

TREK¹²

2 - ALPINIST MANUAL

Don't open this booklet before you've played a few Express Ascent games



EXPEDITION

Now that you're familiar with the basic rules, it's time to take on new challenges and build up the ascents, with the help of gear and companions to be used at the perfect moment.



Your goal is to become the most reputable alpinist after three ascents.

All the rules from the Trekker's Manual are still applicable. This booklet only describes what's specific to the Expedition mode.

GOAL

To win the game, you now need to have the highest number of Reputation stars at the end of three sets. *Each set represents a new ascent.*

*Mountains are not fair or unfair, they are just dangerous. (Reinhold Messner)
When you reach the top of the mountain, keep climbing. (provocative tibetain)*

EARN A REPUTATION

For an Expedition, you need to undertake **three ascents**, one after the other, from the “easiest” to the “hardest” (according to the value of the Summit). The harder the climb, the more influence it has on your reputation.



Reputation stars



In addition to the basic ascent information found in the **Trekker's Manual**, the ascent cards also show what goals need to be met to earn *Reputation stars*:

1 **The Summit** is the minimum number of points needed to complete the ascent.

70+



Example: Here, you need at least 70 points at the end of the ascent in order to reach the Summit and earn 3 Reputation stars.

2 **Race to the Summit**



The *Race to the Summit* stars are won **ONLY** by the player(s) who obtained the highest score amongst all the participants in the ascent.

Not all ascents go off without a hitch: The player with the highest total at the end of an ascent always wins those Reputation stars, even if they didn't reach the Summit.

Hall of Fame



To the top!

- 3** The Hall of Fame archives records from each ascent.
It's available on the back cover of this booklet.

For each score card, during the very first ascent in *Expedition* mode, the highest-scoring player writes the date, their name and their score in the corresponding ascent column.

Each time the record is broken, during subsequent ascents in *Expedition* mode, the new record holder does the same and strikes the old one out.



BEATING A RECORD is worth a bonus *Reputation star* to add to the player's score card.

If several players beat the record during the same expedition, all of them get a bonus *Reputation star*, but only the highest-scoring one writes their name in the Hall of Fame.

Building up the ascents

After each ascent, fill in the *Reputation stars* you earned, and start a new ascent.

At the end of the game, after 3 ascents, the player with the highest number of *Reputation stars* wins the *Expedition*. In the case of a tie, the player with the highest cumulative score for the 3 ascents wins.

Ready for the Expedition?

Pack your bag (you'll need a bigger bag)

- ⇒ Take all the *Assist cards*. Shuffle them and place them face down, in a deck. *You will find out why below!*
- ⇒ Put the not yet opened **Challenge envelopes** by the side of the table, where everyone can see them. *You'll learn about their use on page 7.*
- ⇒ The oldest player puts the **Lead Climber** card in front of them.



*Experience matters! Too bad for all these wannabe climbers who think they know the mountain because they saw a video on Y**tube.*

ASSIST CARDS



These cards will help you reach the summit more easily.

At the start of each ascent (set), a number of *Assist cards* are put in play and added to the ones remaining from the previous ascent.

- ⇒ **1st ascent:** reveal the **3 + Number of players** first cards from the deck (i.e., 8 cards for 5 players). Each card is available in several copies and we recommend to make a separate pile for each type of card.
- ⇒ **2nd ascent:** add the **2 + Number of players** first cards from the deck to the ones already in play (if you have some left).
- ⇒ **3rd ascent:** add the **1 + Number of players** first cards from the deck to the ones already in play (if you have some left).

Note: If you don't have enough cards left at the start of the ascent, shuffle the cards already played and add them to the deck.

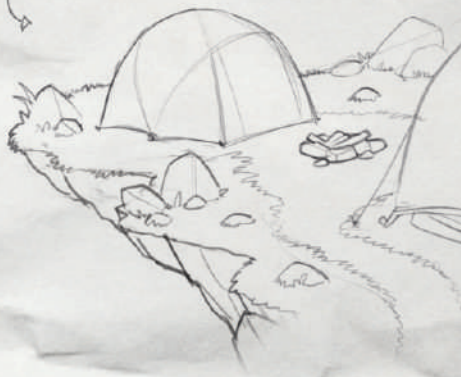


This die gave me an idea for a new game

Buy more yak cheese for Mann (... we're out!)



- Day 7 -
Tough night... ☹️ but what a view! ☺️
Reminder: don't eat so much yak cheese...



How to get one?

Each time you create a new Zone with 0s, 1s or 2s, you can pick an Assist card amid the revealed ones and put it in front of you.



IMPORTANT

- * **You can never have more than 3 Assist cards!** If you decide to pick one even though you already have 3, you'll have to put one of yours back in play.
- * When several players need to pick an Assist card at the same time, start with the *Lead Climber* and take turns clockwise. The last implicated player then becomes the new *Lead Climber*. They put their Assist card and the *Lead Climber* card in front of them.
- * If there are no Assist cards left when it's your time to pick, you don't get one, but still take the *Lead Climber* card if you're the last implicated player in the round.

How to use them?

The *Assist* cards can be used in two different ways:

⇒ **During the ascent** - You can use several *Assist* cards during the same round.

Discard one of your *Assist* cards and put it back in the box. You immediately benefit from its effect. See the effects below.

⇒ **At the end of the ascent** (end of the set)

You can discard some or all of your *Assist* cards to climb faster and higher. It's a great way to get the points you were missing to get to the *Summit* or to be the highest-scoring player and win the *Race to the Summit*.



How to discard? When you count your points, beginning with the *Lead Climber* and taking turns clockwise, each player decides if they want to discard one or more *Assist* cards (these cards are put back in the box). **Each discarded card is worth a 3-point bonus**, to be added to your score card.

You will start the next ascent of the Expedition with the *Assist* Cards you haven't used.

ASSIST CARDS



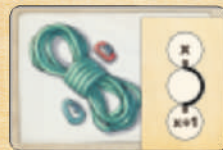
The Compass

You can write the dice result in a circle that's not adjacent to any other formerly filled one.



The Schnapps

You can reroll the dice after all the other players filled in one of their circles. The player using Schnapps must accept the result from the new roll.



The Rope

You can set up a *Fixed Line* between two circles separated by another circle (whether it's filled or not).



The Tent

You may perform a sum (+), even if you have already ticked all your possibilities on the Choices table. Draw a cross outside of the table, on the same line.

