

# MOUNT EVEREST



Mount Everest: the highest mountain in the world.

So far it has attracted nearly 4,000 mountaineers from around the world, and each year more and more visit it. The vast majority of them are tourists who do not have the experience and skills required to conquer an eight-thousander. Without appropriate help, not only would they be unable to manage it, they wouldn't even come to the Himalayas.

Fortunately, you are here! An experienced climber and guide. You've climbed Broad Peak, K2 and other eight-thousanders, and you've already been on Mount Everest several times. This time you're facing a much more difficult task. You must guide clients to the summit and bring them back down safely. Looking up at the mountain, you know that what's easy for you might be a deadly adventure for your clients.

You need to plan where to set up camps, how to handle acclimatization, who to lead up the mountain, and when, and when to guide them back down. Looking at the enthusiastic faces of your clients, you understand that their life is in your hands.

## INTRODUCTION AND GOAL OF THE GAME

**Mount Everest** is a board game designed for 2 to 5 players aged 10 years and up, lasting about 60 - 90 minutes.

In Mount Everest, each player takes on the role of a team of 2 experienced mountain guides, whose job is to safely lead the largest number of clients to the peak and back down again. Each player uses an identical deck of cards for moving on the board. Players must plan where they will set up camps and how much oxygen they will bring along, because only oxygen permits getting acclimatization cards which will let the tourists survive their Mount Everest adventure.

Players also have to decide which clients to lead to the summit. Some are athletic trained mountaineers, and some are wealthy prestigious amateurs. Going with the first type of client is easier, but to win you would have to guide a larger group, and each successive tourist in the group significantly increases the risk that something will go wrong. As always in the mountains, the weather is an important factor. If players successfully coordinate their treks to avoid dangerous weather conditions at the summit, that will help bring all the tourists safely back to the base.

Players will move guides on the board by playing cards each turn. The more clients you guide to the summit, the more points you receive - but in the higher parts of the mountains, you have to manage acclimatization levels. If a client's acclimatization falls below 1, the exhausted client dies, and the player loses victory points.

Game boards for Mount Everest can also be used for playing K2. See details at the end of the rulebook.

## BOX CONTENTS

1 double-sided game board

easier side



harder side



10 guide boards (2 of each color)



1 starting player marker



15 guide pawns (3 of each color)



20 risk tokens (4 x 0, 11 x -1, 5 x -2)



120 player cards (24 of each color)



10 camp tiles (2 of each color)



80 double-sided client tokens (40 climbers and 40 tourists)



12 weather tiles (6 summer and 6 winter)



30 oxygen tokens



1 weather marker



12 icefall tokens (5 x I; 7 x II)



this manual

## GAME PREPARATION

Before the first game, punch out the various game tokens and cards.

The double-sided board shows an easier and a more difficult route to the summit of Mount Everest. Players decide on which side they will play, and then place the board in the middle of the table [1]. For the first game, we recommend playing on the easier board.

Each player chooses a player color and takes all the pieces of that color:

- 3 guide pawns,
- 2 guide boards,
- 24 player cards,
- 2 camp tiles.



Then players choose which set of weather tiles to use: summer is easier, winter is harder. Put the unused set back in the box. The weather tile sets can be freely combined with the easier and harder sides of the board. For the first game, we recommend summer weather.

Shuffle the weather tiles and deal 2 of them face up near the board to form a sequence of 6 spaces (days) with weather values [2]. Place the 4 other tiles face up in a pile hidden under the second weather tile. Place the weather marker on the first day (the leftmost space of the left weather tile) [3].

The board has an icefall area. Deal the icefall tokens face down randomly on the icefall spaces such that the symbol on each token's back matches the symbol on its board space [4].

Place the risk tokens face down, mix them, and randomly turn 3 of them face up. [5]

Set the oxygen tokens [6], climbers [7] and tourists [8] in groups near the board in easy reach of all players.





Each player puts their guide pawns as follows:

- Two differently shaped pawns on the start space on the board [9],
- One pawn on the „5” space of the score track. [10].

Shuffle the players’ pawns on the „5” space randomly from left to right. Each player removes their 6 acclimatization cards, shuffles them, and places them in a face down stack nearby.



This is the player’s acclimatization deck. [11].

Each player’s remaining cards are shuffled and placed in a separate face down stack apart from the acclimatization deck. This is the player’s main deck of cards [12].

Each player draws 6 cards from their main deck.

The player who was most recently in the mountains is the starting player and takes the starting player marker.

The game is ready to begin.

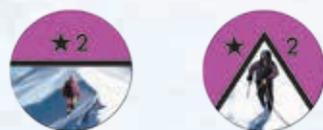
## GUIDES

Players move their guide pawns on the board. Each guide has its own guide board where players track what that guide is carrying and who the guide is leading. The guides are so experienced that Mount Everest is not a challenge for them, so it's not necessary to track their acclimatization levels. The guides never die during the game.

## CLIENTS

There are **two types** of clients: experienced mountain climbers (who still don't know the reality of climbing an eight-thousander), and less prepared rich tourists. They all want to climb Mount Everest and return safely to the base.

Clients are represented by tokens:



Climber before and after reaching the top.



Tourist before and after reaching the top.

Client tokens are **2-sided**. One side shows that the client has not reached the top, and the second side shows that the client has reached the top.

All clients start the game off the board. **Clients enter play only at the base.**

Once a client enters play, it must either be on a guide board or in an established camp. The client token's location on the guide board or camp depends on the client's current acclimatization level.

All clients start the game with an acclimatization level of 1. A new client token thus starts on a "1" space on their guide's board.



*This guide is leading one tourist with acclimatization level 1 and one climber with acclimatization level 2.*

When moving a client token from a guide board to a camp tile, place the token onto the camp's space with the client's current acclimatization level.



*The tourist's acclimatization level is 1, as indicated by its position on the guide board, so when the tourist is moved to the camp, the tourist marker goes onto the 1 space.*

All client tokens enter the game with their "not reached the top" sides up.

When a guide reaches the summit, all client tokens with the guide are turned to show the other ("reached the top") side.

**Climbers** give 2 victory points if they reach the top and later give 2 victory points if they return to the base (i.e. only if their token shows the "reached the top" side). Climbers can have a maximum acclimatization of 4, after calculating acclimatization. If a climber dies, then the player loses 3 victory points and removes the climber's token.

**Tourists** give 3 victory points if they reach the top and later give 3 victory points if they return to the base (i.e. only if their token shows the "reached the top" side). Tourists can have a maximum acclimatization of 3, after calculating acclimatization. If a tourist dies,

then the player loses 4 victory points and removes the tourist's token.

During a turn, clients can have acclimatization up to a maximum of 6, but after calculating acclimatization in the acclimatization check phase, each client's level drops to 4 (for climbers) or 3 (for tourists).

## SEQUENCE OF PLAY

The game lasts 18 turns (18 days). Each turn is divided into several phases, played in order. All phases except phase 3 are played simultaneously by all players.

1. Card selection
2. Risk tokens
3. Action phase
4. Acclimatization check
5. End of turn

### 1. Card selection

All players select 3 of the 6 cards in their hands and place them face down in front of them. When all players have chosen their cards, they reveal them simultaneously.

At the start of phase 1, player can use oxygen (which is described later in the rulebook).

### 2. Risk tokens

Players add the movement points on their 3 selected cards. For rope cards (with different movement values up and down), only the upward value is added. **Downward movement cards do not count towards the total movement points.** Acclimatization cards are not counted. The player with the highest sum chooses 1 of the 3 visible risk tokens and puts it beside their 3 selected cards for this turn. During the action phase, this player will have to apply the effect of the risk token.

In case of a tie for the most movement points, no player takes a risk token.

***Example:** Zbyszek played two movement cards, each with value of 1, one rope movement card with value 1 up / 3 down. Ania played 2 movement cards, one with value 1 and one with value 3, and an acclimatization card (with value 1). Włodek played one movement card with value 2 and two acclimatization cards (with value 2 and value 1). Zbyszek's risk total is 3, Ania's is 4, and Włodek's is 2. Therefore Ania must take one of the risk tokens.*

Then a random face down risk tokens is revealed so that again 3 are visible.

## 3. Action phase

In this phase the players will take turns in clockwise order, starting at the player with the starting player marker. A player may use all 3 of their selected cards (but does not have to). A player who took a risk token this turn must suffer the consequences.

During their turn, a player can do the following actions with their guides:

### LOADING GUIDES

Each guide has a card showing what the guide is carrying and who is going with the guide.

A guide can bring clients, oxygen tanks, and a camp, all represented by tokens on the guide's board.

Equipping a guide is free; there is no movement or acclimatization cost. A guide can take clients, oxygen tanks, and a camp in the following situations:

- **in the base** at the bottom of the board, if the guide is there. The clients and oxygen tanks are unlimited. A player with a guide at the base can take any number of selected items from beside the board and place them on the guide's board according to the rules described below. Each player has 2 camps to use during the game. Initially, they are off the board. A player can bring a camp or other off-board item into play only when they have a guide at the base who will take it.
- **from the other same-color guide**, if both guides are **on the same board space**. Friendly guides in the same space can freely exchange their clients and oxygen and camps. After such exchanges, all items must be placed on the guide's boards according to the rules described below.
- **from a same-color placed camp** in the same space as the guide, if there are clients or oxygen tanks which the guide wants to take. Taken items must be placed on the guide's board according to the rules described below.

All selected items go onto the appropriate spaces on the guide's board. A guide has limited capacity, and symbols on the rows on the guide's board indicate these limits. If part of a row is occupied by equipment or a client, then nothing can be placed to the right of that space. The guide's items are placed onto the board in order from left to right and top to bottom.



First the camp is placed, if the guide is taking one. In this case, only the bottom row is free, for either oxygen or a client (but not both).



If the guide has no camp but has oxygen, then the oxygen is placed starting on the highest space in the oxygen column.  
After taking 1 oxygen tank, the guide has only the bottom 2 rows free.  
If a guide already has 1 oxygen, then the guide has space left for either 2 more oxygen, or 2 clients, or 1 of each.



If a guide takes only clients (no camp or oxygen), then there is space for up to 4 clients.

**Note:** A guide can not carry more oxygen than the number of oxygen symbols indicated at the guide's current altitude on the board. These values are shown under the tables showing how many guides can occupy a space at a given altitude.

When a client is placed on a guide's board, the client token is placed on the correct number indicating the client's current acclimatization level. (Each client is on their own row.)



This guide currently has 2 clients. The tourist has acclimatization level 2 and the climber has acclimatization level 1. While moving, the guide takes a tourist with acclimatization 2 from another guide, putting the tourist token onto the "2" space on the next row of the guide's board.

### UNLOADING GUIDES

A player may unload a guide only in certain situations.

Unloading is normally free; there is no movement or acclimatization cost. The only exception is placing a camp as described below.

**Oxygen** – a guide can unload oxygen to an already same-color placed camp (placing it on or next to the camp tile) or give it to the other same-color guide in the same space.

**Clients** – a player can leave customers in an already same-color placed camp or give them to the other same-color guide in the same space. In both cases, the customer's acclimatization level remains unchanged.

A player can at any time freely abandon equipment or clients:

- Discarded oxygen returns to the reserve near the board.
- Abandoned clients die and return to the reserve. The player loses victory points for the death of the client (3 for a climber, 4 for a tourist).
- An abandoned camp leaves the game (and returns to the box).

Players can always unload at the base at the bottom of the board. In this case, all unloaded items return to their original piles beside the board.

If a client who reached the top is safely returned to the base, then the player earns victory points (2 for a climber, 3 for a tourist).

### MOVING GUIDES



Players use movement cards to move their guides up to the number of movement points indicated on the cards, up or down.

Guides move from spaces to adjacent spaces. The cost to enter a space is marked with a yellow circle in that space. If a space has no cost shown, then the cost is 1 to enter.



The player says which guide is moving and which cards are being used for that guide. The guide can use as many movement points as the sum of the values in the cards' green circles.



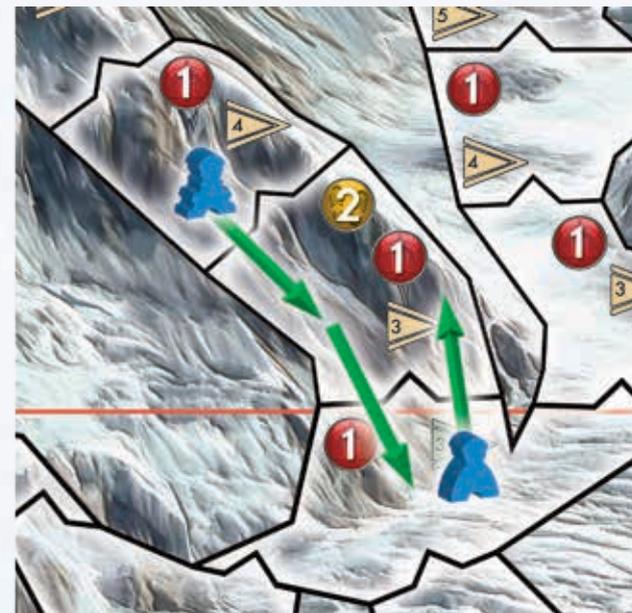
For rope cards, use the points in only 1 chosen direction, according to the guide's movement direction. The player must choose whether to use the upward or the downward movement points of a card. **Upward movement points can be used to move up, place a camp, and pay the cost of a risk token. Downward movement points can be used to move down and to pay the cost of a risk token.**

You can never use both values from a given rope card. A normal (non-rope) movement card's points can be used in both directions (moving up and moving down). During a guide's movement, the guide can move in both directions as desired, e.g. up and then down.



Some cards only have movement points with an arrow pointing down; these are rope cards which can be used only for moving down (as if their up value is 0).

A given card's movement points can only be applied to 1 guide, not split between 2 guides. A player need not use all the movement points, or even move the guide at all.



**Example:** Zbyszek played 2 movement cards, each with value 1, and a rope card with value 1 up / 3 down. He uses them to move one of his guides higher (spending 2 upward points to enter a space costing 2) and moves his other guide lower (using 3 downward points) entering 2 spaces, which cost 2 and 1.

**Note:** A given space can have only as many guides as shown on the table for that space's altitude on the board. In the table, the number is the number of players in the game, and the silhouettes show the maximum number of guide pawns on a space at that altitude.

2	1
3	2
4	3
5	4
	5

**Example:** In a 3-player game, each space in the altitude zone 7000-8000 meters above sea level can have at most 2 guides.

During a guide's movement, the guide may pass through a space which is already fully occupied if the guide does not stop there. A player can also move both of their guides simultaneously, as a way to swap places if they are next to each other but both standing in fully occupied spaces. (If guides swap places simultaneously like this, then they are never together in the same space; therefore they cannot exchange equipment.)

### Moving in the icefall region

During setup, the icefall tokens were placed face down, so players do not know what is on each icefall space. When a guide enters such a space, a movement point is spent and the icefall token is revealed. The token remains revealed for the rest of the game.



Entering this space costs only 1 movement point. (So the guide who revealed this icefall token does not pay extra movement points).



2 movement points to enter the space. The guide who revealed this icefall token must either pay a 2nd movement point or else retreat to the space they came from without losing an extra point. The guide's movement can then continue as usual.



A crevasse. The space is impassible. The guide who revealed this icefall token retreats back to the space they came from, and may then continue movement as usual.

### ADDING ACCLIMATIZATION

Players can use cards to add acclimatization points to their clients. An acclimatization card must be played on a specific guide or a specific placed camp. Points from a given card can not be divided among guides or camps. (Of course a guide or camp can have more than one card applied to it.) The player distributes the card's acclimatization points among the clients of the given guide or camp as desired.

A client's new level is marked by moving the client marker to the

appropriately numbered space on the guide's board or camp tile.

### SUBTRACTING ACCLIMATIZATION

Each player's deck has 2 cards whose use causes a loss of client acclimatization. The indicated loss of acclimatization points must be subtracted from all clients who are with the guide using the movement card. Reducing the clients' acclimatization is done during movement, before the acclimatization check phase.

### PLACING A CAMP

A guide carrying a camp can set the camp on their current space. This costs as many movement points as the cost to enter the space. Only upward movement points from a rope card can be used to place a camp. Once placed, a camp remains there for the rest of the game. With enough movement points, a guide could enter a space, place their camp, and leave the space, if desired. A given space can have any number of camps.



### USING OXYGEN

At the start of phase 1, before selecting 3 cards to play that turn, a player may spend oxygen tanks (returning them to the pool beside the board).

Only oxygen tanks in a placed camp can be spent.

For each oxygen tank spent, a player can draw a certain number of cards from the top of their acclimatization deck, choose one, and add it to their hand. The player does not show any of these drawn acclimatization cards to the other players. Unchosen cards are placed in any order the player likes on the top or bottom (player's choice) of their acclimatization deck. Then the player discards (out of the game) one of the cards in their hand, without showing it. It can be an acclimatization card, but not the one just taken. The new acclimatization card becomes part of the player's main deck from now on.

**The number of cards drawn from the acclimatization deck depends on**

### the altitude of the camp where the oxygen is spent:

- Above 8000 m: **3 cards**
- 7000 - 8000 m: **2 cards**
- 6000 - 7000 m: **1 card**
- Below 6000 m: **0 cards**

### MARKING VICTORY POINTS

Every time a guide with clients **reaches the top**, the owner receives victory points for each of the guide's clients who has not already been there (i.e. clients whose tokens are still on the „not reached the top“ side).

**Each climber gives 2 victory points.**

**Each tourist gives 3 victory points.**

Each client token which reached the top is flipped to its „reached the top“ side.

Reaching the top does not directly affect acclimatization.

***Example:** Ania's guide takes 2 clients to the summit. One is a tourist and the other is a climber. Anne gains 5 victory points and flips both client tokens to their „reached the top“ sides. Ania's turn can continue as usual.*

Every time a guide with clients who have reached the top **returns to the base**, the owner receives victory points for those clients.

**Each climber gives 2 victory points.**

**Each tourist gives 3 victory points.**

After scoring victory points for the clients with their „reached the top“ side up, those clients are returned to the pool beside the board. Note: there is no upper limit to victory points earned. If needed, players can move their victory point marker beyond the victory track's maximum value back to 1, remembering that they have looped back.

Whenever a client dies, the player immediately loses victory points.

**A dead climber costs 3 victory points.**

**A dead tourist costs 4 victory points.**

The dead client is returned to the pool beside the board.

When a player's pawn is moved to a new victory point space, it is placed as far left as possible in the box. It is placed to the right of any pawns already in that space. This can be useful for tie-breaking at the end of the game.

### RISK TOKENS

If a player has taken a risk token, it **must** be applied.



If the token has value 0, then nothing happens.



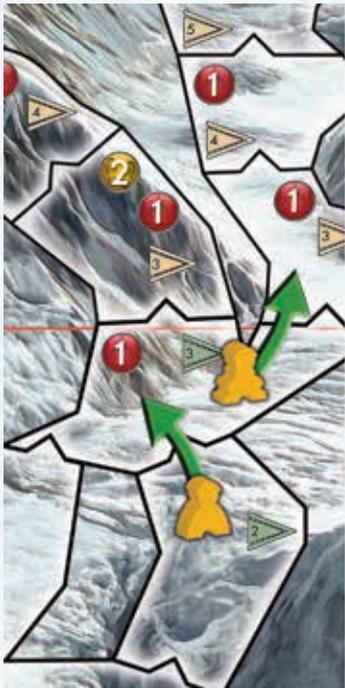
If the token has value 1, then the player must subtract 1 point from movement points or acclimatization points. This can be done in one of three ways:

- subtract **1 movement** point from **one of the played cards**;
- subtract **1 acclimatization** point from **one of the played cards**;
- subtract **1 point from the acclimatization level of all clients** who are with the guide on whom the card was played.

In the case of rope cards the player must decide (as usual) whether to use the upward or downward movement points, and the point is subtracted from the selected value. **Clients with a guide on whom no card was played that turn can not suffer from the risk token, nor can clients in a camp.**



If the token has value 2, then the player must subtract 2 points according to the rules described above. Players can split the 2 penalty points between different acclimatization and movement cards. Remember that a penalty can be applied directly to clients only if they are with a guide on whom a card was played.



No effect.



**Example:** Ania played 2 movement cards, with values 1 and 3, and an acclimatization card with value 1. She had the highest movement sum, so she took a risk token, which has value 2. She plays the move 1 and acclimatization 1 on one of her guides with 2 clients. She moves that guide using 1 movement point and gives 1 acclimatization point to one of the guide's clients. She decides to subtract both risk points from the 3-point movement card, leaving it worth 1 movement point, which she uses to move her other guide just 1 space. This ends her turn.

The indicator on a weather tile tells us which zones are affected. Each part of the dial corresponds to an altitude zone on the board. In the adjacent illustration, the cloudiness and negative acclimatization modifier affects two altitude zones: 6000 - 7000 meters and 7000 - 8000 meters.

## WEATHER INFLUENCE

Each weather tile shows the forecast for the next 3 days. It tells what the weather will be like in specified altitude zones and about the relevant modifiers which must be applied at those altitudes.

The weather marker shows the current day and its weather conditions.



Red circles with a number indicate acclimatization points lost by every client at the given altitudes in phase 4 (acclimatization check).



This indicates that no movement is possible at this altitude. A guide starting the turn in this zone cannot move. Guides cannot enter the zone, neither from above nor from below. (Camps can still be placed, however.)

## 4. ACCLIMATIZATION CHECK

After all players have performed actions from their played cards, there are acclimatization checks. Each client is checked individually, adding or subtracting the appropriate number of acclimatization points by adjusting the client token on its track on its guide board or camp tile. Clients are considered to be in the same space as the guide they are with or the placed camp they are at.

- If the client is on a space with positive acclimatization (blue circle), then the client gains the circled number of acclimatization points. If the client is on a space with negative acclimatization (red circle), then the client loses the circled number of acclimatization points.
- If the client is in a space with a camp belonging to the same player, then the client gains 1 acclimatization point.
- If the current weather affects the client's current altitude, then the client loses the indicated number of acclimatization points.

At the end of this phase, check if any clients have acclimatization levels higher than their maximum allowed. If so, they are reduced to the client's maximum allowed.

The maximum allowed acclimatization levels at the end of phase 4 are:

- Climber: 4
- Tourist: 3

If a client's acclimatization level drops below 1, the client dies. The owner loses victory points and removes the client from the board. (But a player's victory points can never fall below 1. Ignore any additional victory point losses if a player is at 1.)

A client's death costs the following victory points:

- **Climber: 3 victory points**
- **Tourist: 4 victory points**



**Example:** Zbyszek's guide has a climber with acclimatization level 3 and a tourist with acclimatization level 2. The guide is on a space with negative acclimatization (-1) and an altitude over 7000 m, for which the current weather causes -2 acclimatization. Fortunately, there is a camp in that space (+1), so the clients each lose 2 acclimatization points. The tourist dies. Zbyszek returns that tourist token to the pool beside the board and loses 4 victory points. The climber now has only 1 acclimatization point - still (barely) alive! Zbyszek will need to take care of the climber's safety next turn.

## 5. END OF TURN

The player with the starting player marker passes it to the player on their left. The new starting player will be the first to do their actions in phase 3 of the next turn.

The weather marker is moved to the next space on the weather tile. If it moves from the 3rd space of the left tile to the 1st space of the right tile, then move that right tile onto the left tile, revealing the weather tile which was below it on the right - as shown in the picture.



If the marker moved onto the last tile (there is no tile under it to reveal), then there are only 3 days (turns) left.

Then all players draw 3 more cards in order to have 6 in their hands. If there are no more cards to draw, then players will have only 3 cards in the next turn - so their phase 1 selection will be automatic. (This will happen at the end of turns 5, 11, and 17.) If the players have no cards left in their hands, then they shuffle their decks and draw 6 new cards. (This will happen at the end of turns 6 and 12.)

Then the next turn begins with phase 1 (card selection).

## GAME END

The game ends at the end of the last (18th) day, when the weather tiles have run out. The winner is the player with the most victory points. In case of tie, the tie is won by the player who was first to gain that many points, i.e. their pawn is leftmost in that victory point space.



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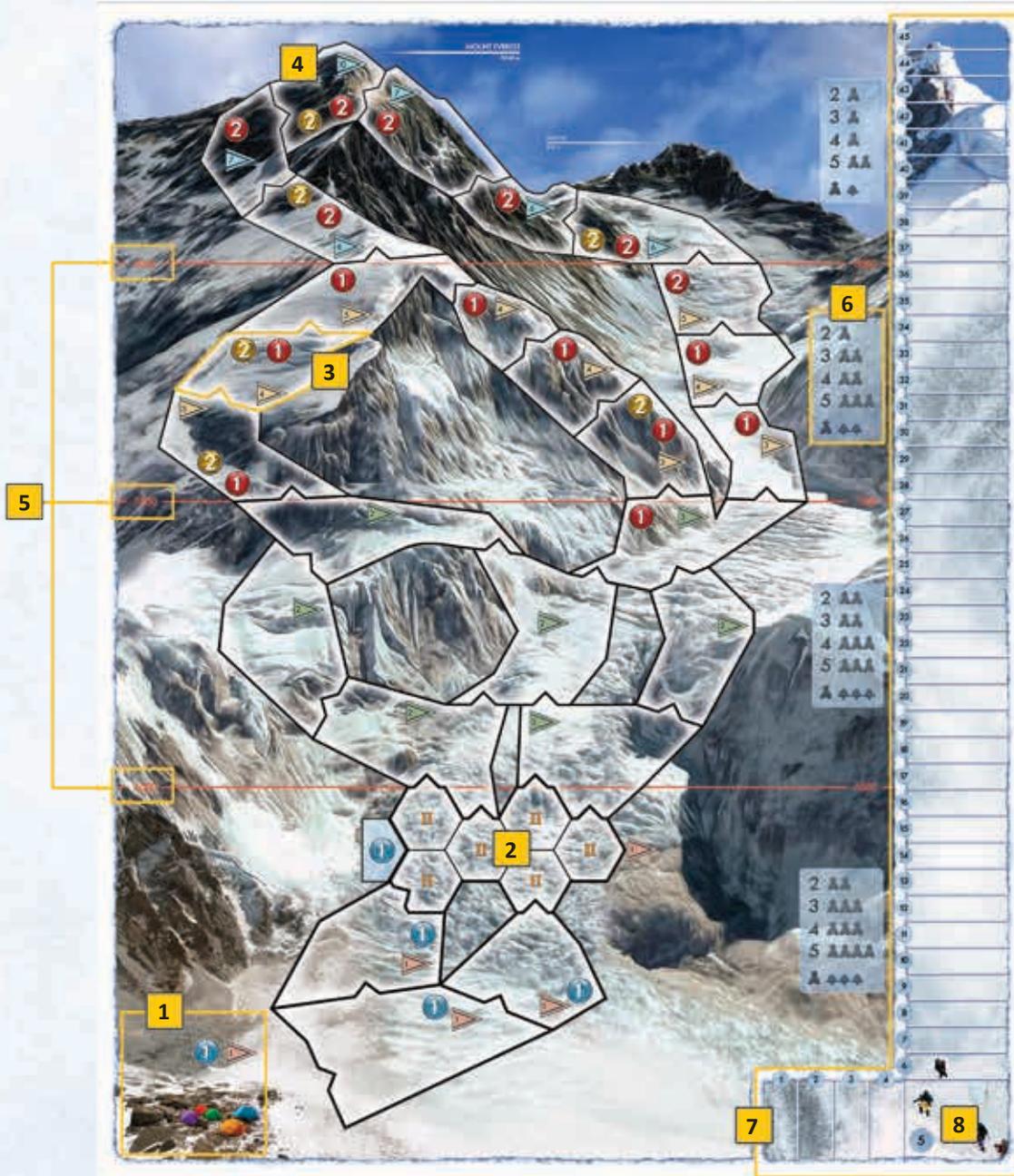
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## MOUNT EVEREST AS AN EXPANSION FOR K2

Players who own the game K2 can use Mount Everest boards to play K2. All the original K2 components are used, except for using a Mount Everest map instead of a K2 map. All the K2 rules remain the same. Each space on the Mount Everest board has flags indicating points earned by climbers reaching it.





## GAME BOARD

1. Base camp - starting space
2. The Icefall
3. Spaces along the climbing trails
4. The mountaintop
5. Altitude indicators
6. Table with guide and oxygen limits
7. Victory point track
8. Initial score space

## CLIMBING ROUTE

- A. Ascent direction
- B. Required movement points
- C. Acclimatization modifier
- D. Victory points (only as a expansion for K2)



## TURN SUMMARY

### 1. Card selection

- Each player plays 3 cards face down. (Can also spend oxygen for acclimatization cards.)
- Players reveal their cards simultaneously.

### 2. Risk tokens

- The player with the most movement points must take a risk token. In case of a tie for the most, no one takes a risk token.
- Reveal a new risk token, if one was taken.

### 3. Action phase

- Players move their guides using their 3 revealed cards.
- Placing a camp costs the same as its space's entry cost.
- Players can add acclimatization points to clients by using acclimatization cards.
- The player with the token risk must suffer its cost.
- Add victory points gained by moving players' pawns on the victory point track.

### 4. Acclimatization check

- Add / subtract acclimatization of each client's space.
- Camps give +1 acclimatization to all friendly clients in the space.
- Subtract acclimatization resulting from the current weather for clients in the affected altitudes. Lose victory points for dead clients.
- Reduce clients' acclimatization levels to their allowed maximums if they are over: Climbers: 4, Tourists: 3

### 5. End of turn

- Pass starting player marker to the left.
- Move weather marker to the next day.
- Draw 3 cards to have 6 again.

	Climber	Tourist
Victory points for reaching the top	2	3
Victory points for returning to base after reaching the top	2	3
Victory points for death	-3	-4
Maximum acclimatization after phase 4	4	3