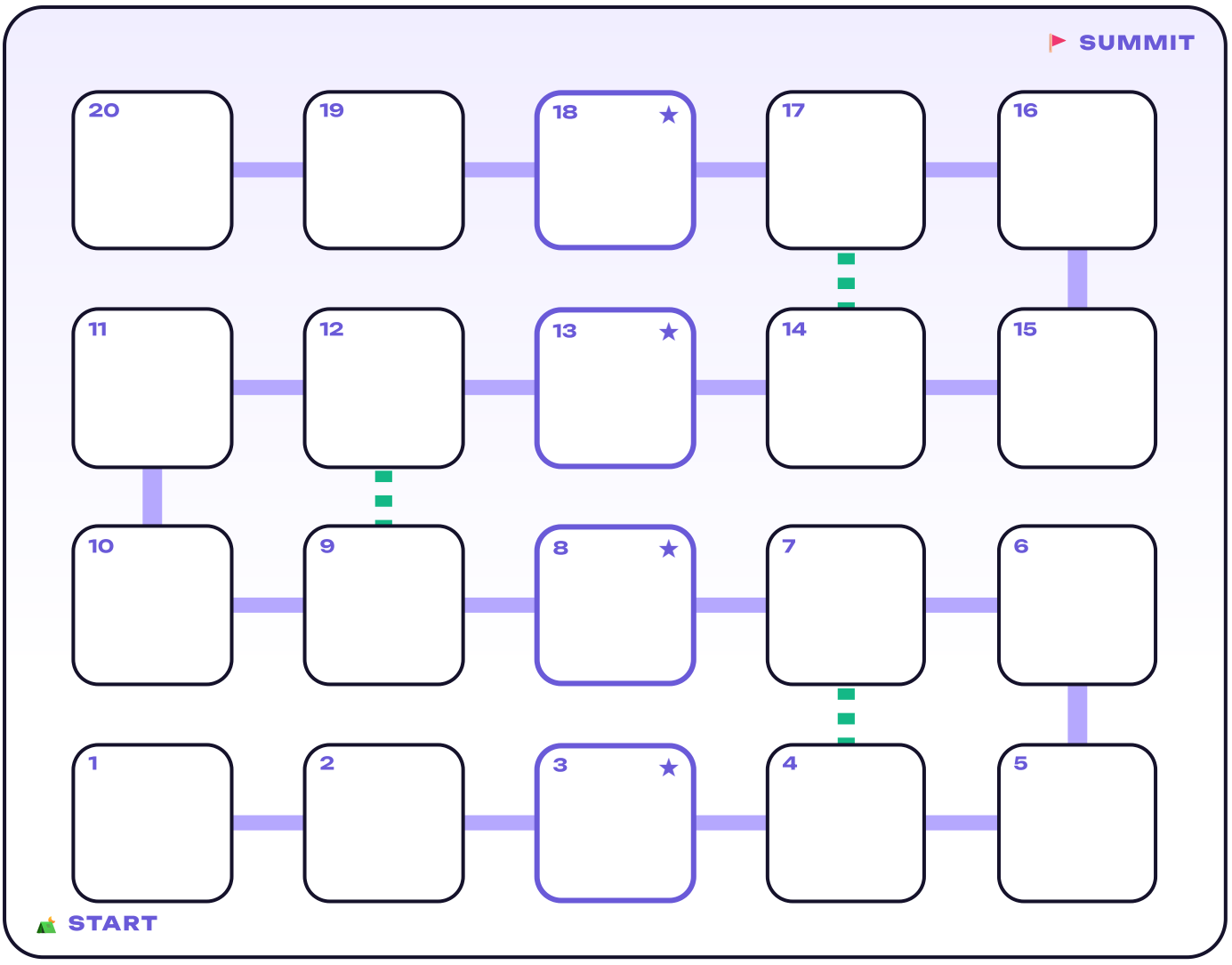
Meeple *Mountain*

A roll & write by The Boardgamist · theboardgamist.in

Climber: _____



Rounds

Tumbles (−3 each)

Score

Filled boxes (1 each)	
★ Star doubles (+3 each)	
Ladders (+5 each)	
Full camps (+5 each)	
Tumbles (−3 each)	
TOTAL	

How to *climb*

1+ players · 15 minutes · ages 7+ · you need 3 six-sided dice and a pencil per player

Goal

Climb the mountain by writing numbers on the trail. Score the most points before the 24 rounds run out or you tumble three times.

Each round

1. Roll all three dice. (Playing together? One person rolls for everyone.)
2. Pick **two** dice and add them up.
3. Write that sum in **any empty box** of the trail, then tick one round.

The one rule

Numbers can **never go down** as the trail climbs from box 1 to box 20. Equal numbers are fine. So a number you write must be at least as big as every filled box below it and no bigger than any filled box above it.

Tumbles

If no pair of dice gives a sum you can legally write, you **tumble**: tick a tumble box (−3). Three tumbles and you fall off the mountain: the game ends right away.

Bonuses

- ★ **Star boxes** (3, 8, 13, 18): fill one using a **double** (two dice showing the same number) for **+3**.
- **Ladders** (dotted lines 4↔7, 9↔12, 14↔17): fill both ends for **+5**.
- **Full camp**: fill all 5 boxes of a row for **+5**.
- Every filled box is worth **1 point**.

Game end

The game ends after 24 rounds, after your third tumble, or when all 20 boxes are filled. Add up your score.

Your rank

⛺ Base camp	under 25
🪨 Ridge	25 to 39
🚩 Summit	40 to 54
🏔️ Legend	55+

Tip

Leave room. Sums of 6, 7 and 8 come up most, so spread small numbers low and big numbers high. Share your best score with **@theboardgamist**!

Meeple Mountain © 2026 The Boardgamist · Free for personal, non-commercial use · More games at theboardgamist.in