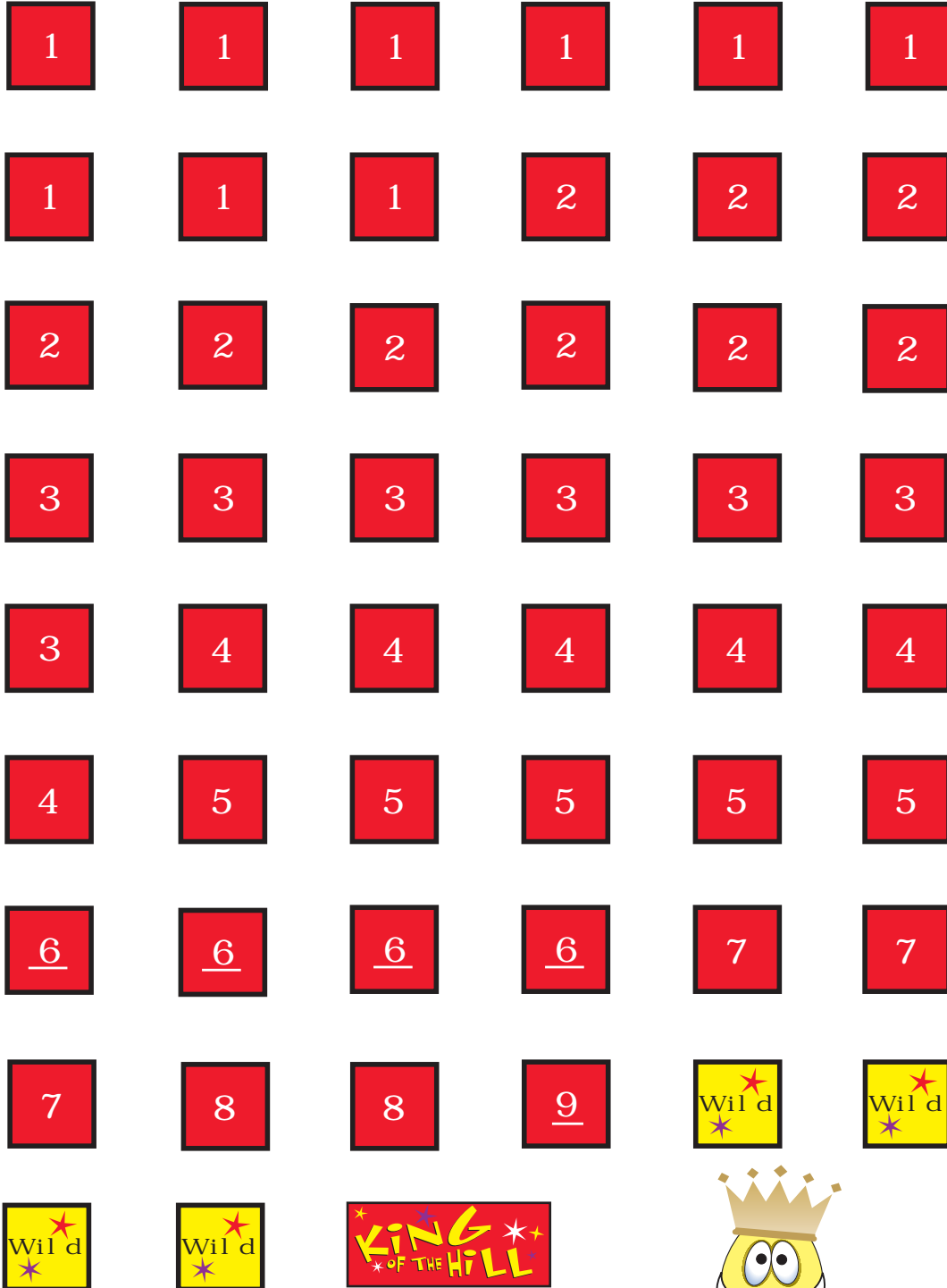


# King of the Hill number squares

## What to do

Use these number squares to play King of the Hill with the Buddies Bone Mountain.  
Follow the directions on how to play the game and have fun!



# King of the Hill

## Set up

Cut out the numbered squares.

Randomly place the squares and wild spots on the ledges of your Buddies Bone Mountain. Put the King of the Hill square at the very top. You can glue down the squares if you like, but keep in mind you will not be able to change their order for another game.

Each player uses 4 Crazy Bones®. Use 3 Crazy Bones for rolling and 1 Crazy Bone for your “climber.”

## Object of the Game

To move your “climber” Crazy Bone to the top of the mountain and become King of the Hill.

## How to Play

Use the Traditional Game rules to see who goes first and to play King of the Hill.

Traditional Game rules: Roll your Crazy Bones® on a table, the floor, or the Crazy Bones® Game Pad. Players score points depending on how their Crazy Bones® land. Standing up (Ace): 5 points, on its side: 2 points, face up: 1 point, face down: 0 points.

Each player takes a turn at rolling their Crazy Bones®. Player who scores the most points goes first.

Player 1 rolls their Crazy Bones® and adds up their points.

Player 1 moves their “climber” either:

- a. to a square that is the same number as the total of their points or...
- b. to a square that is the number as the points for ONE of the Crazy Bones® that were rolled.

Ex. If the Crazy Bones® landed face up (1 point), Ace (5 points), and on its side (2 points) the player could move their “climber” to either; a #8 square, or a #1, #5, or #2 square.

The players’ first move must be to the lowest level of Bone Mountain.

Other players take their turns and advance their “climbers” onto the mountain.

## Once your “climber” is on a Square

Once each players’ “climber” is on a square take turns again.

Follow the same rules as above, except now the “climbers” can only move one square to the right, left, up, or down. If the nearest number squares do not match with any of the point amounts that have been rolled then the “climber” does not move at all.

Continue to take turns and move your “climber” to the top of Bone Mountain.

## Wild Squares

Players have a choice of moving their “climber” on a Wild square.

Wild squares are useful if the player’s “climber” can not move to any of the other squares next to it.

## Rolling while on a Wild square

If any of the point amounts rolled do not match the surrounding number squares then the player must move his/her “climber” to the bottom of Bone Mountain!

If a player whose “climber” is on a Wild square rolls an ace then that player automatically becomes King of the Hill!

## How to Win

A player can become King of the Hill if his/her “climber” is one square away from the top of the hill and they roll either:

- a. an ace, or
- b. all 3 Crazy Bones® rolled equals a point (no zeros).

