



Avalanche! / Quicksand!

By Guy T. Schafer

Disaster! The expedition is in trouble!

Now you are a member of the search party that must save the day. Rescue as many people as you can before they suffocate.

Seconds count!

of Players

1-2 players.

Can be played competitively or cooperatively.

Play Time

As long as you can hold your breath.

Components

Mint tin

1 or 2 needles

Some beads, various colors

Snow (to play *Avalanche!*)

Sand (to play *Quicksand!*)

Rules

Print & Play File

professorguy.com/gallery/games/mintrescue.pdf

Rules of { *Avalanche!* / *Quicksand!* }

Setup

- Half fill a mint tin with { *snow* / *sand* }.
- Dump in some small beads of various colors.
- Finish filling the tin with { *snow* / *sand* }.
- Close the mint tin, and shake vigorously.
- Place the mint tin on a table.

Play

Players may all participate in the search at the same time, or they may alternate, each with a new setup.

- Open the tin.
- Hold breath.
- Find beads by digging with a needle.
- Remove beads from tin by piercing and lifting, flicking beads out is not allowed.
- Stop searching when breath is released.
- Receive points for every bead removed.

Score

Players can compete, tallying individual scores, or players can cooperate, with a team score to be improved with practice.

Hard-to-see beads score higher than easy-to-spot ones. Local conditions may determine the color of your { *snow* / *sand* } so modify the point values as necessary. Additional bead colors may be added to these charts, score as appropriate.

Avalanche! scoring:

<i>Bead Color</i>	<i>Points</i>
White	10
Yellow/Tan	3
Blue/Black	2
Red	1

Quicksand! scoring:

<i>Bead Color</i>	<i>Points</i>
Yellow/Tan	10
White/Black	5
Blue/Red	1