

# ANNAPURNA

Leave No Trace Behind

## Cooperative Rulebook



2-4  
Players



30+  
Min



Ages  
12+

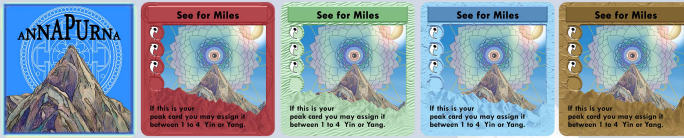
**FIAT  
LUCRE**

# NAMASTE!

Welcome to Nepal, home of the Annapurna Massif and the birthplace of Gautama Buddha. You are embarking on a climbing expedition made up of one ascent to the very top. Beware! Annapurna is the most dangerous mountain in the world and you'll need to rely on your fellow climbers if you want to maintain your balance.

## GEAR

4 Suits of 18 Mountain Cards



Back

Front

3 Peak Tokens



4 Climber Meeples with Stickers

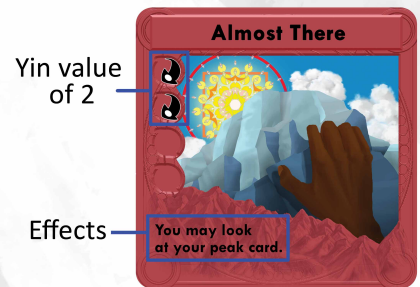


6 Single, 6 Double, and 6 Triple Flag Cards



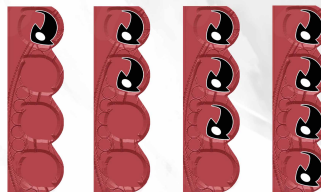
## MOUNTAIN CARDS

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.

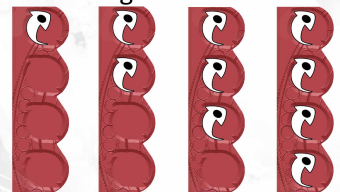


**Easter Egg:** Every mountain card contains a mandala, the main form of religious art in Nepal. Can you find them all?

Yin values 1-4



Yang values 1-4



## SETUP

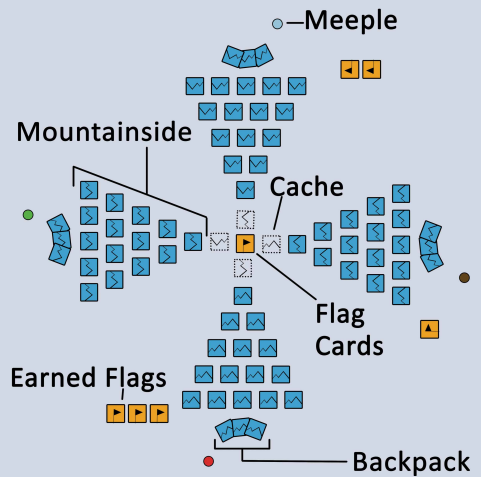
Choose a Climber Meeple and matching suit of colored Mountain Cards. Shuffle your suit and lay it out face down to form your Mountainside with five cards in the bottom row, decreasing by one card in each row, ending with a single card at the top (as shown in the illustration to the right). These five 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.

## GOAL

During an Ascent (a game), you try to balance the Yin and Yang symbols on your mountainside. Yin cancels Yang. At the end of the Ascent all climbers must have balanced their mountainside.



## GAME STRUCTURE

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.

## 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.

**Fun Fact:** The terms Yin and Yang come from Chinese philosophy and are used to describe the duality of opposites. In the Himalayas Yin represents the shady side on the mountain and Yang represents the sunny side.



# CLIMBING

Follow these steps each turn.

## 1. TAKE ONE OF THE FOLLOWING ACTIONS

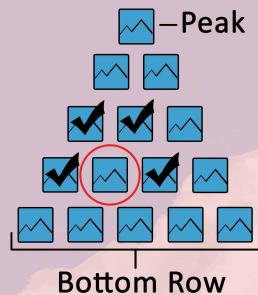
### EXPLORE

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.

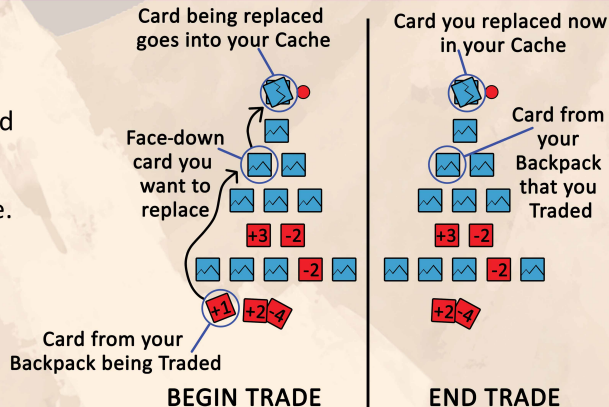
- Your Location
- ✓ Adjacent Cards



### 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.

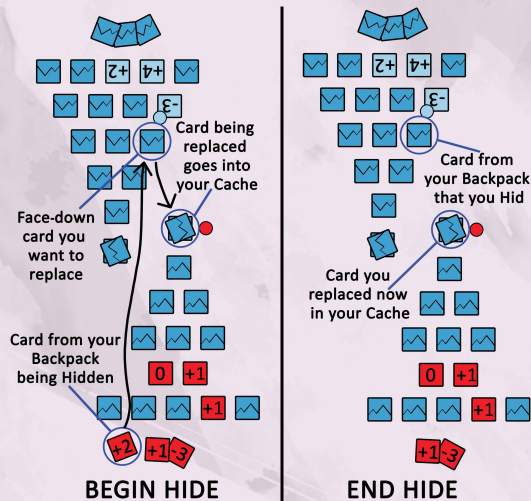
Trade to prepare a path up your mountainside, balance your Yin and Yang or take advantage of a card's effect.



### 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 cards on another climber's mountainside, help balance another climber's Yin and Yang, or to put cards with helpful effects on their mountainside.



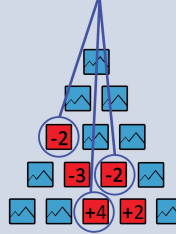


## 2. SWEEP

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.

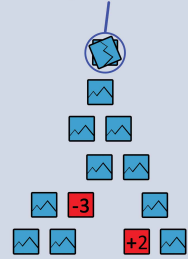
- Don't Sweep a card with zero Yins or Yangs until you've completed its effect.
- If you're skipping your current turn, you should still Sweep if needed.
- If you're taking an extra turn, Sweep between the two turns.
- You can Sweep the card your meeple is on.

Cards whose Yin and Yang symbols balance to 0



BEGIN SWEEP

Cards you Swept are now face down in your Cache



END SWEEP

## 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.

## HELPING HAND

Other climbers having trouble balancing their mountainside? You may choose not to Sweep so another climber can take one of the balanced cards from your mountainside and add it to their backpack. They may only take a Helping Hand after you place your climber token to end your turn, and before the next climber ends their turn.

- A card with no Yin or Yang symbols may not be taken by another climber 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.

**Fun Fact:** Shenpa is the Tibetan word for attachment. According to renowned Buddhist teacher Pema Chödrön, shenpa is best translated as "something that hooks us". In our game it means something needs to be completed before you continue.



## 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 you end your turn, make sure to announce that you're doing so.

## HELPING HAND

Other climbers having trouble balancing their mountainside? You may choose not to Bury so another climber can take one of the balanced cards from your mountainside and add it to their backpack. They may only take a Helping Hand 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

### EASY TRAIL

When all climbers have reached their peaks the Ascent is over. If all the mountainsides are balanced to 0 the group has won! If not try again!

### LEAVE NO TRACE BEHIND

After the group has mastered the Easy Trail, you can add another level of difficulty. Each climber must reach their peak perfectly balanced at 0 before starting the Protecting phase. If they do not, the Ascent ends early and everyone loses.

### STILL TOO EASY?

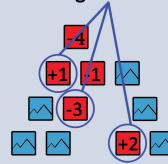
The blustering wind is too loud to hear other climbers. No talking. No showing each other your backpacks either.

**Fun Fact:** While 'Leave No Trace Behind' is the guiding principle of environmentally friendly climbing, camping and trekking, it is also foundational to Buddhism. Zen master Dogen said, "When birds fly in the sky, they leave no trace and when fish swim in the water, they leave no trace."

### PLAY AGAIN

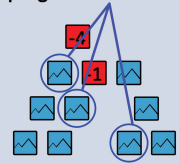
Sort and shuffle your mountain cards and reset your mountainside for the next Ascent.

Group of cards whose Yin and Yang balance to 0



BEGIN BURY

Group you Buried by flipping them face down

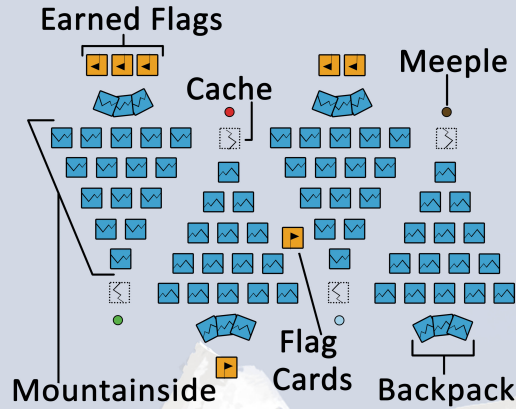


END BURY



## 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, my parents, who helped make this game a reality.

### ***The Legend of Annapurna***

*Pavarti is the wife of Lord Shiva and overseer of earth's physical wellbeing. After Shiva dismissed the physical world as an illusion one too many times, Pavarti withdrew from the world. The world starved, as did Lord Shiva. Lord Shiva admitted the importance of Pavarti's contribution to the world, and she returned to feed people as the goddess Annapurna, the giver of nourishment.*



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