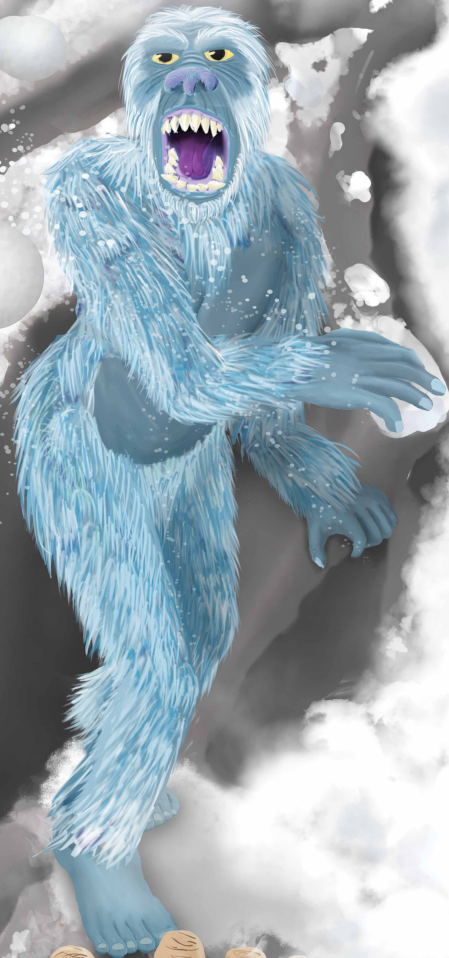


ANNAPURNA

Leave No Trace Behind

Competitive
Rulebook



2-4
Players



30+
Min



Ages
12+

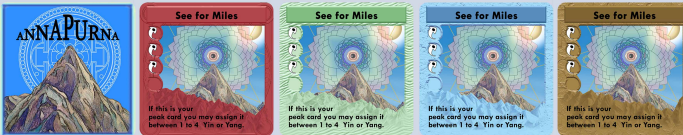
**FIAT
LUCRE**

Let's Climb!

Grab your gear and prepare for multiple ascents. Beware! Annapurna is the most dangerous mountain in the world and your fellow climbers are not to be trusted.

GEAR

4 Suits of 18 Mountain Cards



Back

Front

3 Peak Tokens



4 Climber Meeples with Stickers



6 Single, 6 Double, and 6 Triple Flag Cards



MOUNTAIN CARDS

As cards are flipped face up their effects (good and bad) are activated. Cards also have varying numbers of Yin and Yang symbols which you will try to balance.

Fun Fact: When you combine our Yin symbol with our Yang symbol they create a recycling symbol.

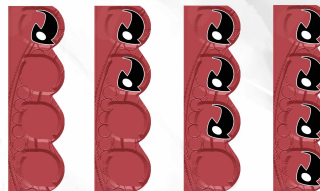


Yin value of 2

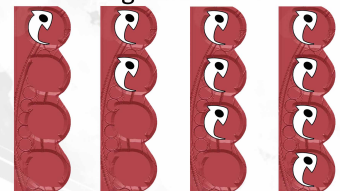


Effects

Yin values 1-4



Yang values 1-4



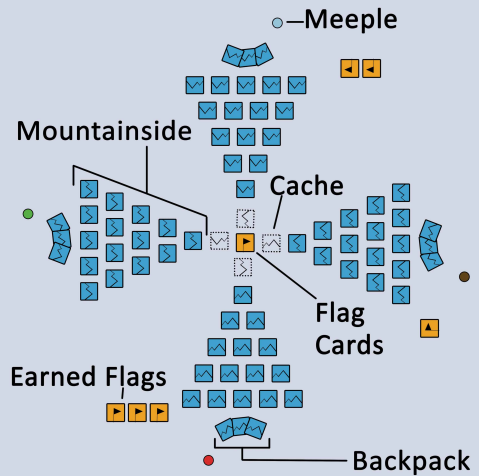
SETUP

Choose a Climber Meeple and matching suit of colored Mountain Cards. Shuffle your suit and lay it out face down to form your Mountainside with five cards in the bottom row, decreasing by one card in each row, ending with a single card at the top (as shown in the illustration to the right). These five rows of cards are the mountainside which you will climb during the game. The three leftover mountain cards make up your Backpack, which you may look at privately.

Leave space for each climber's Cache (discard pile) and the Flag Cards between each other's peak cards. Place the Peak Tokens aside, but within reach.

See the diagram on back if you can't lay out the game in this manner.

If this is your first time playing Annapurna we recommend starting with the cooperative version.



GOAL

On each Ascent, you try to balance the Yin and Yang symbols on your mountainside. Yin cancels Yang. At the end of an Ascent you earn flags based on how your Yin/Yang balance compares to other climbers. The first climber to earn 9 flags wins the Expedition (game).

GAME STRUCTURE

Each Expedition consists of multiple Ascents to the top of Annapurna. An Ascent consists of three parts: Hike to Base Camp, Climbing, and Protecting. You spend the first round Hiking to Base Camp; after which you Climb until you reach your peak; finally you Protect until all other climbers reach their peaks, at which point the Ascent ends. It takes 3 to 7 Ascents to the top of Annapurna for one climber to earn 9 flags.

On the rare occasion when the first climber to reach their peak has a perfect Yin/Yang balance of zero, the Ascent ends immediately. They have Left No Trace Behind. This will be detailed later in "End of the Ascent" on page 6.

PLAYING THE GAME

HIKE TO BASE CAMP

Pick someone to go first. Play starts with that climber flipping a card in their bottom row face up, then following its instructions. They finish their turn by placing their meeples on the card to show their location. (If a climber gets a second turn from a card like Chocolate Bar, they should follow the rules from the Climbing section on page 3.) Play continues clockwise. After each climber has had a turn, everyone has reached base camp and can now start Climbing.

CLIMBING

Follow these steps each turn.

1. TAKE ONE OF THE FOLLOWING ACTIONS

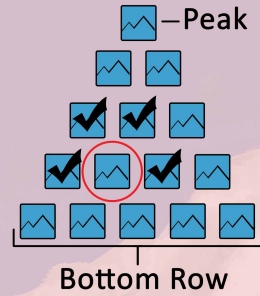
EXPLORE

Flip up a face-down card adjacent to your location and follow its effects.

Explore to move around your mountainside.

- No going back down once you go up.
- Card effects only happen when you Explore them as an action on your turn.
- Unless a card effect says otherwise you may not look at face-down cards.
- If an effect can't be followed, ignore it.

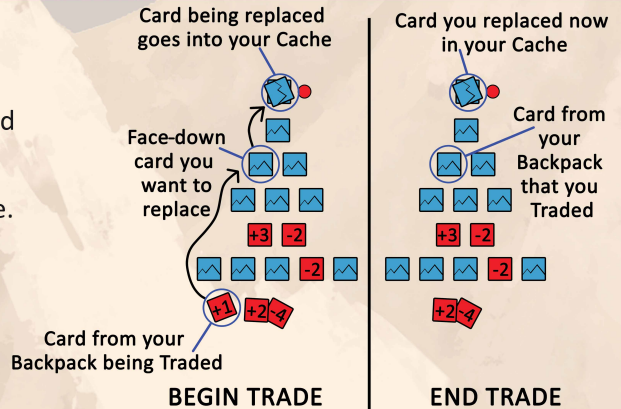
○ Your Location
✓ Adjacent Cards



TRADE

Switch a card from your backpack with one of the face-down cards from your mountainside. The card from your backpack should be placed face down. You may Explore this card on a future turn. The card from your mountainside goes into your cache.

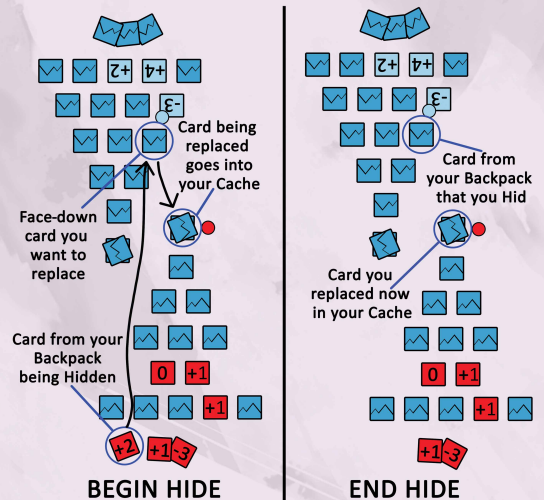
Trade to prepare a path up your mountainside, balance your Yin and Yang or take advantage of a card's effect.



HIDE

Switch a card from your backpack with a face-down card on another climber's mountainside. The card should be placed face down. The card from their mountainside goes into your cache.

Hide to lay traps on another climber's mountainside, unbalance another climber's Yin and Yang, or to sabotage a path up their mountainside with card effects.



Fun Fact: As of 2012 only 191 people have successfully climbed Annapurna, far less than any other mountain in its height category. The first to climb it were French climbers Maurice Herzog and Louis Lachenal in 1950.

2. SWEEP

After you take an action, Sweep your mountainside by moving all groups of face-up cards whose Yin and Yang symbols balance (sum to zero) into your cache.

- Don't Sweep a card with zero Yins or Yangs until you've completed its effect.
- If you're skipping your current turn, you should still Sweep if needed.
- If you're taking an extra turn, Sweep between the two turns.
- You can Sweep the card your meeple is on.

3. END YOUR TURN

Your meeple shows your location on your mountainside. Place your meeple on the last card you Explored; in the shenpa position (laying down) if your next turn is affected by a card, and hiking (standing up) if it isn't. Placing your meeple shows you're ending your turn; so don't put it down until you're sure you're done. If you didn't move your meeple announce that you're ending your turn.

Fun Fact: Annapurna has multiple peaks. The Annapurna Massif is the name of the mountain range that encloses a valley sometimes associated with the mystical Shambala AKA Shangri-La.

SCAVENGE

If you forget to Sweep, another climber can take one of the balanced cards from your mountainside and add it to their backpack. They may only Scavenge after you place your meeple to end your turn, and before the next climber ends their turn.

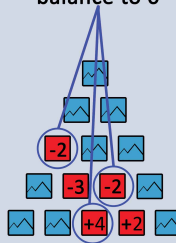
- First one to call "Scavenge" gets the card.
- A card with no Yin or Yang symbols can't be Scavenged until its effects have been completed.

Continue to Climb until you flip over your peak card and follow its effects.

PEAKING

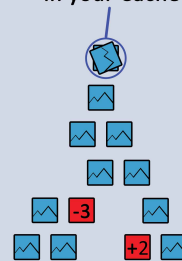
After completing your turn at your peak, add your cache to your backpack. Peak tokens indicate the order of a climber's arrival at the peak. (For example if you were the third to arrive at the peak, you would take the #3 peak token.) Take the correct peak token and place it where your cache was, then put your meeple on the peak token to end your turn.

Cards whose
Yin and Yang
symbols
balance to 0



BEGIN SWEEP

Cards you
Swept are now
face down
in your Cache



END SWEEP

PROTECTING

After Peaking you begin the Protecting phase of the Ascent. Follow these steps each turn.

1. TAKE ONE OF THE FOLLOWING ACTIONS

SUNYATA

Do nothing. It's very zen.

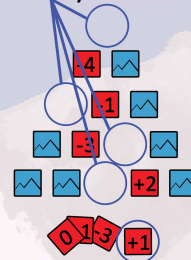
Fun Fact: Annapurna's highest peak is 26,545 ft high, making it the 10th tallest mountain in the world.

DROP

Place a card from your backpack face up on your own mountainside in an empty spot. When you Drop a card, the effects of that card don't activate, but their Yin and Yang still count.

Drop to improve the Yin/Yang balance on your mountainside.

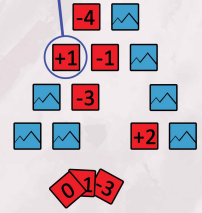
Empty spaces where you can Drop



Card in your Backpack you want to Drop

BEGIN DROP

Card you Dropped

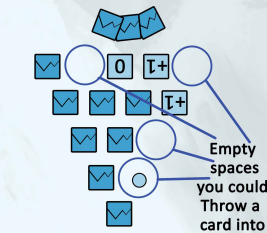


END DROP

THROW

Place a card from your backpack face up in an empty spot on another climber's mountainside. After you do this, they can choose to Retaliate on your turn by flipping a card on your mountainside face up.

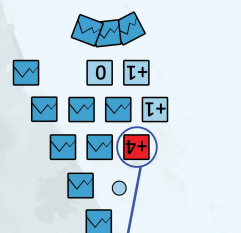
Throw to sabotage another climber's balance. But remember, they can Retaliate on your turn.



Card from your Backpack being Thrown

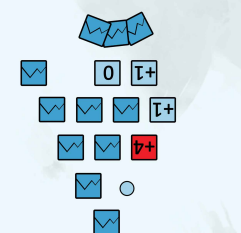
Empty spaces you could Throw a card into

BEGIN THROW



Card from your Backpack that you Threw face up into the empty space

END THROW



Card opponent flipped face up in Retaliation

RETALIATE

2. BURY

After taking an action, maintain your balance by flipping over groups of face-up cards whose Yin and Yang symbols balance (sum to zero) by flipping them face down in place.

3. ENDING YOUR TURN

When ending your turn make sure to announce that you're doing so.

SCAVENGE

If you forget to Bury, another climber can take one of the balanced cards from your mountainside and add it to their backpack. They may only Scavenge after you place your climber token to end your turn, and before the next climber ends their turn.

You continue to Protect until the last climber reaches their peak and completes their turn by following the instructions on their peak card and Sweeping.

END OF AN ASCENT

1. AWARD FLAGS

When all the climbers have reached their peaks the Ascent is over. Everyone tallies the Yin and Yang symbols on the face-up cards on their mountainsides. Flags are distributed based on whose Yin/Yang total is closest to zero. First closest gets 3 flags, second gets 2 flags, third gets 1 flag, and fourth gets none. If there's a tie, whoever got to their peak first gets more flags.

If the very first climber to reach their peak completes their turn with their Yin/Yang totaling zero, they have **LEFT NO TRACE BEHIND**; the Ascent ends immediately and they collect 4 flags. Nobody else gets any flags. This is very difficult to achieve so play usually continues until all climbers reach their peak.

PLAYING WITH FEWER THAN FOUR CLIMBERS

3 Climbers: Give 3 flags to the first closest, 2 to the second, and none to the furthest.

2 Climbers: Give 3 flags to the closest and 2 to the furthest.

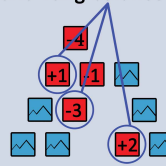
2. RESET MOUNTAINSIDES

Sort and shuffle your mountain cards and reset your mountainside for the next Ascent. The climber who earned the fewest flags starts the next Ascent. If someone achieved Left No Trace Behind they start the next Ascent.

END OF THE EXPEDITION

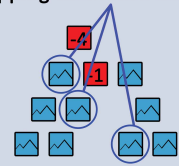
The first climber with 9 flags wins the Expedition. If two climbers get to 9 or more flags on the same Ascent, the one with more flags wins. A tie in flags goes to the winner of the final Ascent.

Group of cards whose
Yin and Yang balance to 0



BEGIN BURY

Group you Buried by
flipping them face down



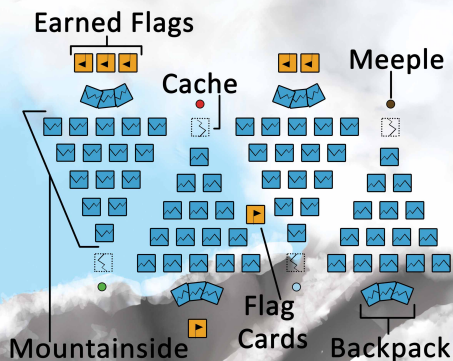
END BURY

SHORTER EXPEDITIONS

For shorter games reduce the number of flags required. We suggest sticking with odd numbers.

ALTERNATE SETUPS

As long as you can see the other climbers' mountainsides and your own is set up in a pyramid with you at the base, any layout should work. One possible option is shown below.



Special Thanks

There were many people who took the time to play my game and to give me their feedback, opinions, and help. I'd like to particularly thank Christopher Badell of Greater Than Games, Brad Talton of Level 99 Games, and Jeff Tidball of Atlas for their honest assessments and insights.

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Thanks to Steve, Kaitlin, and all my friends and family who suffered through early versions.

And finally, a big thanks to my parents, who helped make this game a reality.

Final Fun Fact

Despite not being the tallest mountain in the world, Annapurna is the most dangerous. 30% of the people who try to climb her do not return.



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