

TREK¹²

3 - SOLOIST TREK MANUAL



*Mountain climbers cannot count on luck or miracles.
But they're sometimes saved by miracles.*

(Manga 'K' - Shiro Tetsuki)



FREE SOLO

This booklet teaches you how to play Trek 12 solo.

Now that you know all the basic rules and went through a few Expeditions, you can overcome new challenges! You're home alone, on a plane or on the train? Put your spikes on, either for an Express Ascent or for an Expedition, faced against seasoned alpinists.



Max drinks coffee.

Max never goes out without his rope. Better safe than sorry!

GOAL

Whether you choose an *Express Ascent* or an *Expedition*, your goal will always be to arrive first. No worries, you'll never be truly alone, Max will always be there to challenge you!

Pack your bag


- ⇒ Pick the material you need for an *Express Ascent* or an *Expedition*, according to the mode you chose.
- ⇒ Don't forget to get two score cards: one for you, and one for Max. *You'll have to write for him... he's so lazy!*
- ⇒ Have a drink, as Max will not go easy on you. *Staying hydrated is important!*

HOW TO PLAY

1 - Nothing changes for you!

Fill in your score card as explained in the *Trekker Manual*.

2 - Max imitates you.

Max always fills the same circle you fill, using the maximum  value.

EXAMPLE
FREE SOLO



- * Represent Max's *Zones*, *Fixed Lines* and *orphan circles* (🙄) as you play. If the circle Max just filled can be a part of several *Fixed Lines*, you decide which one to continue.
- * Immediately apply the outcomes from your choices: *Fixed Lines* or *Zones*.

3 - Final count

Find the total, for you and Max, as you normally would. Don't forget the bonuses from *Zones* and *Fixed Lines*. **But that's not all!**



MAX'S SPECIAL BONUS

Max is a seasoned climber, he isn't slowed down by minor incidents. He even gets a special bonus thanks to his experience. He's a formidable foe...

After each ascent, Max gets a **3-point bonus for each orphan circle** (instead of a 3-point penalty)!

WHAT'S SPECIAL ABOUT SOLO EXPEDITIONS?



In an *Expedition*, you still undertake three ascents, one after the other, from the "easiest" to the "hardest" (according to the value of the *Summit*), and try to get the highest number of *Reputation stars*.

* Assist cards



Fill in your score card and Max's as indicated above, but you can now use the *Assist cards* (2-player set up) as explained in the *Alpinist Manual*.

- ① ① If Max gets an *Assist card* thanks to a *Zone* composed of 1s or 2s, you choose for him among those available. Max never uses his *Assist cards*: he keeps them for the final ascent!
- ② ②

Max can only have a maximum of 3 Assist cards (very rare).

Don't pick for him if he's supposed to get a 4th one (even rarer).

* After each ascent

Find the total according to the rules from the *Express Ascent* or *Expedition* modes, taking into account the rules applicable to Max (and previously explained).

You and Max obtain *Reputation stars* as explained in the *Manuel de l'Alpiniste*. Alpinist Manual. Important: During the last ascent, Max will discard the *Assist cards*, he obtained during the three ascents and get a 3-point bonus per card.



After three ascents, the player with the highest number of Reputation stars wins!

In the case of a tie, the player with the highest total wins.