

Journey to the Top of the World

3-player game

Created by a group of MIT students.

“Sir Edmund Hillary and Sherpa Tenzing dare to challenge the tallest mountain in the world. Facing harsh weather, unbearable conditions, and aiming for the impossible, will they reach Mt. Everest’s summit?”

Components:

- Mt. Everest board
 - 1 cone-shaped “base” piece
 - 7 styrofoam “level” pieces
 - 1 styrofoam “base camp” piece
- 3 colored tokens (green, blue, and gray)
- 3 health counters (10 health sliders for each climbing player, 6 health slider for Yeti)
- 2 6-sided dice
- Environment cards
- Equipment cards
- Money for climbing players

More specific info about environment and equipment cards is available at the end of this rules sheet.

Objective:

Sherpa Tenzing Norgay and Sir Edmund Hillary (climbing players): get to the top of the mountain and back to base camp. **Both climbers must end a turn on the top of the mountain to win.**

Mt. Everest: stop the mountaineers from achieving their goal. If either player dies, Mt. Everest wins.

Setup:

1. Assemble the board by setting the cone on a flat surface. Place the concentric rings on the cone, with the largest on the bottom and the smallest on top. Align the quadrants (divided by lines on the rings), making sure to place the North sides (indicated by an “N” on the ring) on the same side of the mountain. The lines separating quadrants and “N”s should line up with each other. Place the base camp on the south side of the mountain, below the first level.



2. Shuffle the environment cards and place face down in front of the environment player.
3. Place the equipment cards face up by the base camp.
4. Place the climbing players' tokens in base camp (green and blue tokens).
5. Tenzing (green token) and Hillary (blue token) begin with ten health. They keep track of their health with the health sliders. If a player reaches zero health, then they die.
6. Before the first turn, climbing players buy equipment. Tenzing begins with \$400 and Hillary begins with \$600. The cost of the equipment is on the top right corner. If players buy all the cards of a certain type in the deck, you may make additional cards of that type. An example card is shown below.

\$150
Bow & Arrow
Below tree line, roll 2 dice for 8+ to obtain one food.
Roll 2 dice for 7+ to deal 2 damage to Yeti.

Gameplay:

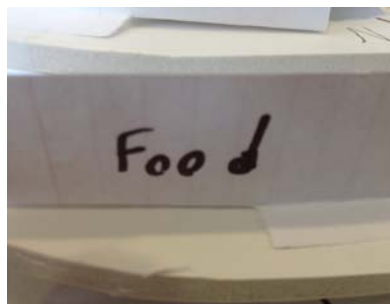
Sherpa Tenzing Norgay and Sir Edmund Hillary (climbing players):

1. Each turn climbing players take their actions; Tenzing can take 3, while Hillary can take 2. One action consists of:
 - a. **Moving 1 space on the board.** Can move to an adjacent section on the same level for free or to the adjacent space on the next level if you pay the cost (shown on the board) by discarding the indicated equipment. The cost indicated on a space is the cost to move up one level **from that space**. You may not ascend from a space if you do not have the required equipment. You may move downward without paying the associated cost, but you may not move through impassable regions in any direction. You may move from the base camp to the lowest space on the South side of the mountain without paying any costs.

Below are examples of costs to move:



No cost to ascend



Discard 1 food to ascend

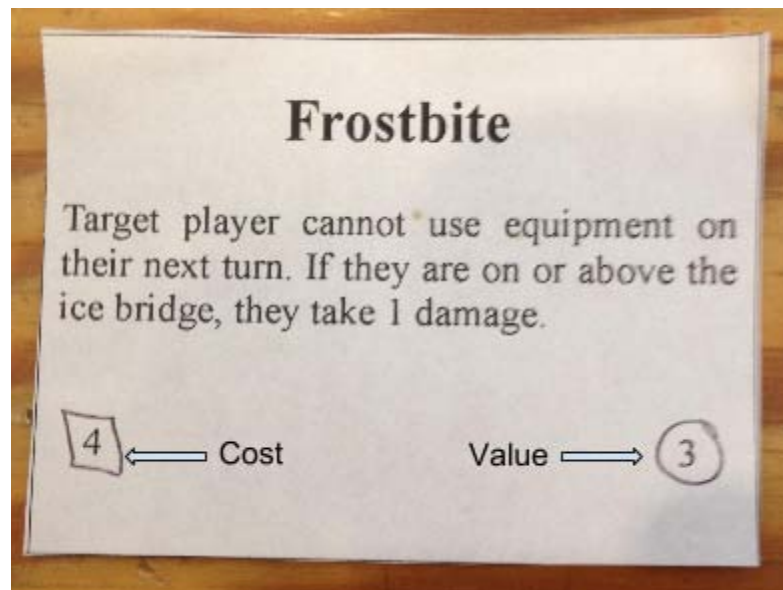


Cannot ascend (an impasse)

- b. **Using an equipment card.** Each card has specific instructions on what they do and how to use them. Players in the same location may share a tent.
 - c. **Giving an equipment card to another climbing player** at the cost of one action per card.. Players can only trade equipment if they are in the same location.
2. Both climbing players take their actions simultaneously. Once they've finished their actions, it is the environment player's turn.
 3. Players ending their turn on or above the O₂ zone lose 1 health. If a player owns the O₂ tank item, they do not take this damage.

Mt. Everest (environment player):

1. The environment player begins by drawing 3 cards from the environment deck.
2. Each turn, the environment player begins by drawing 2 cards. If there are not enough cards in the environment pile, shuffle the cards in the discard pile and place them at the bottom of the environment pile.
3. Each card has a **cost** (number in the bottom left rectangle) and a **value** (bottom right circle). In order to play a card, the player must discard cards with a total value equal to or greater than the cost of the card being played. Leftover value must be used on another card or it is lost at the end of the current turn. Cards played and cards used for value must both be discarded to the discard pile, face up. The player then follows the instructions on every card that they have played during this turn.



4. The environment's turn ends when s/he can't, or no longer wants to, play any cards. It is then the climbing players' turn.

Ending the game:

The game ends when either of the players dies (Everest wins), or when both players reach the summit and then return to the base camp (players win).

Remember Winter is Coming
Hurry up!!!

Strategy Guide:

- Ascend as quickly as possible, the environment gets stronger every turn
- Look for the most efficient way up the mountain, avoid paying costs when possible

Recommended Buys:

- At least 1 rope per player
- At least 1 grappling hook per player
- 1 tent between players
- Either 1 Bow & Arrow or 3-4 food
- Forecast only recommended for experienced players

Specific Card Contents:

Environment Card Name Cost/ Value/ # of cards in the deck	Card Description
High Wind 7/3/6	Players cannot move next turn. Take 1 damage for every level above the tree line.
Avalanche 11/3/4	Choose a quadrant. Every player in that quadrant drops 2 levels and loses 2 health.
Rockslide 6/3/8	Target player chooses one: (1) Lose 2 health or (2) discard 1 equipment card.
Yeti 15/3/1	Summon Yeti to the peak (6 health - use the 6 health slider). The environment player can move the Yeti up or down one level each turn, then deals damage to all other players on that level. After dealing damage, roll a 4+ to draw a card.
Crevice 4/4/6	Choose a player to fall into a crevice. Player cannot move and loses 1 health at the end of the turn. At the beginning of their turn, if they roll 4 with one die, they escape the crevice.
Frostbite 4/3/8	Target player cannot use equipment on their next turn. If they are on or above the ice bridge, they take 1 damage.

Blizzard 11/2/1	Players take 1 damage and move 1 square in a direction of the environment's choice. If they are above the tree line, they cannot move next turn.
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Player Equipment Card Name	Card Description
Forecast	Discard to look at the environment's hand. Choose one card from the hand to remove from play for the entirety of the game.
O ₂ Tank	Player does not take high altitude damage on or above the O ₂ zone.
Grappling Hook	Discard to move two spaces in any direction without paying costs. If an impasse is jumped, move one space instead. May be discarded to halve the effects of Avalanche. Discard with Rope to nullify effects of Avalanche.
Bow & Arrow	Below tree line, roll 2 dice for 8+ to obtain one food. Roll 2 dice for 7+ to deal 2 damage to Yeti.
Tent	Pitch to prevent High Wind damage and roll 1 die for 3+ to prevent Frostbite when pitched
Food	Discard to restore 1 health.
Rope	Discard to escape Crevice or combine with Grappling Hook.

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