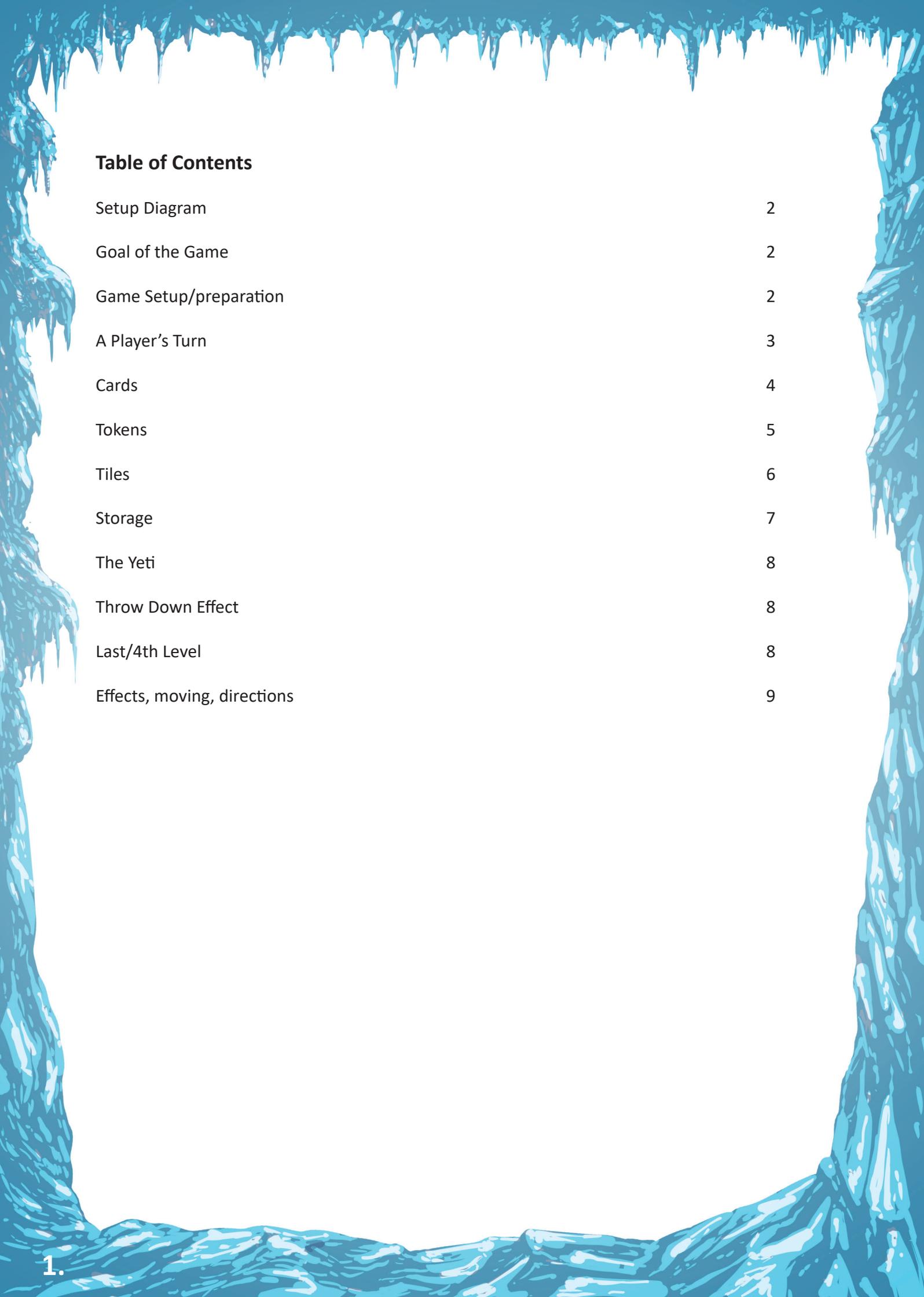


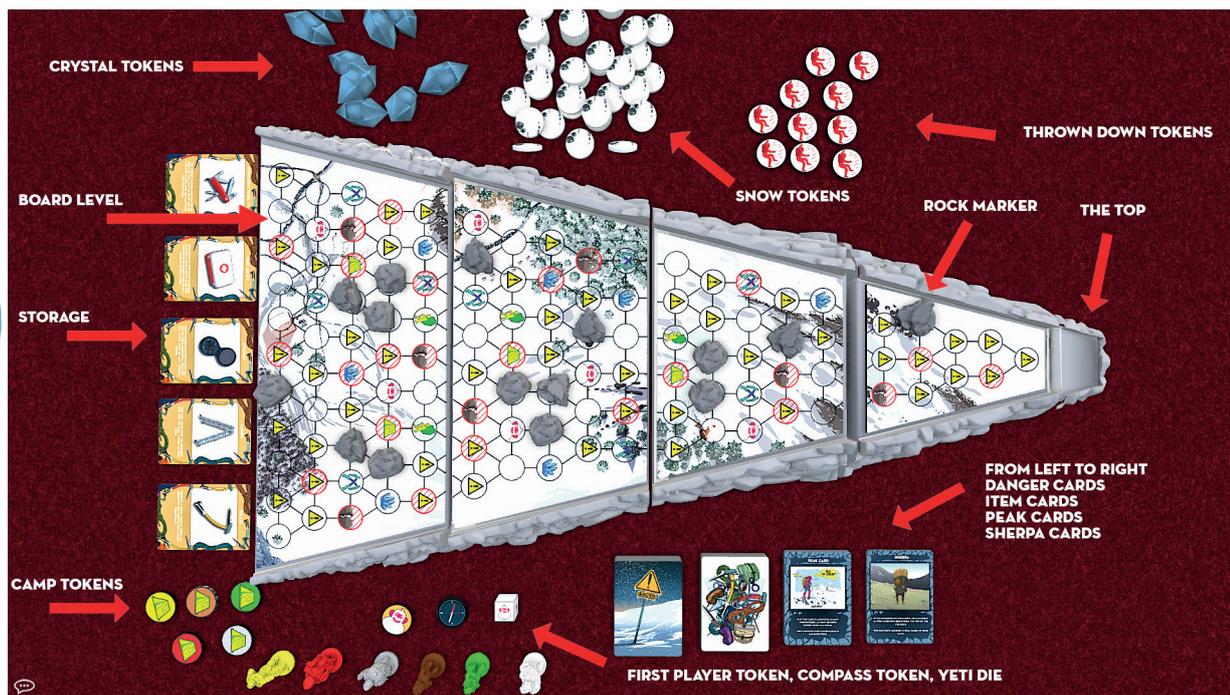
# RULEBOOK



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## Setup Diagram



### Goal of the Game:

Reach the top first to win the game.

### Setup

#### 1. Prepare Playing Area

Fit together the four Mountain Pieces. Select four level boards and place them onto the Mountain. Put the Rock Markers onto the Rock Tiles.

You can select fewer board levels for a shorter game. For a 2-3 players game, it is highly recommended to use only the top 3 levels.

#### 2. Crystal Tokens, Snow Tokens, Fall Down Tokens, Compass Token and the Yeti Die

Create separate piles and place them next to the Mountain.

#### 3. Separate and Shuffle the Card Decks

Separate the Danger and Item Card decks, shuffle them and then put the decks next to the Mountain. Collect the Sherpa and Peak Cards too and place them next to the other decks. Draw five Cards, face up, from the Item Deck and put them at the bottom of the Mountain (storage). Leave some space for the discarded cards.

#### 4. Choose Mountaineers, starting equipment

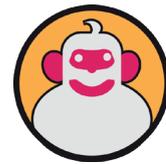
Every player selects a mountaineer figurine, a colored base and a Camp Token with the same color. Every Player get a Crystal Token, a Sherpa Card, 3 Peak Cards if there are more than 3 Players, otherwise draw only 2 Peak Cards.

Players draw, face down, a Danger Card and an Item Card into their hands from the top of the corresponding Decks.



5. Select the First Player and placing the Yeti

The First Player will be that person, who climbed the highest mountain. This Player receives the Yeti Token. Turns go in clockwise order. The player, who is sitting on the right side of the First Player, has to place the Yeti figurine to an empty tile on the second level board, based on how many level boards were placed. If only the last 2 level boards were placed, then the Yeti has to be placed onto the lower level.



### Player's Turn:

If a Player has a Sherpa Card and less than 3 Item Cards, that Player can draw, face down, an Item Card, from the top of the Item Deck.

A Player has 3 steps in a turn, which can be increased or decreased by cards and effects.

It's not necessary to use all available steps in a turn, stepping backward is allowed too.

To make the first step at the beginning of the game, the Player has to place the chosen mountaineer onto one of the tiles from the first row, this counts as a step.



When a Player steps on a Tile, based on the icon of the Tile, it has to be resolved first, and only after that, can be made the next step.

### Example:



Stepping on a Danger Tile, the Player has to draw a Danger Card and resolve it. The Player can take the next step only after that.



Cover the resolved Danger Tile with a Snow Token!



After a Player resolves a Tile which has no red background, that Tile has to be covered with a Snow Token. This Tile is considered as an empty Tile afterwards.

Players can play Danger Cards at any given time, but Item Cards can be played only during the Player's turn. After playing a Card, it has to be discarded, if the Card doesn't say otherwise.

2 or more Players can not stand on the same Tile at the same time.

Players can be jumped over only with special cards, for example with a Peak Card.

## Cards

The text, on the Cards, always overwrites the rules.

If the Danger or Item Decks run out, shuffle the discarded Cards and create a new Deck from them.

### Sherpa Card:



Every Player can have only one Sherpa Card. With this card, the Player can hold 3 Item Cards at the same time. At the beginning of a Player's turn, the Player can draw an Item Card, face down, if the Player has a Sherpa Card and less than 3 Item Cards.

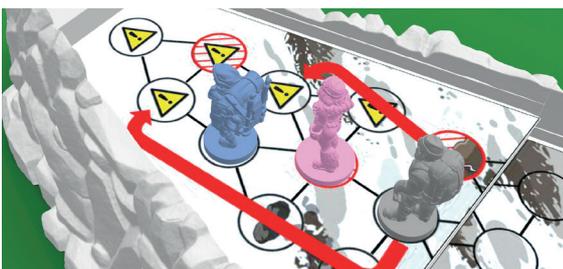
### Peak Cards



A Player can use the Peak Card only in the Player's turn and only once in a turn.

The Player can jump over a Player or a group of Players, if they are standing adjacent to each other. The jump can be made only in a straight line and the Player has to stand on a Tile, which is next to the Player/Players, who will be jumped over.

### Possible jumps



### Not valid jump (marked with X)



### Danger Cards



When a Player steps on a Danger Tile, that Player has to draw a Danger Card, face up, from the Danger Deck. The Player has to resolve the Card or by spending a Crystal Token the card can be obtained into the Player's hands.

Danger Cards from the Player's hand can be played against any other Player at any given time.

## Item Cards:



A Player can have maximum 2 Item Cards in the hands at the same time, but if the Player has a Sherpa Card, 3 Item Card can be hold.

Item Cards from the Player's hand can be played or discarded only in the Player's own Turn.

If a Player has 3 Item Cards and lose the Sherpa Card, then that Player has to discard an Item Card immediately.

**After playing a Card, the Card has to be discarded, if the Card doesn't say differently.**

## Tokens

### Yeti/First Player Token



The Player, who climbed the biggest mountain, receives it.

### Fall Down Token



When The Yeti throws down a Player, that Player receives a Fall Down Token. A Player can have maximum 2 of these. If a Player already has 2 Fall Down Tokens, the Yeti leaves that Player alone.

### Compass Token



When the Yeti throws down a Player, that Player receives the Compass Token too. The Yeti leaves alone that Player who has this Token. If the Yeti throws down a different Player, the Compass Token has to be passed to that other Player.

### Crystal Token



A Player can have maximum 2 Crystal Tokens.  
A Player can spend a Crystal Token to get the Danger Card into the Player's hand, after stepping on a Danger Tile. Crystal Tokens can not be used against those Danger Cards, which were played by other Players.

### Snow Token



After resolving a Tile, which doesn't have a red background, the Tile has to be covered by a Snow Token.

## Camp Tokens



A Player can place the chosen Camp Token on a Camp Tile after stepping on it. More Camp Tokens can be placed onto the same Camp Tile. A Camp Token can be transferred to a different Camp Tile, if the Player steps on a different one.

## Tiles

If a Tile is not resolved, the Player doesn't have to cover it with a Snow Token

## Empty Tile



Nothing happens when a Player steps on it. Tiles covered with a Snow Token counts as an Empty Tile too.

## Rock Tile



Players can not step on this Tile. If a Card or an effect would move the Player to a Rock Tile, then the Player has to be placed next to the Rock Tile, onto to closest adjacent Tile, based on the Player's earlier position.

## Danger Tile



When a Player steps on it, that Player has to draw a Danger Card, face up, from the top of the Danger Deck. The Player has to read out that card. Then the Player has 2 choices:  
Resolve the Card  
OR  
Spend a Crystal Token and take the Danger Card into the hand.

## Item Tile



The Player can draw an Item Card, face down, from the top of the Item Deck, if the Player has less than 2 Item Cards in hands or less than 3, if the Player has a Sherpa Card too.

## Sherpa Tile



The Player can draw a Sherpa card if the Player doesn't have any.

## Crystal Tile



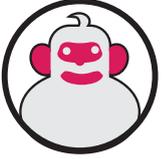
The Player can grab a Crystal Token, if that Player has less than 2 Crystal Tokens.

### Gap Tile



If a Player steps on a it, that Player has be placed 2 Tiles lower.

### Yeti Tile



The Player has make one step with the Yeti.

### Camp Tile



The Player can place the chosen Camp Token onto it and then draw an Item Card from the Storage, if the Player has less then 2 Item Cards in hands or less then 3, if the Player has a Sherpa Card too. Then the Storage has to be refilled to five Cards from the Item Deck

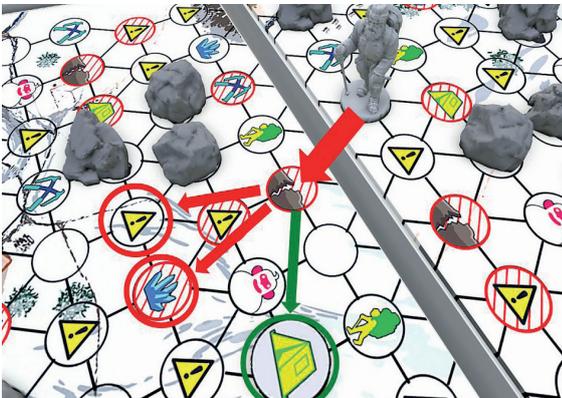


More then one Camp Token can be placed onto the same Camp Tile.

If a Card or Effect would move the Player to a tile, which is in a lower row than the Camp Tile with the Camp Token, then the Player can be placed to that Camp Tile or next to it, if the Camp Tile is occupied by another Player.

The Yeti leaves those Players alone who are standing on a Camp Tile.

### Example:



The Player steps onto the Gap Tile.

Normally the Player should have been placed onto one of the two Tiles, marked with red circle.

But the Player gets onto the Camp Tile, marked with the green circle, because the Player has the Camp Token on that Camp Tile.

### Tiles with Red Background



After activation, these Tiles should not be covered with a Snow Token

## The Yeti

The Yeti has his own turn, which takes place before the First Player's every turn (except in the first round).

The Player, who is currently standing behind, compared to the other Players, has to make 2 steps with the Yeti.

If there are more Players in the lowest row, then that Player has to make the steps, who is sitting closer to the First Player in a clockwise order.

The Yeti can not step onto Rock Tiles, but the other Tiles don't have any effect on him.

*Optional: Gap Tile has the same effect on the Yeti as on other Players.*

### The Throw down effect

Whenever the Yeti steps to an adjacent Tile, where a Player is standing or a Player gets next to the Yeti, the Throw Down Effect will be triggered, which means the Yeti throws down the Player, if the Player doesn't have the **Compass Token** or **2 Fall Down Tokens** or **not standing on a Camp Tile**. The Player has to be placed 2 tiles lower.



Compass Token



Fall Down Token



Camp Tile

The Player receives a Fall Down Token and the Compass Token.

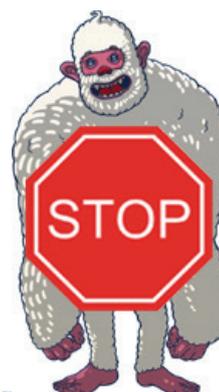
If the Yeti gets next to 2 or more Players at the same time, then the Throw Down Effect will trigger first on that Player, who is closer to the First Player in a clockwise order and will trigger on the second Player after that. In these cases, the conditions have to be checked only once.

Don't forget the effect only triggers after a step and only once per Player at a time.

## Last/4th level

The first time, when a Player steps onto last/4th level, during the game. The Yeti figurine has to be taken down from the Mountain.

Any Player, who steps onto this level, has to discard the Sherpa Card. The Player won't get back the card, if the Player gets back onto a lower level.



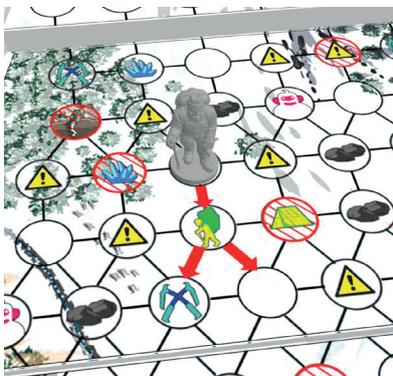
## Effects, moving, directions

Cards, Tiles and the Yeti, which would make something with a Player, count as an effect. If an effect moves a player to a different Tile, the affected Player can always select the target Tile from the available Tiles, if there are more than one, which meet the conditions. Effect order: 1. Yeti 2. Tiles 3. Cards

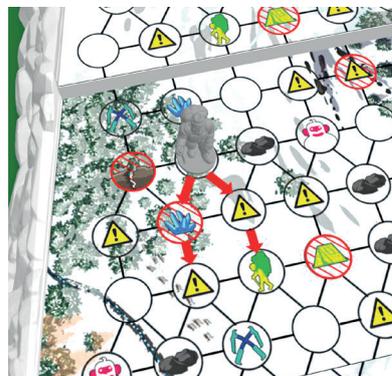
Example 1



Example 2

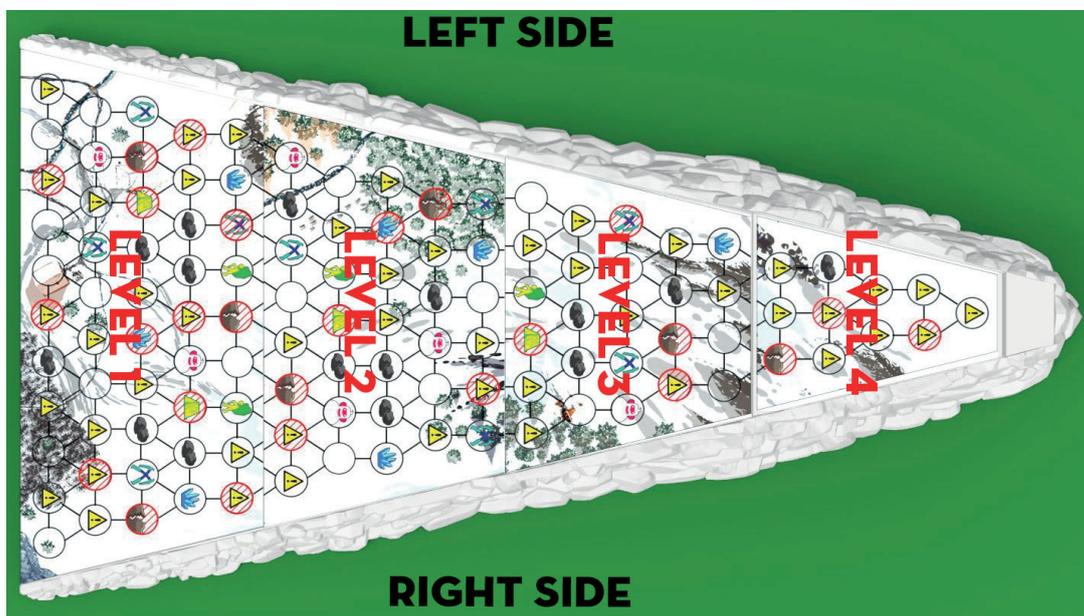


Example 3



If a card or an effect would make a Player to take some steps, that doesn't count into the Player's original 3 steps.

When a card or effect says place or jump, it means that some tiles can be skipped and it doesn't count as a step either.





**Throw down effect examples:**

1.

Neither #1 and #2 Player has the Compass Token and 2 Fall Down Token.

The Yeti steps to the marked Tile.

#1 Player is the First Player/Has the Yeti Token or She sits closer to the First Player in clockwise order.

#1 Player has to be placed 2 tiles lower, receives a Compass Token and a Fall Down Token.

#2 Player has to be placed 2 tiles lower too, receives the Compass Token from #1 Player and a Fall Down Token.

If #2 Player had the Compass Token, still the Token has to be given to the #1 Player, because She is the first one who is checked about the Throw down effect.

2.

#1 Player is the First Player/Has the Yeti Token or She sits closer to the First Player in clockwise order and has the Compass Token.

#2 Player doesn't have any Compass or Fall Down Token.

The Yeti steps to the marked Tile

#1 Player doesn't move.

#2 Player has to be placed 2 tiles lower, receives the Compass Token from #1 Player.

#1 Player was already checked, so #1 won't move until #1 or the Yeti is not stepping away and then step back to any adjacent tile.

3.

If the Camp is occupied, but a Player has the Camp Token on the Camp Tile and standing next to the Camp Tile, then the Yeti leaves that Player, it is like He or She is already in the Camp.

4.

If a Player has 2 Fall Down Token already, the Yeti leaves that Player alone.