

Just learning? Start with a cooperative/solo game so you have a chance to learn the ropes before competing!

COOPERATIVE / SOLO RULE BOOK

CONTENTS



- (1x) RULE BOOK
- (1x) DUAL-SIDED GAME BOARD
- (1x) BLIZZARD MARKER
- (1x) TIME OF DAY MARKER
- (6x) ACTIVE PLAYER TOKENS
- (2x) DICE
  - (1x) WEATHER DIE
  - (1x) EVENT DIE
- (6x) CHARACTER MATS
- (6x) MOUNTAINEERS
- (6x) KARMA MARKERS
- (42x) MARKER CUBES



- (72x) TOKENS
  - (5x) NUMBERED ITEM
  - (24x) FLAG
  - (13x) OXYGEN
  - (30x) EVENT
- (90x) TILES
  - (2x) BASE CAMP
  - (2x) HALFWAY CAMP
  - (2x) SUMMIT
  - (28x) NEUTRAL
  - (28x) ICE
  - (28x) THIN AIR
- (200x) CARDS
  - (6x) QUICK REFERENCE
  - (20x) CO-OP EVENT
  - (34x) ITEM
  - (69x) KARMA
  - (71x) EVENT



GAME OVERVIEW

Cooperative Summit is a survival game in which players work together in an attempt to ascend and descend a deadly mountain. In a solo game, a single player attempts to ascend and descend the mountain.

OBJECTIVES

- A minimum of one player must survive the trek from the Base Camp to the Summit and back, or the expedition is considered a failure.
- Players may choose to score their games using the point system described in "Game End" *(page 9)*.

Game index on the back page, page 12.

Just finished a competitive game? Look for this coloured border to speed through these rules and see the changes to setup and game play!

Summit_Booklet_Coop.indd 1 2018-01-04 11:55 AM

SETUP

1. For a cooperative/solo game, use the side of the board with the Sherpa Track in the upper right-hand corner.

   For a competitive game, use the other side of the board and the Competitive Rule book.

2. Before beginning, decide on the difficulty setting.

   From easiest to hardest, the levels are: , , , , and .

   As the difficulty increases, the height of the mountain, the play time, and the blizzard's starting severity all increase.

   We recommend that you play your first game on or . This will allow you to learn the ropes and get a feel for the dangers of the mountain.

   Also, until you've played a few times, remove the 5 Event Cards from the Event Deck (they are marked on the lower left-hand side).

3. Place the Blizzard Marker on the Blizzard Track next to your chosen difficulty.

4. Place the Item Number Tokens on their corresponding spaces on the Item Slots on the left-hand side of the board.

5. Place the Event Die, Weather Die, an Active Player Token (see page 5) and all remaining tokens faceup next to the board.

6. Place the center of the Base Camp tile on the board, on the line of your chosen difficulty.



For 1 to 3 players, use one Base Camp tile. For 4 to 6 players, use two Base Camp tiles. Use the grid lines to help with placement.



The Halfway Camps are not used in the cooperative/solo game and can be returned to the box.

7. Place the Summit tile at the peak of the mountain.



For 1 to 3 players, use the narrow Summit.

For 4 to 6 players, use the wide Summit.



8. Mix the triangular tiles and deal 3 to each player to create their Tile Hand. The remaining tiles can stay in the tile tray, which can be placed on the table, within reach of all players.

   Tile Hands can be left faceup next to your Character Mat while playing a cooperative game, to help with group planning.

9. The blue Event Deck and grey Item Deck will need to be changed depending on the mode of play.

   For easier sorting, competitive and cooperative cards have a or on the lower right-hand side. Cards without either icon are used in all game modes.

   For a cooperative/solo game, ensure all cards are included and all cards removed.

   For an easier game, shuffle in the 6 "Sunny Days" Event Cards, which are marked with on the lower left-hand side.

   Then shuffle the Event Cards and place them facedown next to the board within reach of all players.

   The red Karma Cards are not used in the cooperative/solo game and can be returned to the box.

10. Players randomly choose their Character Mat and matching coloured pieces (Mountaineer, Karma Marker, 4 Flag Tokens and 7 Marker Cubes). *(See page 4.)*

    First game? Turn to page 11 for the Fast Play Setup to preset your Character Mats.

    Unused Character Mats and their matching coloured pieces are returned to the box.

    Players can take a moment to read their information and abilities out loud so that everyone is aware of each others' attributes.

11. Each player places two Marker Cubes on their colour-coded Sherpa on the Sherpa Track, one on the 6 under , and one on the 11 under , and returns their Karma Marker and 3 of 4 Flag Tokens to the box (they are used only in the competitive game). *(See Sherpa Track opposite.)*

11A. Each player puts their Mountaineer on a tent on a Base Camp tile.

    In a game with 4 to 6 players, Mountaineers can start at and return to either camp.

9



13



4

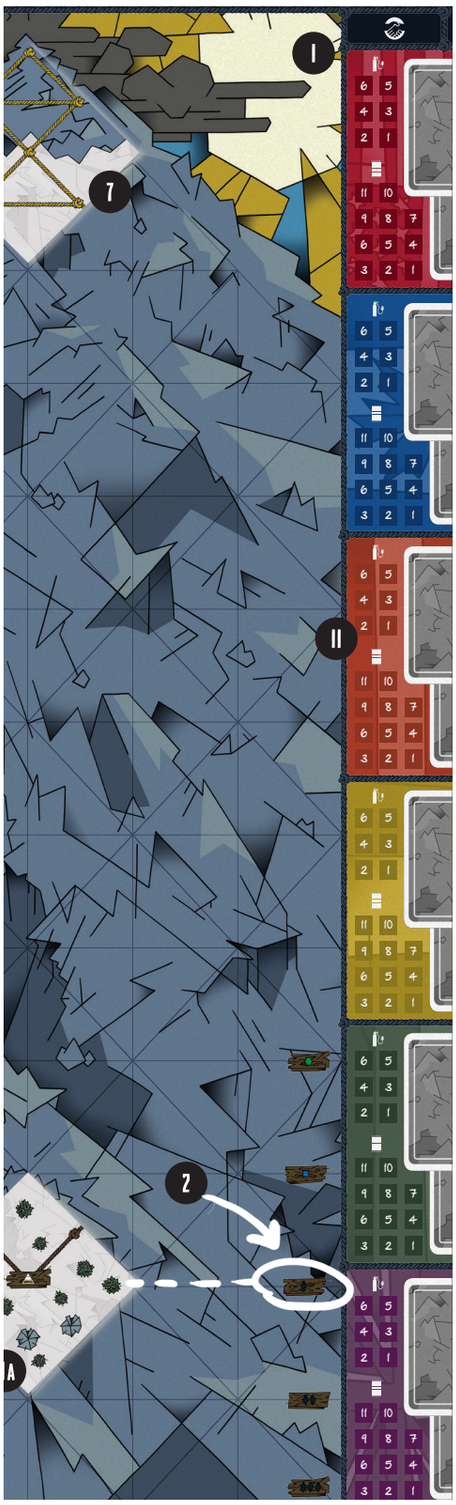
10



Summit_Booklet_Coop.indd 2 2018-01-04 11:57 AM

12







SETUP CONTINUED

12 Skip step 12 if you have used the Fast Play Setup from page 11.

Draw and place faceup 4 times as many Item Cards as there are players.

When players are choosing Items, they may discuss and take them in any order to maximize their use and decide whose Sherpa is carrying which Item(s). See "Sherpas" below.

When finished, players and their Sherpa may each have 0, 1 or 2 Items.

Then shuffle any remaining Items back into the Item Deck, and place it facedown next to the Event Deck.

On your first few attempts, include the 18 starting Items marked with on the lower left-hand side.

For easier solo play, you may draw 8 Items, choose up to 6, and use 2 Sherpas, each full with and .

Players place their Items faceup next to their Character Mat and add up the of their Item(s). Each player moves their Marker Cube on their Character Mat an equal number of squares to the right on the Track.

13 **First game?** To keep the game faster and easier, don't use the Time of Day Marker.

Players decide at what time they want to start their ascent by setting the Time of Day Marker to the agreed-upon hour on the Time of Day Track.

After each round (when each player has had a turn), advance the Time of Day Marker 1 hour.

The Time of Day Track cycles from top to bottom. Players cannot "run out of time," but their score will decrease if they choose to score the expedition.

At night (19:00 to 04:00), players' is halved, rounded down, then any bonuses from Items are applied.

It is recommended that players use a Quick Reference Card to help them during their first few games.

Make sure is in the upper right-hand corner of the Reference Card.

SHERPA TRACK

In the cooperative/solo game, there is no Halfway Camp for players to resupply in. Therefore it is unlikely they will have enough supplies to survive the ascent and descent of this deadly mountain. To aid them in their expedition, each player is assigned a Sherpa on the Sherpa Track . Each player's Sherpa is colour-coded to match their character for easy reference.

The Sherpa Track will help players keep track of how many supplies and which Items their Sherpa is carrying. At the start of the game each player will load up their Sherpa full of (11) and (6) and can choose to load up to 2 Items during the Item selection phase (see step 12 above).

SHERPAS

Sherpas do not use or nor do they have markers on the board. They are always considered to be with their matching player's Mountaineer.

If a player is eliminated on the mountain, their Sherpa will automatically join the closest surviving player. The closest player is determined by counting the shortest route of connected trail points to another Mountaineer. In the event of a tie, the Active Player decides which of the tied players gets the Sherpa.

A Sherpa can never use an Item and a player's weight is not affected by anything carried by a Sherpa. Items carried by a Sherpa are not considered equipped, and players cannot use them until they have taken and equipped them.

Anytime a player resupplies and a Sherpa is involved, the player resupplying must skip their movement (see "Turn Overview" on page 5). In this way, a player may resupply from another player's Sherpa, provided they are on the same or an adjacent tile and were given permission.

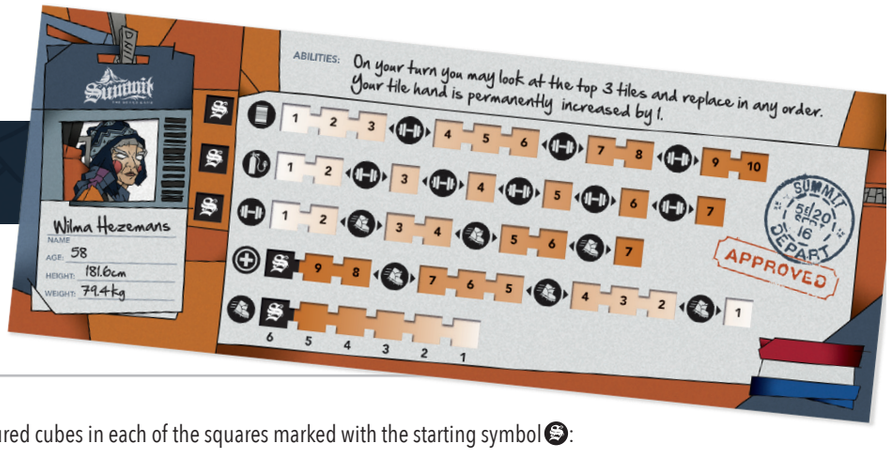
Supplies and Items may be taken/given in any quantity during a resupply. The changes are tracked on the affected Sherpa and Character Mat by raising/lowering the affected area's Marker Cubes. A Sherpa may be empty, but may never carry more than 11 , 6 and 2 Items.

Can Sherpas resupply at Base Camp? Yes. For ***each*** "resupply" a player would like to preform, they must begin their turn in Camp and skip their movement. So to resupply themselves AND 2 Sherpas in a solo game, a player would need to spend 3 turns skipping their movement, resupplying and resolving the dice.

Summit_Booklet_Coop.indd 3 2018-01-04 11:58 AM

Reading the instructions for the first time? Take out a Character Mat and 5 cubes, and run through these steps as you read.

Or check out the "Fast Play Setup" on page 11.



CHARACTER MATS

Players prepare their Character Mats by placing one of their coloured cubes in each of the squares marked with the starting symbol:

All players start with zero (Food), (Oxygen) and (Weight), and maximum (Health) and (Movement).

After taking into account Item weight, either at the same time or one by one, players decide how much and they will carry and mark those supplies by moving the corresponding Marker Cubes on their Character Mat.

For every icon that is passed on the or track, move the Marker Cube one square in the same direction on the track.

Players cannot carry more than squares in their track, which means they may have to limit supplies or Items carried.

Next, for each the Marker Cube has passed as their increased, players must move their Marker Cube one square in the same direction on the track.

So as players carry more supplies, they become heavier and move slower. And as they use supplies, they become lighter and move faster.

Note: The tracks are laid out in such a way that when one cube is moved, any affected cubes are always moved in the same direction.

Throughout the game, as players track their changes and move Marker Cubes past or , it will cause them to move each Marker Cube in the corresponding field in the same direction.

For example, as a player loses or carries more , their decreases. As they gain or use/drop supplies, their increases.

A player's can never exceed the maximum, and when the Marker Cube is removed from the last square on the track, the player is eliminated from the game and his/her Mountaineer is laid down on its current tile. *(See page 9.)*

A player's can pass the maximum or minimum temporarily due to a card's effect. However, a player cannot have negative .

Any changes to a player's immediately takes effect on their . (Example: If a player enters a Thin Air tile, and using their causes their to drop, and the decrease causes their to increase, then they can move the extra space.) Just like picking up an Item mid-movement might slow them down.

Each of the , and Marker Cubes can be moved from a player's supply levels to their starting squares () to show that they have none left.

Character Abilities: Most characters can stop players from affecting one of their supplies/stats, but this is only needed in the competitive game where players can hurt each other.

ITEMS

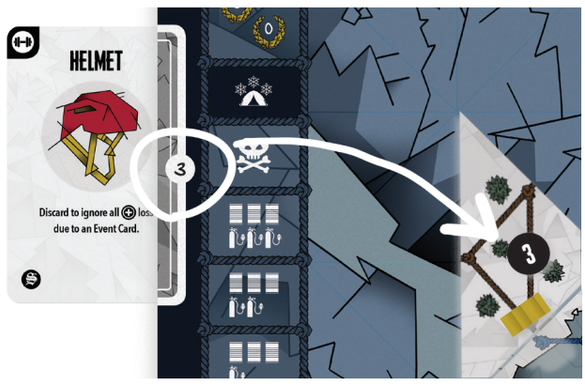
Although players may only start with a maximum of two Items, during the game players may have as many Items as they like, provided they have enough squares on their track.

As a "free action," Items can be dropped, traded, or given to a Mountaineer sharing your tile, or who is on an adjacent tile.

When an Item is dropped, place that Item Card in an empty Item Slot on the side of the board. Then place the matching Item Number Token on the tile with the Mountaineer who dropped it. Other Mountaineers on or passing over that tile may pick up the Item on their turn as a "free action." A player cannot drop and pick up the same Item on the same turn.

In the event all 5 Item slots are full and more cards need to be placed, discard the oldest Item from its slot and replace it (and its token's location) with the new ones. The oldest Items were buried under snow and lost.

An Item is considered equipped when a player has it faceup next to their Character Mat. Items cannot be held in a player's hand or concealed.



If an Event Card would cause a player to lose/discard an Item, that Item cannot be used retroactively.

Items carried by a Sherpa are not considered equipped, and players cannot use them until they have taken and equipped them.



Summit_Booklet_Coop.indd 4 2018-01-04 11:59 AM



SUPPLIES

Food and Oxygen are not considered Items.

Each time or is required and a player doesn't have it, their will drop by one square for each missing resource.

As a "free action," a player's and can be traded or given to other Mountaineers on the same or adjacent tiles during either of their turns.

can be dropped and the location is marked with token(s), which can later be picked up by any player. (They do not take up space in an Item Slot.)

If is dropped, it is lost and cannot be picked up and therefore its location does not need to be marked. Players may still choose to drop in an effort to reduce and increase their .

Anytime a player resupplies, and a Sherpa is involved (see "Turn Overview" below) the player resupplying must skip their movement.

Low on supplies? In Camp, players may take as much and as they can carry and must adjust their and Markers accordingly. Camps have an unlimited supply of both resources and therefore can never run out. (See "Camps," page 6.)

START PLAYING

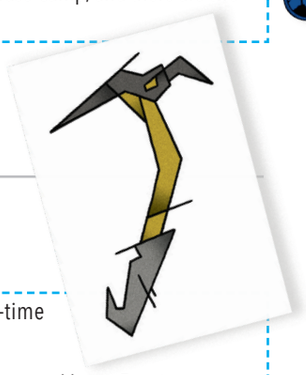
Once all players are ready, they should decide who will lead them out of Base Camp .

That player takes the Active Player Token and goes first. Play progresses in a clockwise direction.

Play continues until all players have either returned to Base Camp or have been removed from the game, with a minimum of one player having reached the Summit ***and*** survived. Players who summit may leave a Flag Token at the peak as a display of their accomplishment. (End Game scoring explained on page 9.)

Players may need to backtrack, including returning to a camp to resupply if the mountain is particularly nasty. If they return to Base Camp, and there are two Base Camps on the board, the player may choose to restart their trek at either camp.





ACTIVE PLAYER

The Active Player decides who wins in the case of an in-game tie, and if multiple players are affected at the same time, resolve the outcomes starting with the Active Player and moving clockwise.

During setup, the team chooses which Active Player Token they would like to use for the game, as each has a unique one-time bonus, which can be applied upon team consensus.

CARABINER – All players may immediately move 2 trail points.

FLASK – All players, regardless of proximity, may ignore the once.

MED KIT – All players, regardless of proximity, may gain .

ICE AXE – Player(s) may ignore movement caused by an Event.

SHOVEL – Players may remove one triangular tile in play regardless of type.

CAMERA – Game End points for summiting are doubled.

TURN OVERVIEW

1 **First, you may do one of the following:**

Move (up to your current) and place tiles as needed for your Mountaineer's movement. *(See "Tiles" on page 6.)*

OR Skip movement, discard your entire Tile Hand, and draw up to your current hand limit.

OR Skip movement and attempt to remove a card or token from your Character Mat. *(See "Removal" on page 7.)*

OR Skip movement to take, give, or exchange supplies (Food, Oxygen, Items) with your Sherpa(s), in any available quantity.

If a player chooses to "skip movement" for any reason, it can only be skipped once per turn. So a player could not skip their movement to draw new tiles and attempt a removal or special ability requiring skipping movement.

2 **Then you must do each of the following:**



Roll the Event Die and resolve the outcome.

Roll the Weather Die and resolve the outcome.



Draw new tiles up to your hand limit.
(Standard Tile Hand size is 3.)

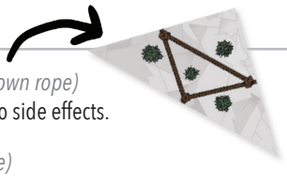
Pass the Active Player Token and the dice clockwise.

Turns MUST progress in the order above!

Hand Size: Any player may be over their Tile Hand size due to an Event Card; they simply do not draw cards/tiles until they are under their hand size.

Summit_Booklet_Coop.indd 5 2018-01-04 11:59 AM

TILES



NEUTRAL TILES *(Brown rope)*
Create a trail with no side effects.



ICE TILES *(Blue rope)*
Contain more trail points to slow players down.



THIN AIR TILES *(Yellow rope)*
Cause players to use one per Thin Air tile. If a player ends their turn, or skips their movement on a Thin Air tile, they do not need to use another on their next turn unless they traverse another Thin Air tile, or exit and return to the current tile.

Mountaineers will ascend and descend the mountain by following connecting ropes from one tile to the next, counting each trail point as 1 movement. Players are able to place new tiles onto the board by moving along a rope towards an empty area and connecting the rope with a tile from their Tile Hand.

Players cannot place tiles if they don't immediately move onto them. A player's rope must connect to a rope on the new tile, but they ***need not*** connect to another player's nearby rope unless desired.

Players may use rope on any tile in play, but two players may not occupy the same trail point on a tile.

All tiles must connect short edge to short edge, or long edge to long edge. Never long to short.

Tiles are considered adjacent when their sides touch. Tiles touching only at a corner are not considered adjacent.

Tiles can only be placed in empty spaces on the board, not on top of other tiles.

If a player runs out of tiles, they cannot draw new tiles until the end of their turn.

If a player slides or falls, or is moved down the mountain and there are no more tiles to move onto, their movement stops on the farthest connected trail point.

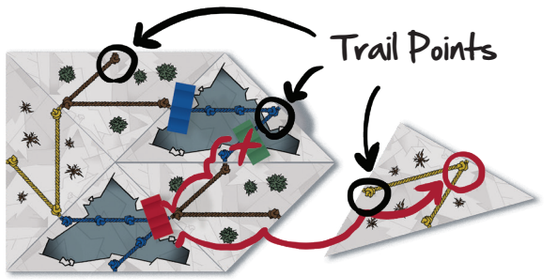
To calculate distance for some card resolutions, count the number of trail points. In a tie, the Active Player decides.

Upside-down tiles cannot be traversed.

Movement Example

Red has 4 , if they take the route up towards the ice tile they could leapfrog Green and end their movement on the top right trail point. *(See "Rope Movement" on page 7.)*

Or if Red heads to the right, after moving 2 trail points they could add another tile and continue for the remainder of their movement, remembering to use as they enter the Thin Air tile.



BASE CAMP

Camps offer players the ability to resupply, lick their wounds and take a break from the unrelenting weather. Whenever a player *begins* their turn at camp, they may choose to ***skip their movement*** and choose one of three actions:

1. Reload their supplies. They may take as much and as they can carry and must adjust their and markers accordingly. Camps have an unlimited supply of both resources and therefore can never run out.

Resupplying Sherpas at Base Camp: For ***each*** resupply a player would like to perform, they must begin their turn in camp and skip their movement. So to resupply themselves and a Sherpa, a player would need to spend 2 turns skipping their movement, resupplying and resolving the dice.

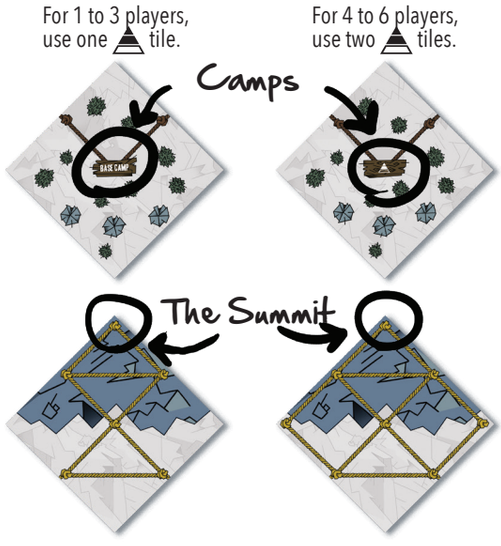
2. Draw up to 3 Item Cards. They may keep as many Items as they can carry and then shuffle any remaining cards back into the Item Deck. They must adjust their and markers accordingly.

3. Gain up to 3 . They must adjust their marker accordingly.

Players in camp must still roll both dice, but are not affected by the Weather Die.

If there is room on the board, players may place tiles to descend past Base Camp but they will need to reconnect their ropes to the Base Camp Tile to "return to camp."

Unlike the Summit, camps may contain unlimited players. To make room, when ending their turn in camp, players must place their Mountaineers on one of the nearby tents.



SUMMIT

The Summit is the actual peak of the mountain, not the entire tile.

If a player has enough movement, they may reach the Summit and immediately begin their descent. They do not need to end their turn on the Summit.

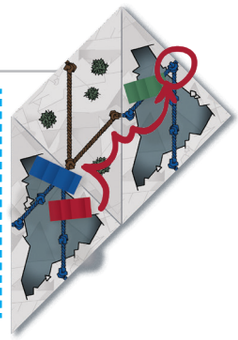
Players who summit, may leave a Flag Token at the peak as a display of their accomplishment.

Players may pass/leapfrog over the occupied Summit. *(See "Passing - Leapfrog" on page 7.)*

The Summit is always a Thin Air tile and is not considered a camp!

Summit_Booklet_Coop.indd 6 2018-01-04 12:03 PM

PASSING - LEAPFROG



Permission to pass is assumed, unless otherwise stated.

Also, if team members stick together they can leapfrog each other during their turn, by not counting any occupied trail points during that turn's movement.

And, when a player is being moved downhill against their will by an Event, any blocking player(s) may interfere with that movement by subtracting 1 from the total movement (per blocking player) to a minimum of 1.

Movement Example

Red has 4 . They can leapfrog blue, move 3 trail points, then leapfrog green. Not counting the occupied trail points lets them move 2 for free.

REMOVAL

To remove a card/token from their Character Mat, a player must skip their movement and roll the Event Die. If an is rolled, the player may remove one card or token. If a blank is rolled, the token or card remains. Either way, the player has skipped their movement.

In this way, players may only remove tokens or cards from themselves.

This roll does not count as or towards the Event Die roll required at the end of a player's turn.

Removal Example

Green has the "Frostbite" Event Card on her Character Mat. She is tired of it affecting her so she decides to attempt a removal. She announces she is skipping her movement and rolls the Event Die. Unfortunately she rolls a blank, and has wasted her turn. As normal, to end her turn she still rolls and resolves the dice, and may draw tiles as needed. On her next turn she decides to try again and is successful. She removes the "Frostbite" card and ends her turn as usual by rolling and resolving the dice.

DICE

The dice introduce some chaos into the game as the mountain gets a turn to affect the player(s). The dice can be rolled together, but the blue Event Die must always be resolved first, as it can introduce some random events. The Weather Die indicates what kind of weather the player(s) encountered and how many supplies they will need to use to stay healthy.

Event Die

Roll at the end of each turn and take the following action:

Blank – Active Player does not draw an Event Card.

 – Active Player draws and resolves an Event Card.



Players in Camp must still roll both dice, but are not affected by the Weather Die.

Weather Die

Roll at the end of each turn and take the following action:

 SUNNY DAY – Do not use any .

 LIGHT SNOW – Use . Move your marker one square to the left.

 HEAVY SNOW – Use . Move your marker two squares to the left.

 BLIZZARD – Raise the Blizzard Marker one level and check the severity of the blizzard. ***All*** players not in Camp use as many and as the current level dictates.

Only the affects all players and a roll of does not lower the Blizzard Marker.

BLIZZARD TRACK

Every time is rolled, the Blizzard Marker is moved up one level on the Blizzard Track and all players ***not in camp*** are required to use as many and as the current level dictates.

For each missing or a player will lose .

When the Blizzard Marker reaches all players are eliminated and any scores are added up.

Rolling does not lower the Blizzard Marker.

Even if all players are in a Camp, if a is rolled, the Blizzard Marker still moves up but players do not use the required or .

4+ Players?

Use this token with the Blizzard Marker. Move them alternately when the is rolled. Players only pay Blizzard cost when markers are together on the same level.



Summit_Booklet_Coop.indd 7 2018-01-04 12:05 PM



CARDS

The Event and Item Decks will need to be changed depending on the mode of play.

The Karma Cards are not used in the cooperative/solo game and can be returned to the box.

For easier sorting, competitive and cooperative cards have a or on the lower right-hand side. Cards without either icon are used in all game modes.

For a cooperative/solo game, ensure all cards are included and all cards removed.

If a card contradicts the rules, the card takes precedence.

If a draw stack is exhausted at any time, the discard pile is reshuffled to create a new draw stack.

When rounding a number is done in-game, it is rounded down.

Players may look through the discard piles at any time.



EVENT

EVENTS – Event Cards allow the mountain to affect the player(s) as it introduces random events, more often bad than good.

When an Event Card is drawn, the entire card is read aloud to all players, and then, if possible, the Event is resolved.

For an ***easier*** game, shuffle in the 6 "Sunny Days" Event Cards, which are marked with on the lower left-hand side.

For a ***harder*** game, shuffle in 4 of the "Double Black Diamond" Event Cards, which are marked with on the lower left-hand side.



ITEM

ITEMS – Item Cards give players a particular ability or bonus while they have or use them, but they also can have that might slow players down. If a player wishes to equip an Item, it must be placed faceup next to their Character Mat to show that the Item is available to be used. Items cannot be held in a player's hand or concealed.

A Sherpa can never use an Item. A player's weight is not affected by anything carried by a Sherpa. Items carried by a Sherpa are not considered equipped, and players cannot use them until they have taken and equipped them.

On your first few attempts, include the 18 starting Items marked with on the lower left-hand side.

For easier solo play, during setup you may draw 8 Items, choose up to 6, and use 2 Sherpas, each full with and .

An Item is considered equipped when a player has it faceup next to their Character Mat.



KARMA

KARMA – Karma Cards are only used in a competitive game, so they can remain in the box. However, after you finish your first cooperative/solo game, if you read through these cards you will have a better idea how they work, and what the competitive game may be like.

Summit_Booklet_Coop.indd 8 2018-01-04 12:05 PM

RETURNING TO BASE CAMP AFTER SUMMITING

When a player returns to Base Camp, they must still finish their turn, including rolling both dice.

At the beginning of each subsequent turn, they must decide to either "fly home" or stay to support the team.

If a player stays, they play a turn as usual, and may load up supplies and/or Items to bring up to help their teammates.

To "fly home," they remove their Mountaineer from camp, discard their Items and Tile Hand, and empty their Sherpa. They do not roll the dice.

A player who has flown home no longer has a turn, but will score during Game End scoring.

Reminder: A minimum of one player must ***both*** reach the Summit and return to Base Camp, or the expedition is considered a failure.

PLAYER ELIMINATION

Once a player has been eliminated, they no longer have to roll either die. If an Event Card eliminates a player, they do not resolve their Weather Die roll, unless it is a .

Other players may pass the downed Mountaineer and may scavenge any remaining supplies or Items that were on the eliminated player.

When a player is eliminated on the mountain, their Sherpa will automatically join the closest surviving player. The closest player is determined by counting the shortest route of connected trail points to another Mountaineer. In the event of a tie, the Active Player decides which of the tied players gets the Sherpa.

Players cannot leapfrog an eliminated teammate.

This is a team game, so eliminated players can still win with the group. Sacrificing yourself to ensure a summiter returns to camp may be needed!

GAME END

Once the last player has returned to Base Camp and flown home, or perished on the mountain, the game ends. The team needs one member to have summited ***and*** survived to fly home for a team victory, and if desired, scoring.

Points are awarded at the end of each game:

5 POINTS – For each surviving team member.

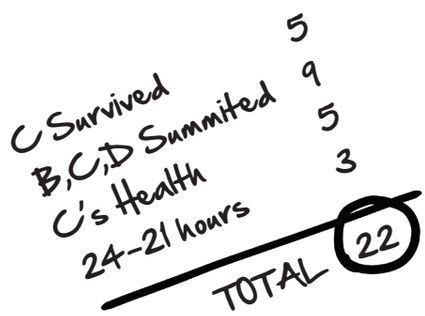
3 POINTS – For each team member that summited.

1 POINT – For each that each surviving player has.

X POINTS – For time taken. Where X is calculated by subtracting the number of hours tracked on the Time of Day Track from 24 and scoring the difference. For example, 24 - 18 hours = 6 points. Minimum score of zero.

EXAMPLE:

A, B, C and D are playing. Only C survives, but B, C and D all summited. C finished with . And the ascent and descent took a total of 21 hours, having left at 02:00 and flown home at 23:00.



FREQUENTLY ASKED QUESTIONS

Q: *How can I make the game **easier**?*

A: Decrease the difficulty from to to to to as needed. Add any/all Event Cards. Remove any/all Event Cards. Choose your starting items. Add the "4+ Player Blizzard Marker." Bring extra Sherpas. Just climb to the Summit, without returning to Base Camp.

Q: *How can I make the game **harder**?*

A: Increase the difficulty setting from to to to to to as needed. Remove any/all Event Cards. Include any/all Event Cards. Remove the "4+ Player Blizzard Marker." Remove any/all Items from the game. Climb unassisted – meaning with no Sherpa. Add the ***Yeti*** expansion.

Q: *Can be **higher/lower** than a Character's max/min?*

A: cannot be higher than a Character's max. If it is, they must immediately drop something (Item, Oxygen, Food) to bring their weight down. Weight cannot be lower than zero.

Q: *Can be **higher/lower** than a Character's max/min?*

A: Yes, Item and Event Cards can grant temporary effects to increase/decrease a player's . A player can exceed their max , but can never have less than zero .

Q: *Can be **doubled** twice in the same turn?*

A: No, can only be doubled once per turn.

Q: *How do I **rotate** a tile with the "Quick Draw" Item?*

A: If one ***side*** of the tile is still where a side had been, then it was properly rotated. It still has to abide by placement rules so it can't go over another tile or connect long edge to short edge.

Q: *What happens if my **question** isn't on this list?*

A: Check out ***www.insideupgames.com/summit-faq/*** for a regularly updated list. Or email us at info@insideupgames.com

GOOD LUCK AND STAY SAFE!
CM

Summit_Booklet_Coop.indd 9 2018-01-04 12:06 PM

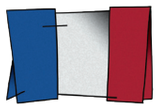
CHARACTER BIOGRAPHIES



Name:
JOSEPH IV

Occupation:
ROYALTY

Representing:
FRANCE



"Royal blood runs through my veins, so I'm used to being at the top. I may be small, but I'll tower over everyone when I'm at the Summit. And besides, the taller you are, the farther you fall. I'll make sure of that…and yell 'Bon voyage!' as you go down."



Name:
WILMA HEZEMANS

Occupation:
MANAGING DIRECTOR FINANCIAL SERVICES

Representing:
NETHERLANDS



"I've climbed the corporate ladder and shattered the glass ceiling, so now I'm going to conquer this Summit. I am too smart, cunning and witty to lose. The only thing I've ever quit are two husbands. I might die alone, but it won't be on this mountain, kijk uit suckles."



Name:
CONNOR McKINNON

Occupation:
STUDENT

Representing:
CANADA



"You say young and small, I say full of life and nimble. You say inexperienced and naive, I say fearless and focused. You see a 15-year-old kid, but I am a fighter who has gone 12 rounds with cancer and come out on top. Be prepared to be surprised, because I'm going to show you drive and I will come out on top!"



Name:
VINCE MIRABELLI

Occupation:
REAL ESTATE BROKER

Representing:
UNITED STATES



"Don't let my constant smile and infectious laugh fool you, I'm all business, all the time. I've built my reputation with my kindness. And I've always looked out for the little guy. I believe in being the change I want to see in the world, even if that includes taking you out of it. This is just one more area for me to dominate, and I won't let anyone stand in my way. I'll leave no one else standing on this mountain. So watch out!"



Name:
DR. BRUCE PYNNER

Occupation:
ORAL & MAXILLOFACIAL SURGEON

Representing:
UNITED KINGDOM



"My three kids have taught me many things. Stand strong, don't back down and use as much heart as head. I love them more than life itself, and I promised them I would be first to the top. And I will be, even if it means no one returns."



Name:
KATHY TAYLOR

Occupation:
ARTIST/ATHLETE

Representing:
GERMANY



"Star athlete and competitive driver will be nothing compared to my certain victory in this race. Stay out of my way, because I can be colder than the mountain and more dangerous than an avalanche. The only time you'll see me is when I pass your ascent on my descent. You don't stand a chance."

Summit_Booklet_Coop.indd 10 2018-01-04 12:06 PM

FAST PLAY SETUP

The best way to learn Summit is to play it. Although there are a lot of options, turns can and should play fairly quickly. The first time you play or teach the game, the Character Mats may seem daunting. If you follow the setup below for any game mode, it'll help get things moving and it will aid in teaching the game.

Once players have a round or two under their belt, everything will come together. Because you've set up everything for the other players, you can just explain the tile types and placement rules and then start playing.

PLAYER	SET TO	SET TO	SET TO	SET TO	SET TO	ITEM 1	ITEM 2
JOSEPH IV	9	2	4	10	5	Rope	Helmet
WILMA HEZEMANS	8	3	4	10	5	Snow Goggles	Flask
CONNOR McKINNON	6	2	4	11	5	Pitons	Trekking Poles
VINCE MIRABELLI	9	4	4	10	5	Carabiner	Medical Kit
DR. BRUCE PYNNER	7	3	3	12	5	Webbing	Extra Storage
KATHY TAYLOR	7	2	4	11	5	Dexamethasone	Maps & Charts

If using the Time of Day Track and leaving during the nighttime hours, remove one of the Items above and replace it with the Headlamp Item.

Also randomly place two Items in each active Sherpa's Item Slot. This will speed up the setup, and let players learn about new Items.

Players can take a moment to read their information and abilities out loud so that everyone is aware of each others' attributes.

ACKNOWLEDGMENTS

None of this would have been possible without the love and support of my amazing wife Dominique, and my three fantastic kids: Kilianne, Caleb and Dahlia.

To all my family and friends, old and new, who took the time to try out Summit in its various stages. To all the play-testers and proofreaders who helped to make this game the best it could be. And to all the amazing backers on and after Kickstarter who believed in me, and made my dream a reality. THANK YOU!

Thank you Greg, Joe and Stefan for your help before, during and after Essen. Thank you Jordan, Dan and Joel for doing what you do. Thank you Jackie and Dave for hosting months of play-tests at The Game Shelf. Thank you Thunder Games & Gifts for inviting me to Thunder Con. Thank you Red Lion Smokehouse for hosting play-tests and the Kickstarter party. Thank you A-Game Cafe and Snakes & Lattes for hosting Summit events. Thank you to everyone in the media, locally and worldwide, who helped promote Summit. Thank you Northwestern Ontario Innovation Centre for helping Inside Up Games grow.

AND THANK YOU, FOR PLAYING MY GAME.

CREDITS

Game Designer: **CONOR McGOEY** Editor: **DANIEL MANSFIELD** Artist & Graphic Design: **JORDAN DANIELSSON**

LOSTART

InsideUP GAMES

LEGAL

© 2017-2018 Inside Up Games

P.O.Box 26033 Memorial PO
Thunder Bay, Ontario P7B 0B2 Canada

QUESTIONS OR COMMENTS? PLEASE CONTACT US AT INFO@INSIDEUPGAMES.COM

To keep updated on us and our games, follow us on Facebook, Instagram and Twitter: @insideupgames

Summit_Booklet_Coop.indd 11 2018-01-04 12:06 PM

PLAYER AIDS

AGGRESSION PACK – More deadly Karma Cards.

ANYTIME – Play Karma Cards, even when it's not your turn.

BANDITS – Players on, or passing through, the tile lose all Items.

COMPETITIVE – Cards used for competitive play and Karma Cards affecting player's Flag Tokens.

COMPONENTS – Karma Cards affecting game components.

COOPERATIVE – Cards used for cooperative play.

DOUBLE BLACK DIAMOND – Very punishing Event Cards.

FOOD – Individually tracked on Character Mats.

HEALTH – Individually tracked on Character Mats.

ICE SCREW – Players may increase by 1 on this tile.

ITEMS – Karma Cards affecting Items.

MOVEMENT – Individually tracked on Character Mats.

OXYGEN – Tracked on Character Mat or dropped supply on mountain.

PITONS – Players may increase up to 2 on this tile.

SERAC – Players on adjacent tiles roll Weather Die and lose 0, 1, 2 or 3 .

SHELTER – Players ignore requirements on this tile. (Not requirements.)

SNOW CAVE – Reduces all requirements by 1 on this tile. (Not requirements.)

SOLID GROUND – This tile and adjacent tiles can no longer be affected.

STARTING ICON – Used to set Character Mats and highlight starting Items.

SUNNY DAYS – Event Cards for an easier expedition.

SUPPLY CACHE – Players may gain up to or or 2 Items once per game.

THIN AIR – Tiles now have an requirement.

VERGLAS – Player's is reduced by 2, to a minimum of 1 on this tile.

WEIGHT – Individually tracked on Character Mats. Each token increases player's by 1.

WEIGHTLESS – Each token decreases player's by 1.

CLARIFICATIONS

ADJACENT – Tiles touching on sides, not just corners.

BOMB – First affects current tile. extends radius one tile away. extends radius to two tiles away, etc.

CRUDE SLED – If a blocking player refuses passage, that player must roll the Weather Die for damage instead.

ITEM DROP – If an Item is dropped, it is placed in an open Item Slot on the left side of the board and the Number Item Token is placed on that player's tile.

ITEM LOSE/DISCARD – If a player loses or discards an Item, it goes to the discard pile.

LOSE – If a player is to lose a supply, such as from a Karma Card, and doesn't have it, their is not affected.

MOVEMENT/TURN – "Next movement" is different from "next turn" because the effect stays until the player moves.

REQUIREMENT – If a player has a supply requirement, such as from the Blizzard Track, and doesn't have enough, they lose per missing supply.

ROUNDING – Everything is rounded down, unless otherwise noted. Bonuses and tweaks are applied after rounding.

UP TO – If positive, recipient decides. If negative, donor decides.

INDEX

Active Player 5	F.A.Q. 9	Sherpas 3
Base After Summit 9	Game End 9	Sherpa Track 3
Base Camp 6	Items 4	Start Playing 5
Blizzard Track 7	Objectives 1	Summit 6
Cards 8	Passing - Leapfrog 7	Supplies 5
Character Mats 4	Player Elimination 9	Tiles 6
Dice 7	Removal 7	Time of Day Track 6
Fast Play Setup 11	Setup 2-3	Turn Overview 5

WEATHER DIE

No required.

One required.

Two required.

Raise the Blizzard Marker one level; ***all players*** not in camp use and as required.

Summit_Booklet_Coop.indd 12 2018-01-04 12:06 PM