TREK 12

1 - TREKKER'S MANUAL

A game by
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Chilling by the fire!

Trek 12 enables you to trek through the Himalayas to open new routes to the summits. Carefully map the area and set up your lines, but be careful on the most dangerous paths. Wits and nerve are necessary to make the best choices, to boost your reputation and, who knows, to become a legendary alpinist.

Trek 12 **supports three game modes:**

The "Express Ascent" mode for an easy and quick game, ideal for when you have limited time and/or for beginners.

The "Expedition" mode allows for successive ascents. Each time you succeed in a challenge, you get new gear and meet new and very useful rope companions.
This mode is explained in the ***Alpinist Manual.***

The "Free SOLO" mode
Home alone, on a plane or on the train? Put your spikes on for either an *Express Ascent* or for an *Expedition*, faced against seasoned alpinists.
This mode is explained in the ***Soloist Trek Manual.***

Equipement

- 1 red die *(numbered from 1 to 6)*
- 1 yellow die *(numbered from 0 to 5)*
- 1 *Lead Climber* card



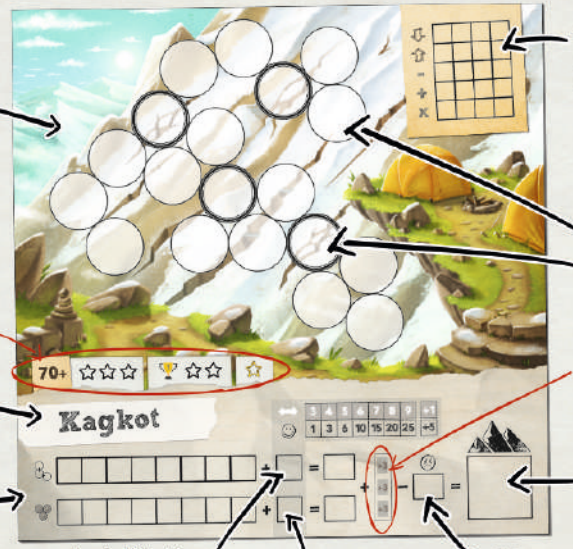


- 16 *Assist* cards

These cards represent gear or companions that will facilitate your ascent..

- 3 notebooks containing the *Ascent* cards: **Dunai** - **Kagkot** - **Dhaulagiri**
- 6 Challenge envelopes: **DO NOT OPEN THEM** - *Consult the Alpinist Manual.*

Layout of the Ascent card



EXPRESS ASCENT

Whoever wants to climb a mountain has to start at its base (Chinese proverb)

This game mode introduces you to all the BASIC RULES to play Trek 12.

We strongly advise you to play a few games using the Express Ascent mode before you take on the Expedition mode.

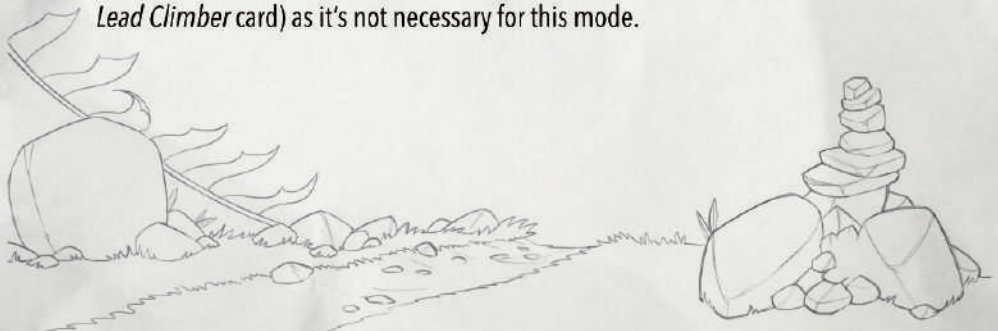
GOAL

Get the highest score by cleverly filling up your card in order to set up *Fixed Lines* and map *Zones* while you climb.

Pack your bag

- Pick a notebook and give one *Ascent* card per player. *We advise you to pick the DUNAI card for your very first game.*
- Each player needs a (functioning) pen.
- Place the two dice in the centre of the table.

The rest of the material is put back into the box (the *Assist* cards, the *Challenge* envelopes, the *Lead Climber* card) as it's not necessary for this mode.



HOW TO PLAY

1 - One player rolls both dice.  *Example: 1 and 4*

2 - Each player chooses their result at the same time.

a - To choose a result, each player picks only one of these operations:

- The lower result *(here: 1)*
- The higher result *(here: 4)*
- − The difference between the two results *(here: 3 - The difference can be 0 but never negative)*
- \+ The sum of the two results *(here: 5)*
- × The product of the two results *(here: 4)*

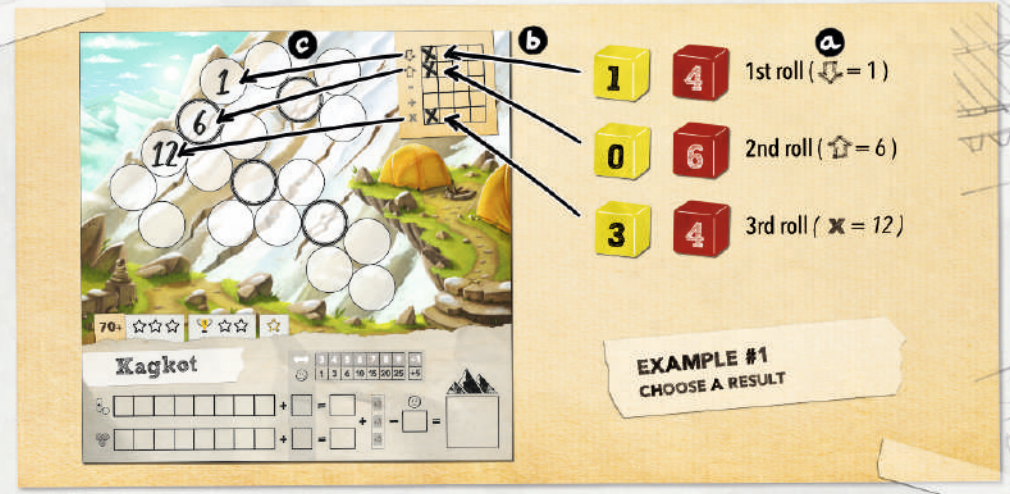
b - Tick an empty box in the line corresponding to your choice.

When all boxes are ticked in the same line, that choice is no longer available to you.

c - Report the result in a circle of your choice (Example #1):

- Place your first result in the circle of your choice.
- **All** subsequent results have to be adjacent to an already filled circle.

Then, apply the outcomes of your choice: either a *Fixed Line* and/or a *Zone*.



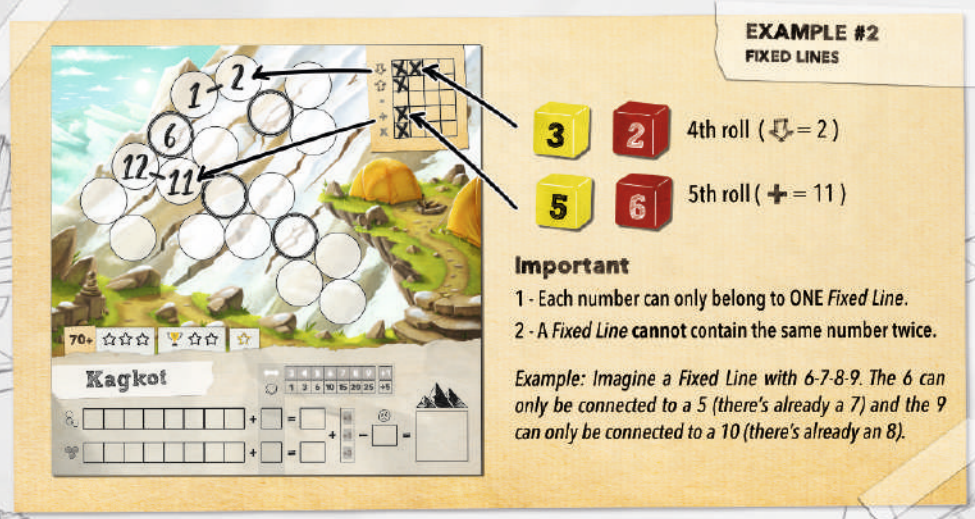
FIXED LINES

A *Fixed Line* is a sequence of numbers that follow one another.

When you place a number, if it creates or continues a sequence with the next number (either one up or one down), draw the *Fixed Line* by adding a line between the two numbers.

If your result could be linked to several adjacent circles, you can only pick one.

In this example, after the fourth roll, Takla places a 2 and sets up a Fixed Line with the 1. He draws a line between the 1 and the 2. Then, after the fifth roll, he places an 11 and sets up a Fixed Line with the 12. He then draws a line between the 11 and the 12.



- Day 1 -
Adapting to the altitude. Yak cheese tasting!
Meeting with the guide. Great.

Two types of circles

Basic circles: MAX. 12. In these circles, you cannot write a number over 12. If you choose to write a number over 12, or if you have no other choice, draw (x) instead.

Dangerous circles: MAX. 6. In these circles, it's FORBIDDEN to write a number over 6. If you choose to write a number over 6, or if you have no other choice, draw (x) instead.

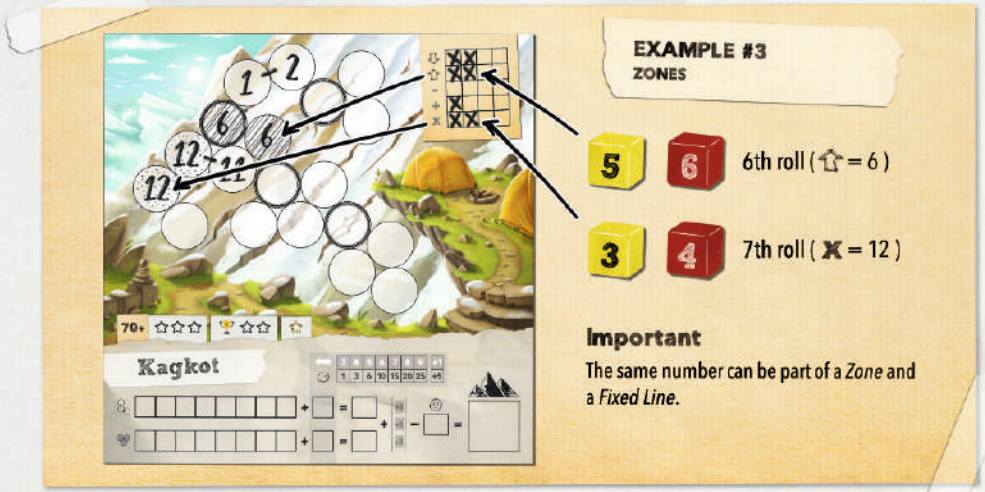
(x) is equal to a **penalty** at the end of the game

Mapping the ZONES

A mapped *Zone* is a group of at least 2 adjacent and equal numbers.

When you write down a number, if it's identical to the adjacent number, it creates or expands a *Zone*. Draw a pattern in each circle that's part of the *Zone*.

To facilitate the final count, you should use a different pattern for each Zone.



END OF THE GAME

Once all the circles from the playing surface are filled, each player adds the value from the *Fixed Lines*, the *Zones*, the bonuses and penalties.

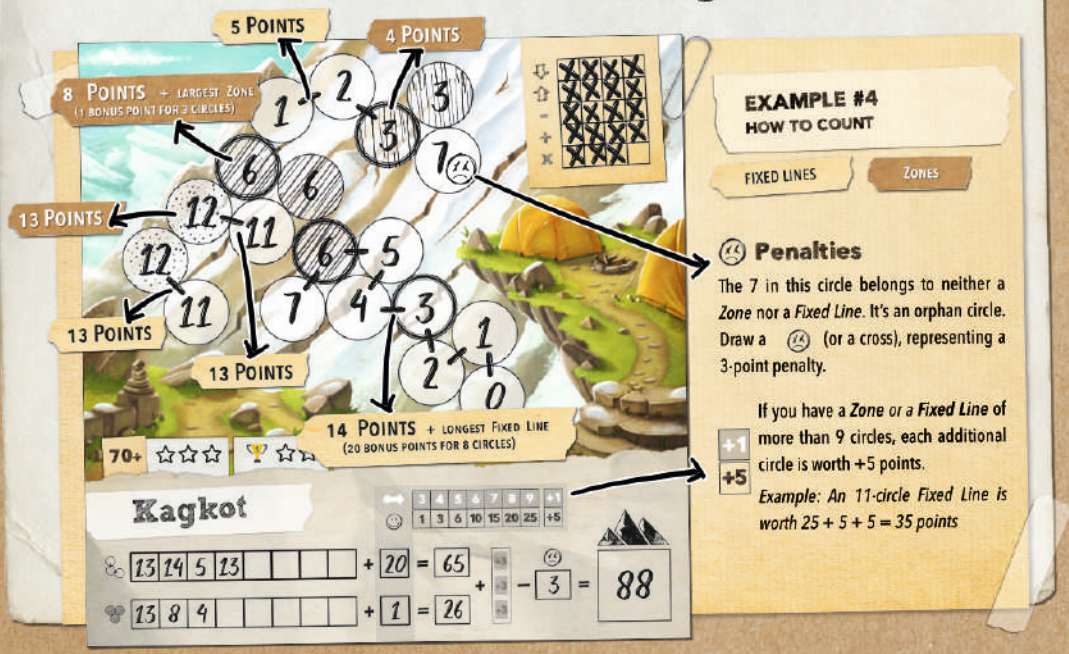
Fixed Lines: Each *Fixed Line* is worth as many points as the highest number it contains, **+1 point per circle** that is a part of the Line.

Zones: Each mapped ***Zone*** is worth as many points as the number of one of its circles, **+1 point per circle** that is a part of the Zone.

Bonus: Your longest ***Fixed Line*** *AND* your largest ***Zone*** grant you a bonus, depending on their size (see example below).

Malus: Draw a (x) in each orphan circle (that is neither part of a ***Fixed Line*** nor a ***Zone***). - *You can simply cross out the number.*
Each (x) is a 3-point penalty.

The highest TOTAL wins!



You're now equipped for beautiful ascents!

After a few climbs and once fully acclimated to the altitude, we won't have anything left to teach you. You'll then be able to challenge the best alpinists and go on longer *Expeditions*.

You will find everything you need in the Alpinist Manual.

Enjoy the climb!



Théo Rivière

Bruno, Corentin and the Lumberjacks want to acknowledge a rope companion...

Théo agreed, with a smile, to modify the planning and push his expedition towards Brain Camp back a few months.*

**Yes, I assure you, with a smile. OK, maybe the news was still a bit too fresh when we took his picture.*

We would like to introduce to you two associations that are dear to us, that (really) pushed us towards choosing the Himalayas for Trek 12's mountains. They both accomplish amazing humanitarian work each year, benefiting local populations. Thank you!

DU BESSIN AU NEPAL

Due to climate change, the inhabitants of Dhye, Mustang, have to move their village. The ***Du Bessin au Népal*** association helps them and fights for the survival and sustainable development of the village, and that of their neighbours, so that its people won't have to move.

More information can be found here: ***http://www.bessin-nepal.com***

L'ARCHE DE DOLANJI

Un Pari pour l'avenir !

L'arche de Dolanji invests in the education of children born into impoverished families in Nepal. It funds schools in very isolated villages: Dhorpatan, in Dhaulagiri, and Kagkot, in Dolpo. The association also finances school for children in Langtang.

More information can be found here: ***http://www.archededolanji.org***