

Mountain Rescue: Storm on the Ridge

PRINT SET · MOUNTAIN RESCUE

Rules

A short summary of the rules for this setup. Learn the game from the rules: full rules

Goal (CHAPTER 1)

- Collect 8 flares from tasks and bring the whole team to Helipad together with the transport “Snowcat Bear”. Then choose “Fly out by helicopter”.
- If hour 6 ends before you finish, you lose.

Hour (CHAPTER 4)

- Each hour you have 8 shared effort tokens. Unused effort does not carry over.
- Who draws: the youngest player draws at setup and during hour 1, the player to their left during each further hour.
- An “At once” card is never placed: resolve it at once, discard it and draw the next card of the same deck instead.
- There are no turns: characters act in any order. You end the hour together.

Actions (CHAPTER 5)

- **Walk on snowshoes** · 1 effort · to a neighbouring place; not in the snowcat
- Route → carries characters only, ⇌ the transport only, ↔ both; the transport stops only at places marked “transport may stop here”.
- **Solve a card** · effort of the card row · you stand at the card and together have the abilities of one of its rows; characters in the snowcat may help
- **Give, Drop, Take** · 0 effort · an item gives an ability; each character carries 2; hand over only at the same place
- **Board, Leave** · 0 effort · Snowcat Bear at the same place; it holds 2 characters including the operator
- **Drive the snowcat** · 1 effort (damaged 2 effort) · steered by a character with “snowcat driving” in the snowcat; up to 2 routes; everyone in the snowcat travels along
- **Recover** · 1 effort · “first aid” brings a weakened character back, “repairs” repairs the transport; at the same place
- **Fly out by helicopter** · 0 effort · goal met
- **End the hour** · 0 effort · any time you agree

Situation cards (CHAPTER 6)

- A card has one or two rows. Meet one of them and pay its effort.
- Task: its flares ♦ count towards the goal.
- Item: one of the characters who solved the card takes it. It gives an ability, or protection □ from one hazard.
- Lead “↔”: once solved, turn the card over where it lies; its back is a task. An expired lead goes lead side up under the lead stack.
- Hazard: once solved it is discarded; if it expires, it weakens the characters without protection at its place and damages the transport if it is there. If the card says it stays, then turn it upside down: whoever enters without protection is weakened.
- Each card lives at most two hours: fresh, then urgent (on its side), then it expires.

States (CHAPTER 7)

- ↑ ready: everything works.

- → weakened: loses its own ability; items still work.
- Snowcat Bear: ↑ fine (moving costs 1 effort), → damaged (moving costs 2).

End-of-hour cleanup (CHAPTER 8)

1. Urgent cards expire: a hazard weakens the characters without protection at its place, a lead goes under the lead stack.
2. Turn fresh cards on their side.
3. Advance the hour marker and take back all effort.
4. Lay out 1 task, 1 other card and the top lead of the stack, if any; a die roll picks the place (the numbers are on the place cards).

A place is a spot on the ridge, a round is an hour of the storm; the map is the ridge.

Setup

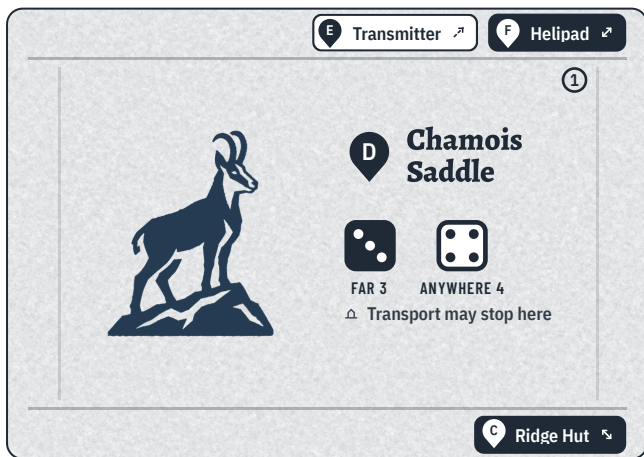
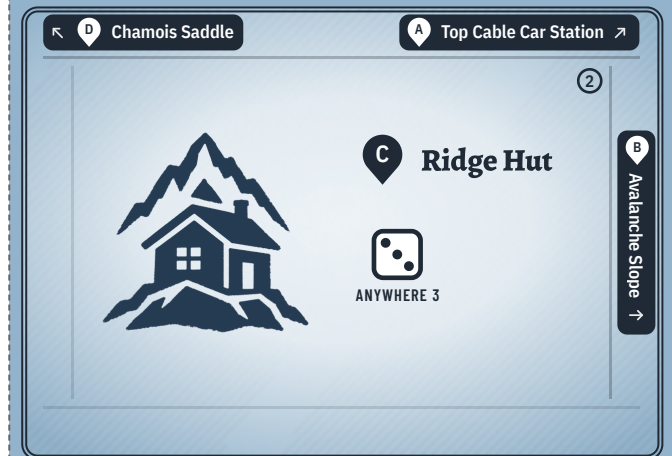
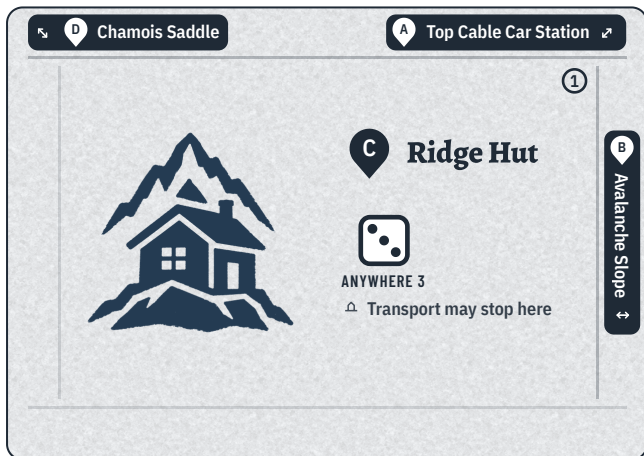
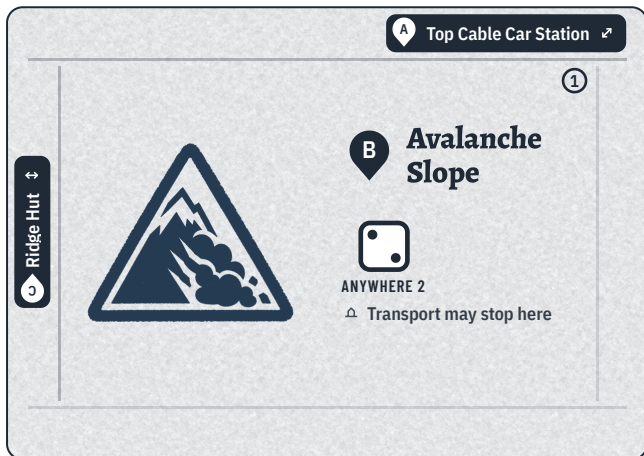
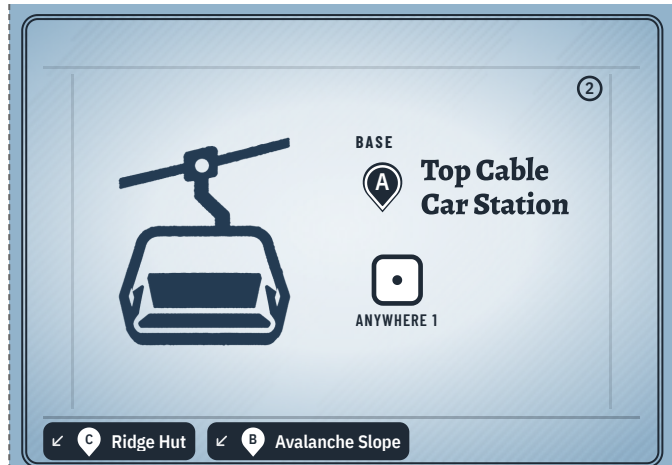
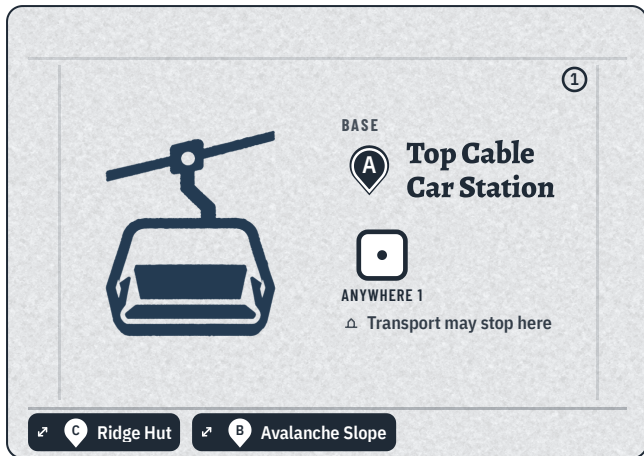
1. Lay out the place cards by their printed routes and the letters in the pins. The base is place A, the destination is the last letter.
2. Each player takes a character card (family side up) and its pawn.
3. Put all character pawns and the transport pawn (Snowcat Bear) at the base.
4. Put 8 effort tokens in the middle and the hour marker on space 1.
5. Who draws: the youngest player draws at setup and during hour 1, the player to their left during each further hour.
6. Sort the situation cards by their back into the task deck and the other deck and shuffle both.
7. Lay out the 3 leads face up; roll the die for each and put it on a place with a “far” number.
8. Lay out 2 cards from each deck. Roll the die for each: a task goes to the place with that “far” number, any other card to the place with that “anywhere” number. If no place has the number, roll again.

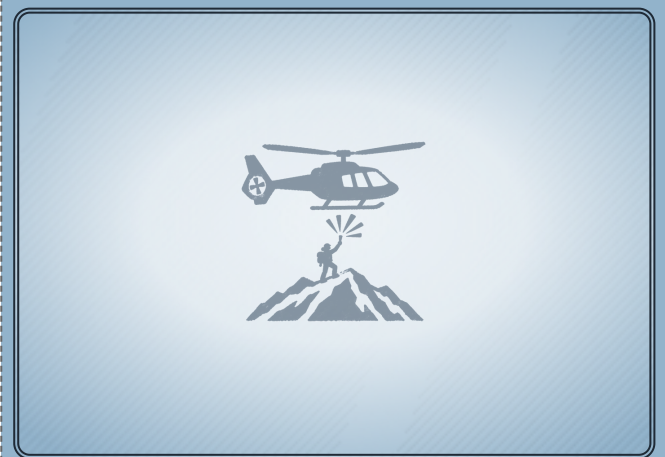
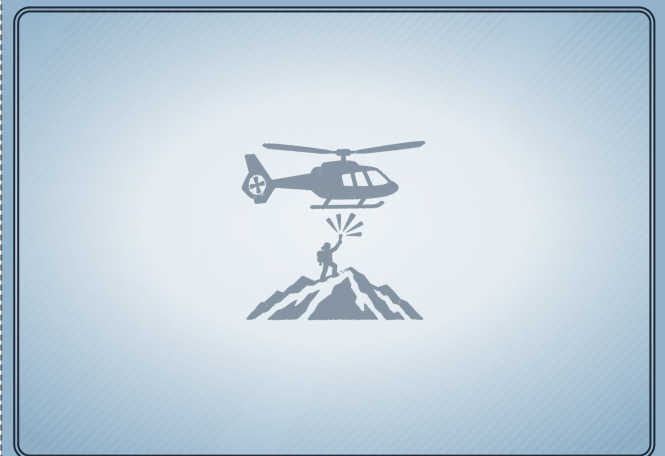
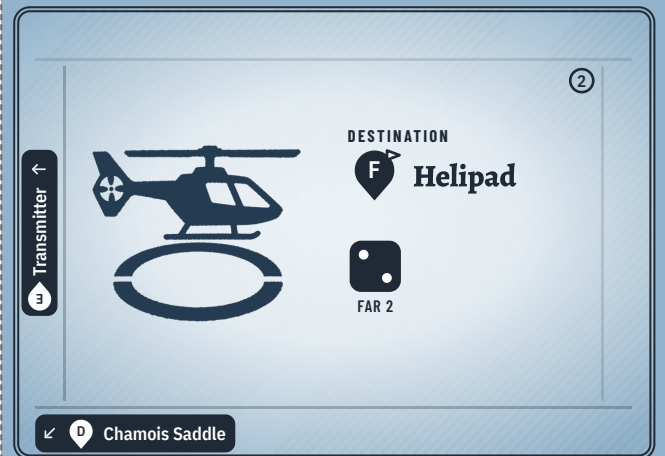
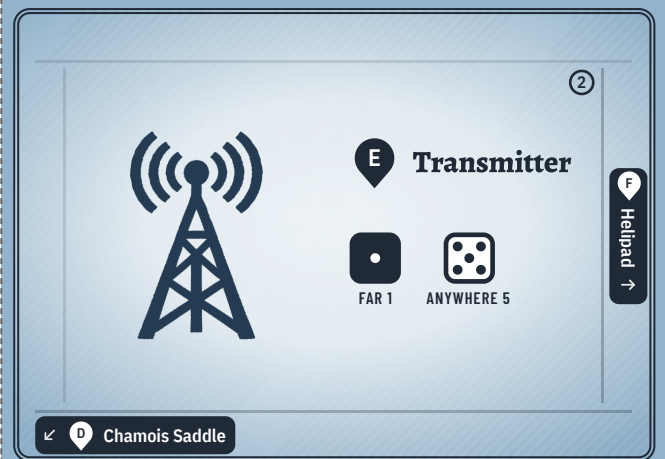
Prepare 8 identical effort tokens, one hour marker, one die and 5 distinct pawns.

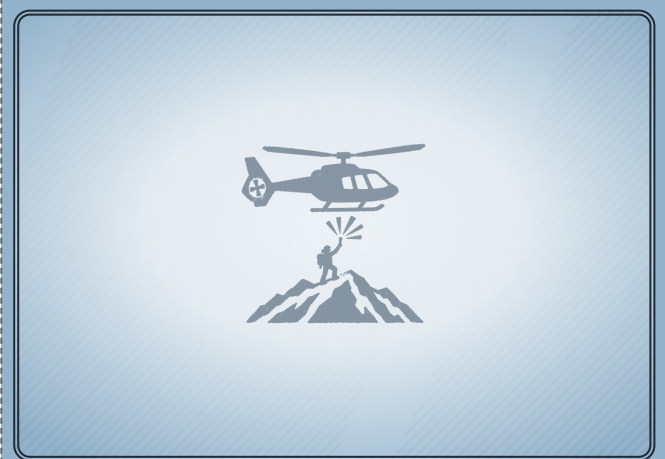
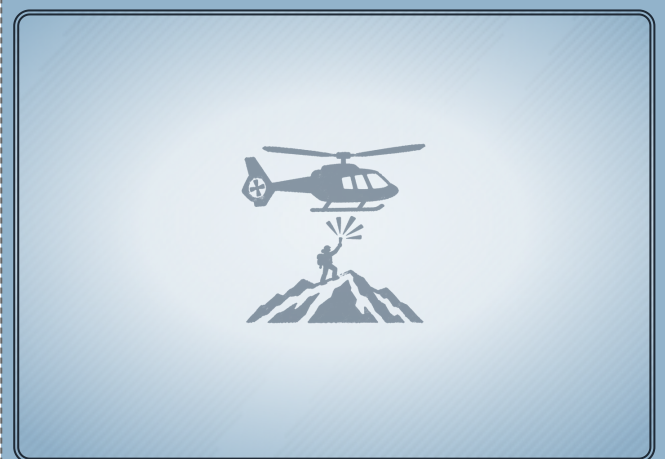
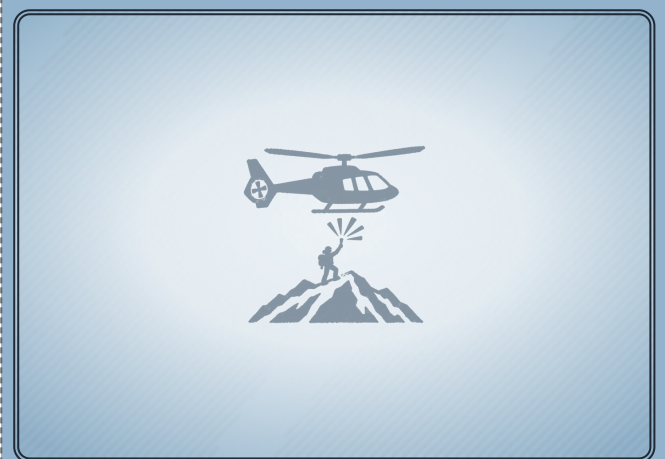
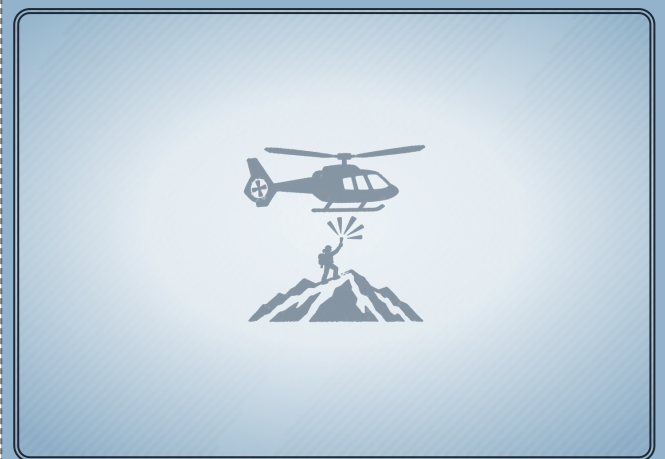
Cut out 38 cards. Cards of one deck must be indistinguishable from the back: print on opaque paper or put the cards in identical sleeves. Character pawns: 4; transports: 1; effort tokens: 8; hour marker: 1; six-sided die: 1. Each card is 63 × 88 mm. The web game can save the state as an exact record; the physical game does not need the app.

Every card is printed as a pair: its face and its back joined by a dashed line (a lead and its task, a character and its advanced side, situations with the back of their deck, the scenario and the transport with the game back; with further expeditions also a place and the same place of the next expedition, a scenario and the front of the next expedition card). Portrait cards lie across like the places; face and back meet at their bottom edges on the line. Cut each pair out whole, fold along the line and glue; print single-sided only.

The other expeditions are on the backs of the place and scenario cards: the first side (light) belongs to expedition 1, 3 ..., the second side (coloured) to expedition 2, 4 ...; the expedition number in the ring of the top-right corner says which expedition a side of a card belongs to. An expedition with fewer places has a blank back on the rest. An expedition card has two faces: the back of a further expedition (the transport, what lies on the table from setup, the sentences of the expedition) is a two-sided card of its own, two expeditions to a card (2 and 3, 4 and 5 ...); it goes with the front of the same name and number in the ring.







A silhouette illustration of a helicopter with a radiation symbol on its tail, hovering over a person on a mountain peak who is holding up a device emitting signal waves. The entire scene is set against a light blue background with a subtle diagonal line pattern.

mountain - 2 · WMI

On Snowshoes

TOLBEN · MOUNTAIN RESCUE · EXPEDITION 2

● ● ○ DIFFICULTY 2/3

Helicopter out

A snowstorm has broken over the ridge and the cable car has stopped. The helicopter lands once flares ✧ show it the way. When the whole patrol and the snowcat meet at the helipad, you fly out.

✧ ✧ ✧ ✧ ✧ ✧

Split patrol: 8 flares. First patrol: 1 fewer, Patrol trial: 1 more.

ITEM 1

ITEM 2



Jane
SNOWCAT DRIVER



snowcat driving



RED

ADVANCED SIDE

When you steer the transport, it goes 1 route further.

☐

☐

↑ ready → weakened (loses its own ability)



The Ridge Route

TOLBEK · MOUNTAIN RESCUE · EXPEDITION 1

● ● ● DIFFICULTY 2/3

Helicopter out

A snowstorm has broken over the ridge and the cable car has stopped. The helicopter lands once flares ✧ show it the way. When the whole patrol and the snowcat meet at the helipad, you fly out.



Split patrol: 8 flares. First patrol: 1 fewer, Patrol trial: 1 more.

Effort: 8 per hour · hours: 6

ITEM 2

ITEM 1



George
PARAMEDIC



first aid

GREEN

↑ ready · → weakened (loses its own ability)



ITEM 1

ITEM 2



George
PARAMEDIC



first aid

GREEN

ADVANCED SIDE
Recovering a character costs you no effort.

↑ ready · → weakened (loses its own ability)



ITEM 2

ITEM 1



Dana
SEARCHER



searching

YELLOW

↑ ready · → weakened (loses its own ability)



ITEM 1

ITEM 2



Dana
SEARCHER



searching

YELLOW

ADVANCED SIDE
You may turn a face-down card on a neighbouring face for free (with Discovery or in fog).

↑ ready · → weakened (loses its own ability)



ITEM 2

ITEM 1



Mark
MECHANIC



repairs

BLUE

↑ ready · → weakened (loses its own ability)



ITEM 1

ITEM 2



Mark
MECHANIC



repairs

BLUE

ADVANCED SIDE
Repairing the transport costs you no effort.

↑ ready · → weakened (loses its own ability)



The Ridge Route
TOLBEK · MOUNTAIN RESCUE · EXPEDITION 1
Shared pool: 8 effort tokens an hour.
Snowcat Bear: range 2 routes.

1



Snowcat Bear

snowcat driving

Seated by a character with "snowcat driving" in the snowcat. Range 2 routes. Seats including the operator: 2.

↑ moving costs 1 effort · → damaged, moving costs 2

Stuck Cable Car Cabin

snowcat driving + searching or snowcat driving + repairs

Task

Place: die, "far" numbers.

Expires without penalty. BACK: TASK



Snowmobile Key

none

Item: gives “snowcat driving”; one of the characters who solved the card takes it.

Place: die, “anywhere” numbers.

BACK: OTHER

skiers under the snow

searching + repairs

searching + first aid

Task

Place: die, “far” numbers.

die

BACK: TASK



Mountain Rescue



A white silhouette illustration on a dark blue background. It depicts a helicopter with a cross on its tail rotor hub, hovering over a jagged mountain peak. A rescue basket is suspended from the helicopter, and a person is visible inside it. The helicopter's main rotor is in motion, indicated by multiple lines radiating from the hub.



OTHER

Mountain Rescue

A yellow helicopter with a red cross on its tail is shown rescuing a person from a steep, rocky mountain peak. The helicopter is positioned on the right, with its rescue hoist extended towards a person on the left. The person is standing on a narrow ledge of the mountain. The background is a dark blue sky with white clouds. The entire scene is framed by a white border.

TASK

Mountain Rescue



Group on the Frozen Tarn

snowcat driving + repairs ● ● ○

or

snowcat driving + first aid ● ● ●



Task

Place: die, "far" numbers.

→ → Expires without penalty.

BACK: TASK



Stuck Cable Car Cabin

snowcat driving + searching ● ● ○

or

snowcat driving + repairs ● ● ●



Task

Place: die, "far" numbers.

→ → Expires without penalty.

BACK: TASK



Hiker on the Rock Ledge

climbing ● ● ○

or

first aid + searching ● ● ●



Task

Place: die, "far" numbers.

→ → Expires without penalty.

BACK: TASK



Hidden Crevasse

searching ● ● ○

Leaves protection: an item for one of the characters.



Place: die, "anywhere" numbers.

→ → Expires: weakens characters without protection here, then turn it upside down.

BACK: OTHER

Lasting: whoever enters without protection is weakened. Solving it removes it.

Mountain Rescue

TASK



Mountain Rescue

TASK



Mountain Rescue

OTHER





Rescue Blanket

none ● ○ ○

Item: gives "first aid"; one of the characters who solved the card takes it.



Place: die, "anywhere" numbers.



Expires without penalty.



BACK: OTHER



Avalanche Beacon

none ● ○ ○

Item: gives "searching"; one of the characters who solved the card takes it.



Place: die, "anywhere" numbers.



Expires without penalty.



BACK: OTHER



Skiers under the Snow

searching + repairs ● ○

or
searching + first aid ● ● ●

Task

Place: die, "far" numbers.



Expires without penalty.



BACK: TASK



Group on the Frozen Tarn

snowcat driving + repairs ● ● ○

or
snowcat driving + first aid ● ● ●

Task

Place: die, "far" numbers.



Expires without penalty.



BACK: TASK

Mountain Rescue

OTHER



Mountain Rescue

OTHER



Mountain Rescue

TASK



Mountain Rescue

TASK





Broken Plough Blade



repairs

Averted hazard.



Place: die, "anywhere" numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



BACK: OTHER



Whiteout on the Plateau



snowcat driving



searching



searching

Averted hazard.

Place: die, "anywhere" numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



BACK: OTHER



Climber's Watch



searching

Item: one of the characters who solved the card takes it.

Discard: Turn one urgent task or lead anywhere back upright.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER



Stuck Snowmobile



snowcat driving

Leaves protection from "Hidden Crevasse": an item for one of the characters.

Place: die, "anywhere" numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



BACK: OTHER

Mountain Rescue

OTHER



Mountain Rescue

OTHER



Mountain Rescue

OTHER





Shovel and Chains

none

● ○ ○

Item: gives “repairs”; one of the characters who solved the card takes it.



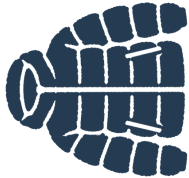
Place: die, “anywhere” numbers.



Expires without penalty.



BACK: OTHER



Down Jacket

none

● ○ ○

Item: protects from “Icy Wind”; one of the characters who solved the card takes it.



Place: die, “anywhere” numbers.



Expires without penalty.



BACK: OTHER



Icy Wind



first aid

● ● ○

Leaves protection: an item for one of the characters.



Place: die, “anywhere” numbers.



Expires: weakens characters without protection here, then turn it upside down.



BACK: OTHER

Lasting: whoever enters without protection is weakened. Solving it removes it.



Avalanche across the Road



snowcat driving

● ● ○

Averted hazard.



Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



BACK: OTHER

Mountain Rescue

OTHER



Mountain Rescue

OTHER



Mountain Rescue

OTHER



Mountain Rescue

OTHER



② On Snowshoes

TOLBEK · MOUNTAIN RESCUE · EXPEDITION 2

Shared pool: 8 effort tokens an hour.
Played on foot: the transport card and pawn stay aside.



Ice Axe and Crampons

none

● ● ●

Item: gives “climbing”;
one of the characters
who solved the card
takes it.



climbing



Place: die, “anywhere” numbers.



At once: resolve, discard, draw a replacement.

● BACK: OTHER



🏠 Birthday at the Hut



Ease: a card you solve together with the guest of honour costs 1 less, at least 1.

At once: The rolled character is the guest of honour until the end of the hour.

Roll the die: who. 1 = the drawing player's character, then clockwise. Too high? Reroll.



At once: resolve, discard, draw a replacement.

● BACK: OTHER



Climbing Rope

searching

● ○ ○

Item: gives “climbing”;
one of the characters
who solved the card
takes it.



climbing



Place: die, “anywhere” numbers.



Expires without penalty.

● BACK: OTHER

Mountain Rescue

OTHER



Mountain Rescue

OTHER



Mountain Rescue

OTHER



Round the Saddle

③

TOLBEK · MOUNTAIN RESCUE · EXPEDITION 3

Shared pool: 8 effort tokens an hour.

Snowcat Bear: range 2 routes.



Snowcat Bear



Steered by a character with "snowcat driving" in the snowcat. Range 2 routes. Seats including the operator: 2.

↑ moving costs 1 effort → damaged, moving costs 2

3



Snowed-in Trail Marks



Turn the card over: its back is "Family in the Frozen Gully".

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



Collapsed Tent



Turn the card over: its back is "School Trip in the Storm".

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



Frozen Cross-country Skier



Turn the card over: its back is "Call from the Saddle".

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



Mountain Rescue



Family in the Frozen Gully



Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



School Trip in the Storm



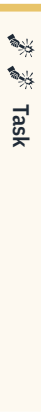
Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



Call from the Saddle



Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK

OTHER SIDE (BACK)

OTHER SIDE (BACK)

OTHER SIDE (BACK)