber band will hang down in back of the mountain.
- (3) Place the flag post in your left hand. . . make sure the hook is facing right and the knob with Pin #1 is facing you. Keep the flag in this position and slip it BEHIND THE MOUNTAIN while inserting the knob with Pin #1 through Position X. With your right hand, press the connector on to the knob with Pin #1 on the face of the mountain. Do this very carefully. . . the connector will secure the flag post to the mountain, as shown in Figure 14.



- (4) Now turn mountain and baseboard unit around, so the back faces you. Insert the loop of the rubber band around the flag hook, as shown in Figure 15.
- (5) Insert Pin #2 into Position XI (the top hole on the peak of the mountain in the blue space).

The flag is now set in its starting position, **AND IT'S TIME TO MAKE A TRIAL TEST!** During game play, the first climber pawn to reach the peak of the mountain is rewarded with the winner's flag that actually pops right-up to announce the victory. To test if the flag will pop-up correctly, hang a pawn onto the top hole of the peak (Position XI) by inserting the peg on the pawn into the hole. . . the flag should pop

right-up! IF THE FLAG DOES NOT POP-UP, the tension of the rubber band might have to be adjusted. . . to do this, loop the rubber band around the flag hook again to shorten it, then insert Pin #2 into Position XI again and test your pawn again!

**TO RESET THE FLAG:** once the flag has popped-up, to reset it, you must insert Pin #2 into Position XI again.

**IMPORTANT,** when disassembling the game, merely remove Pin #2 from the hole. . . keep the flag attached to the peak and fold up the board to store.

- Here is a back view of the completely assembled mountain and baseboard. Refer to Figure 15. to see that all the parts are assembled correctly.

FIGURE 15.

