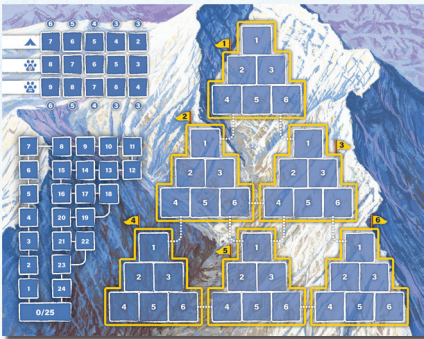# NANGA PARBAT

BY STEVE FINN

RULEBOOK

The Sherpa people, known for their exquisite mountaineering skills, use those skills to guide explorers on expeditions. In this game, you are a member of the Sherpa community, building base camps on Nanga Parbat and trapping animals for food and clothing. Use your cunning and skill to climb to victory!

COMPONENTS

1 Game Board

2 Player Boards

**36 Animals**

30 Hikers

24 Camps

1 Guide

12 Scoring Markers

SETUP

1. Place the game board in the center of the playing area.

2. Each player chooses a color and takes the hikers, camps, scoring cubes, and player board in their color.

3. Both players place a scoring cube on the 0 space of the score path. This is their "path cube."

4. Randomly place 1 animal on each section (small numbered squares) on the game board.

5. The player who most recently hiked is the first player.

6. The second player places the guide on the flag in any region.
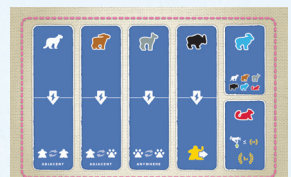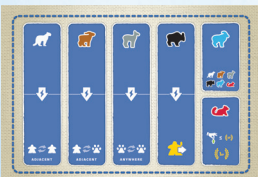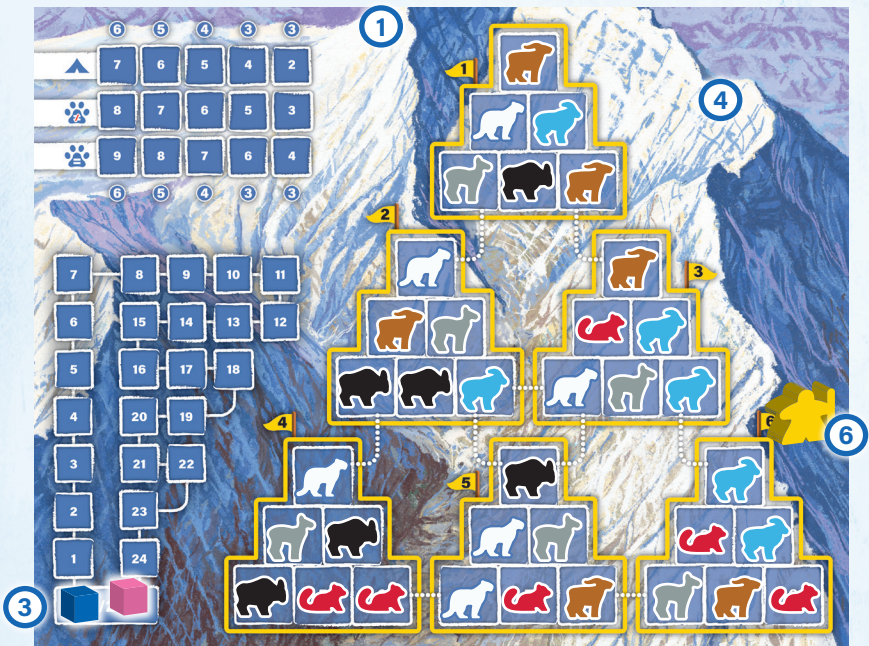
THE GAME BOARD

The game board has 6 regions divided into 6 sections. Region numbers are inside the flags. During the game, the guide is moved from region to region. Place the guide on the flag at a region. This guide is at region 4. The region with the guide is the "guide's region."

Place guide on the region's flag.

Region number

4   1

2   3
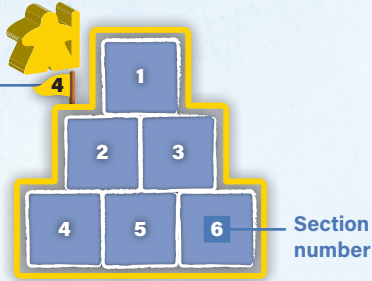
4   5   6   **Section number**

PLAYING THE GAME

The goal is to score the most points. Players take turns, starting with the first player. Each turn consists of four steps, the first three are mandatory. You may also activate animals to perform special actions during your turn.

Steps of a Turn

1. Trap an Animal
2. Place a Hiker
3. Move the Guide
4. Build Camps/Trade Animals

Note: During a turn, you may also "activate" animals to perform one or more special actions, as described in "Special Actions".

Step 1: Trap an Animal

- Take an animal from any **section** in the **guide's region** and place it on your player board in the area matching the animal type and above the dividing line (exceptions: Bharal and Red Panda have only one area to place the animal).

- If, at the start of step 1, the **guide's region** has no animals, you must move the guide to a different **region** holding at least 1 animal and then you take an animal.

Step 2: Place a Hiker

- Place one of your hikers into the section that is now empty (i.e., from where you took the animal).

Step 3: Move the Guide

- Move the guide to the **region** matching the number of the **section** where you placed your hiker.

- If the section number matches the guide's region number, the guide does not move.

Example: The guide is in region #2 at start of your turn. In step 1, you take the deer from section 3 in region 2 and place it on your player mat. In step 2, you place your hiker in this empty section. In step 3, you move the guide to **region** 3 because you placed your hiker in **section** 3.
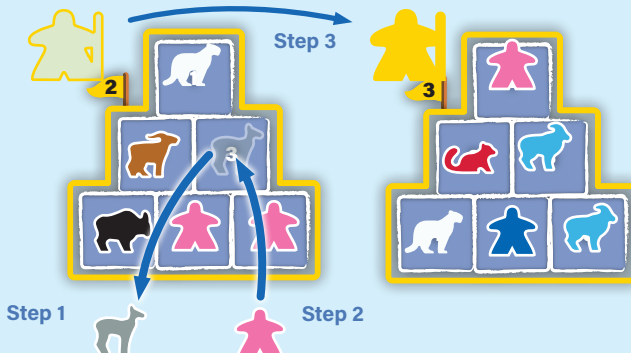
Step 4: Build Camps/Trade Animals (optional)

- You score points by building camps and/or trading animals.

- When you build camps or trade animals, place a scoring cube on the *points chart*, as described below.

- You may only place 1 scoring cube per turn.

- After scoring points, move your path cube on the scoring path accordingly.

- **Important**: If your path cube lands on the same space as the opponent's path cube, you move yours to the next space.

### *Understanding the Points Chart*

- The *points chart* has a row for each type of scoring.

- The numbers above and below the columns show the number of camps or animals needed to score the values inside the squares.

- Each space can hold only 1 scoring cube.

Example: You place a scoring cube into the space shown and build 5 camps to score 6 points.

Building Camps

- To build camps, remove a group of 3 or more adjacent hikers from the board. "Adjacent" means in sections joined by a border or connected by white dots.

- Place a camp into each space just vacated.

- Place a scoring cube into the corresponding space on the *points chart*, then move your path cube accordingly.

- **Important:** Do not return hikers used to build camps to your own supply, but return them to the box.
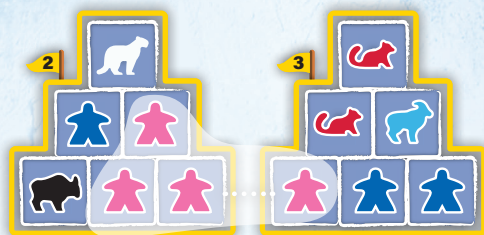
Limited Camps
Each player may build up to 12 camps per game.
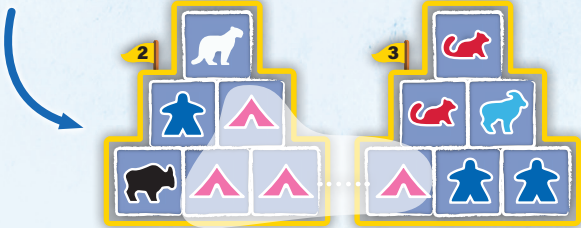
Trading Different Animals

- To trade different animals, remove and discard 3 to 6 different animals from your player board.

- Place a scoring marker in the appropriate space on the *points chart* and score the indicated points.

Example: You discard 3 different animals to score 5 points.

	6	5	4	3	3
▲	7	6	5	4	2
🐾	8	7	6	■	3
🐾	9	8	7	6	4
	6	5	4	3	3

Trading the Same Animals

- Follow the same rules as trading different animals, except you must trade the same animals.

SPECIAL ACTIONS

- Anytime during your turn, you may "activate" any animal (except Red Panda and Bharal) to perform a special action by sliding the animal from the top to bottom section of the player board.

- Each animal provides a different action and you may perform as

many special actions as you can or wish to, though each animal may be activated only one time.
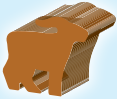
- Animals may be activated on same turn as acquired.

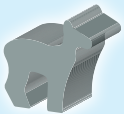- Animals may be traded whether activated or not.
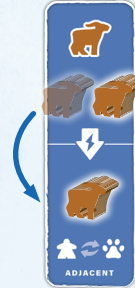
Snow Leopard
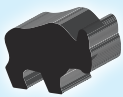Switch the places of any 2 adjacent hikers.

Tahr
Switch the places of a hiker and an adjacent animal.

Musk Deer
Switch the places of any two animals anywhere on the board.

Yak
Move the guide to a different region.

Bharal
Use as any other animal type when *trading* animals, i.e., it is "wild".

Red Panda
If, at the time of picking up this animal, you have equal or fewer points than your opponent, score 1 point.

GAME END

After both players place all their hikers or all their scoring cubes, the game ends. The player further along the score path wins.

End Game Scoring Variant

Try this variant after playing a few games. After both players have placed all their hikers, score the regions in order from 1 to 6. If you have 4 camps and/or hikers in a region, score 1 point. If 5 camps/hikers, score 2 points. If 6, score 3 points. The player with the most points wins.

Summary

Steps of a Turn

1. Trap an Animal: Take an animal from guide region.

2. Place a Hiker: Place hiker in empty space.

3. Move the Guide: Move guide to region matching section number.

4. Build Camps/Trade Animals (optional): Place a scoring cube.

Special Actions

During one's turn, activate animals to perform special actions.

Points of Clarification/Emphasis

- The points chart has 2 columns for scoring 3 items.

- Each scoring path space holds just 1 cube (except the 0 space). So if your cube lands on the other player's cube, you move an additional space. This applies to the end game scoring variant as well.

- Animals may be traded whether activated or not.

- Camps cannot be affected by animal actions.

- After building camps, remember to remove hikers from the game.