

Summit

THE BOARD GAME

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

COMPETITIVE 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

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(13x) OXYGEN

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(90x) TILES

(2x) BASE CAMP

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(28x) ICE

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GAME OVERVIEW

Competitive Summit is a survival race in which players attempt to ascend and descend a deadly mountain, all the while helping or hurting their fellow racers.

OBJECTIVES

- To race from the Base Camp to the Summit and back.
- To score as many points as possible. Points can be scored at four different checkpoints on the mountain: when Mountaineers arrive at the Halfway Camp ascending, the Summit, the Halfway Camp descending, and the Base Camp. Points are also scored at Game End, according to position on the Karma Track.

Game index on the back page, page 12.

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

SETUP

1 A competitive game uses the side of the board with the Karma Track (☹️) in the upper right-hand corner.

For a cooperative or solo game use the other side with the Cooperative/Solo 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 Stack (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. 1 2

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.



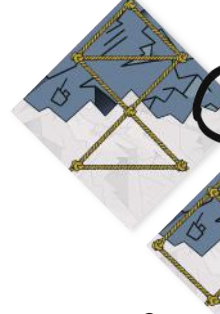
For 1 to 3 players, use one Base Camp tile. For 4 to 6 players, use two Base Camp tiles. Use the grid lines to help with placement.

6A Place the center of the Halfway Camp 🏠 tile on the board on the line of your chosen difficulty.



For an easier game, use two Halfway Camps set at the same difficulty level.

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.

2

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 are kept secret in a competitive game.

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 competitive 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.

9A Shuffle the red Karma Cards and place them facedown next to the Event Deck, within reach of all players. Deal each player 4 Karma Cards to create their Karma Hand.

First game? We suggest that no one uses Karma Cards until after everyone has played 1 or 2 turns and has learned the basics.

For a more deadly game, shuffle in the 6 "Aggression Pack" Karma Cards, which are marked with 🟡 on the lower left-hand side.

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 their Karma Marker on the space marked 5 on the Karma Track (☹️), and returns 2 cubes to the box (they are used only in the cooperative game).

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.









SETUP CONTINUED

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


- 12** Shuffle and deal out 3 Item Cards to each player. Each player may choose 0 or 1 card, and then passes the remaining to the left. Then each player chooses 0 or 1 of those cards and discards the remainder. When finished, players may have 0, 1 or 2 Items.

Shuffle all undrafted Items back into the Item Deck, and place it facedown next to the other decks.

For your first few games, deal from the 18 starting Items (marked with  in the lower left-hand corner).

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** Players place their 4 Flag Tokens next to the Position Track  for position scoring during the game.

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.

If you have used the "Fast Play Setup" on page 11, you can skip ahead to "Start Playing" on page 5, and then come back to read up on the Karma Track, after your first round or two.

KARMA TRACK

The Karma Track shows how nice (or mean) your fellow climbers are throughout the game. But on top of that, the Karma Track is used in two ways, as an in-game resource for playing Karma Cards (see page 8) and for calculating final scores at Game End (see page 9).

There are a few ways to move up and down the Karma Track, but the most common are by playing Karma Cards, and by allowing or stopping a competing Mountaineer's movement past you.

Playing Karma Cards?

Most Karma Cards will raise or lower a player's Karma score as they interact with other players. Good deeds raise Karma, and evil deeds lower it. Karma Cards have symbols in the upper left-hand corner for quick reference (see page 8).


When a Karma Card has "gain" or "lose" Karma, the number is counted by moving levels on the Karma Track. So a player might "gain 1 Karma" and move their Marker Cube from level 10 to level 12. Or a player might "lose 1 Karma" and move their Marker Cube from level 10 to level 9.

A player may always play positive Karma Cards, but cannot exceed the top level (12 points).

However, a player may not play a negative Karma Card if they are unable to drop the required Karma level(s).

Passing?

Mountaineers will ascend and descend the mountain by following connecting ropes from one tile to the next.

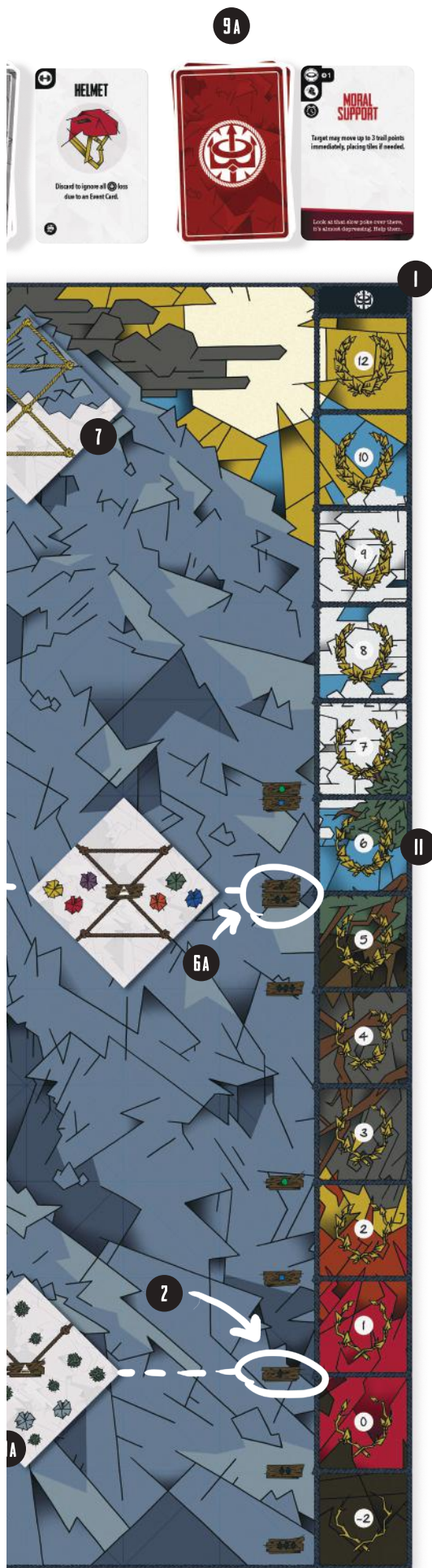
As players use these ropes to traverse the tiles, they must have enough Movement () and ask permission to pass each other ascending and/or descending the mountain.

If the blocking player gives permission, they move **up 1 level** on the Karma Track. If the blocking player refuses, they move **down 2 levels** on the Karma Track and the current player must wait, take an alternate route, or use the "Passing" Karma Card.

A player may always grant passage, but cannot exceed the top level (12 points).

However, a player may not refuse passage if they are unable to drop the required Karma level(s).

There is a score jump between both the top 2 and bottom 2 levels; however, they are still considered 1 level apart.



TAKE

1. Move up to
2. Skip movem
3. Skip movem

Then, you may

NEXT,

OF

1. Roll & resol
2. Refill Tile &
3. Pass Active

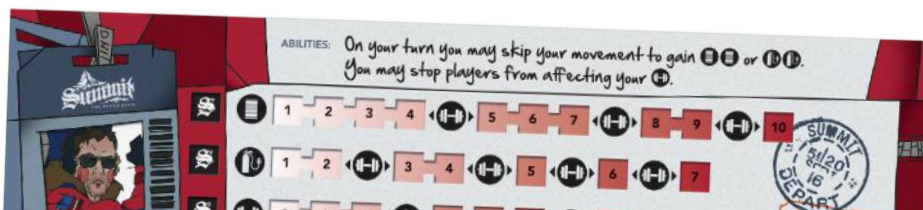
BEGINNING

You may choo



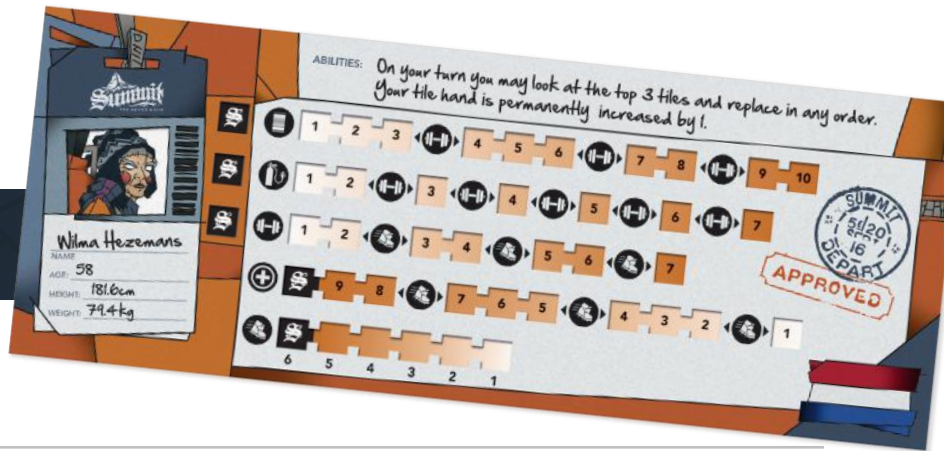
NOTE: Players

the Weather D





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 (S):

All players start with zero (F) (Food), (O) (Oxygen) and (W) (Weight), and maximum (H) (Health) and (M) (Movement).

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

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

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

Next, for each (M) the (W) Marker Cube has passed as their (W) increased, players must move their (M) Marker Cube one square in the same direction on the (M) 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 (W) or (M), it will cause them to move each Marker Cube in the corresponding field in the same direction.

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

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

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

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

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

Character Abilities: Most characters can stop players from affecting one of their supplies/stats. To know if you are protected from a Karma Card, compare the icon from your character's protection ability to the icon on the upper left-hand corner of the Karma Card. If they are the same, you can choose to ignore that Karma Card.

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 (W) 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 or a Karma Card would cause a player to lose/discard an Item, that Item cannot be used retroactively. Just as a player could not play a Karma Card to retroactively affect an Item after its use.

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 .

Low on supplies? Players beginning their turn in Camp may choose to skip their movement and take as much and as they can carry but 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

First time playing? We suggest that no one uses Karma Cards until after everyone has played 1 or 2 turns and has learned the basics.

Once all players are ready, the character with the highest , after taking into account Item bonuses, takes the Active Player Token and goes first. In the event of a tie, the oldest player (not character) of the tied players goes first. Play progresses in a clockwise direction.

Play continues until all players have either returned to the Base Camp after summiting, or have been eliminated from the game. Players may skip the Halfway Camp ascending or descending, but cannot skip the Summit or Base Camp. Players who skip the Halfway Camp will not receive points on the position track for the skipped checkpoint. (Position scoring explained on page 6.)

Players may need to backtrack, including returning to a camp to resupply if the mountain or opponents are 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.

Although there are 6 Active Player Tokens, in the competitive game they don't have the one-time bonus like they do in the cooperative/solo game. They are only used to keep track of the Active Player.



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.)

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.

And finally, players may always choose to discard 1 Karma Card per turn to refresh their hand.

2 Then you must do each of the following:

Roll the Event Die and resolve the outcome.

(See "Dice" on page 7.)

Roll the Weather Die and resolve the outcome.

Draw new tiles up to your hand limit.

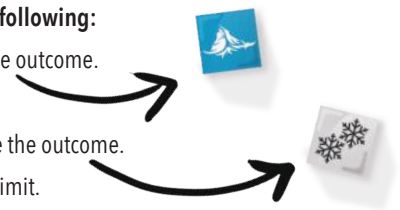
(Standard Tile Hand size is 3.)

Draw new Karma Cards up to your hand limit.

(Standard Karma Hand size is 4.)

Pass the Active Player Token and the dice clockwise.

Karma Cards can be played as indicated on each card, and players may play as many as they would like, but may refill their hand **only at the end of their own turn.**



Hand Sizes: Any player may be over their Tile/Card Hand size due to a Karma or Event Card, they simply do not draw cards/tiles until they are under their hand size.

Turns **MUST** progress in the order above!



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 **1** 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 **1** 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.

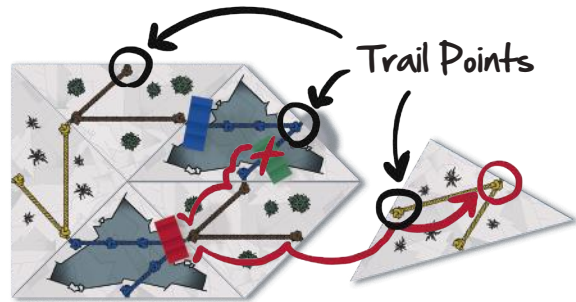
To calculate distance for some card resolutions, count the number of trail points. In a tie, the Active Player decides.

Upside-down tiles cannot be traversed.

Movement Example

Red has 4 **1**, if they take the route up towards the ice tile they would have to stop after 3 trail points as they cannot share a trail point with Green.

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 **1** as they enter the Thin Air tile.



CAMPS

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 one of the camps, they may choose to **skip their movement** and choose one of three actions:

- 1 Reload their supplies. They may take as much **1** and **1** as they can carry and must adjust their **1** and **1** Markers accordingly. Camps have an unlimited supply of both resources and therefore can never run out.
- 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 **1** and **1** Markers accordingly.
- 3 Gain up to 3 **1**. They must adjust their **1** 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 trail point at 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.

With permission, players may pass over the occupied Summit.

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

POSITION TRACK SCORING

As soon as a player reaches a Camp sign or the Summit, they place one of their Flag Tokens on the wreath with the highest available points for that checkpoint – first place always being at the top of each level.

Just landing on a Camp tile or the Summit tile does not mean the player has reached that checkpoint.

Players do not need to end their turn on a checkpoint to score. They may pass over, score, and continue moving.

Camps **Tents** **The Summit**


Base Camp DESCENDING:
1st = 6 points
2nd = 4 points
3rd = 2 points
etc.

Halfway Camp DESCENDING:
1st = 5 points
2nd = 4 points
3rd = 3 points
etc.

SUMMIT
1st = 8 points
2nd = 6 points
3rd = 4 points
etc.

Halfway Camp ASCENDING:
1st = 4 points
2nd = 3 points
3rd = 2 points
etc.

PASSING - PERMISSION

As players are using ropes to traverse the tiles, they must have permission, and enough , to pass each other ascending and/or descending the mountain. If the blocking player gives permission, they move up 1 level on the Karma Track (see page 3). If the blocking player refuses, they move down 2 levels on the Karma Track and the current player must wait, take an alternate route, or use the "Passing" Karma Card.

Provided you have enough , permission can be asked for at any point during your turn, and once given cannot be denied during the same turn.


The passed player does not gain Karma points until the Active Player's Mountaineer physically passes theirs.

When players are being moved either by an Event or another player's Karma Card, any blocking players cannot interfere with the movement, and therefore will not gain or lose points on the Karma Track.

Eliminated players do not block movement, and permission is not needed to pass (see "Player Elimination," page 9).

If multiple Mountaineers are blocking the route, permission must be asked in order, starting with the closest blocking player. Remember, consenting players do not gain Karma points until the Active Player's Mountaineer physically passes theirs.





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 and two  tokens on her Character Mat. She is tired of them affecting her  so she decides to attempt a removal. She decides to focus on the  tokens as they are causing her more issues. 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 and cards as needed. On her next turn she decides to try again and is successful. She removes one  token 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 Blizzard 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.





CARDS

The Event and Item Decks 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 competitive 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 the 5 "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.

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

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

A player may choose to not accept help from another player's Item when offered.



KARMA

KARMA - Most Karma Cards will raise or lower a player's Karma score as they interact with other players (see "Karma Track," page 3).

Most Karma Cards are played to affect a Target player, who is assigned when the card is played. If the word "Target" is used multiple times on a card, it refers to the original Target. If another Karma Card is played to cancel the card or redirect the Target, the card owner is not able to change their Target for a different outcome.

"Target(s)" means one or more players may be targeted.

Players cannot choose themselves as the Target unless the card specifically says they may. Or if the card is targeting another card.

A player may choose to not accept help from another player's positive Karma Card targeted at them, but never a negative Karma Card. When a positive Karma Card is not accepted, the player who made the offer still receives the Karma outcome.

If a negative Karma Card is played, regardless of the effectiveness, that player suffers the Karma outcome. (For example, if you target a player and that player's abilities do not allow it, you may still drop Karma levels.)

Some Karma Cards have different outcomes depending on the effect. The first choice/effect corresponds to the first number, and the second choice/effect corresponds to the second number.

Karma Card Breakdown

The Karma outcome for playing each card is listed next to its good/evil icon. Below that is a symbol of what the card is affecting. And below that, some cards have ☹️ which means it can be played anytime, even if the Active Player is not involved.

Good Karma ☹️ +1

Affecting Movement 🏠

Play Anytime ☹️

Move Up 1 Level

MORAL SUPPORT

RETURNING TO BASE CAMP AFTER SUMMITTING

When a player returns to Base Camp, they still roll and resolve both dice, then they immediately “fly home.”

To “fly home,” they remove their Mountaineer from camp, and discard both their Karma and Tile Hands.

The player can no longer affect (or be affected by) other players, but their Karma Marker and Flag Token(s) can still be affected until Game End.

The winner is calculated by total score, not first back to Base Camp, so don't underestimate the importance of the Karma Track!

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 ❄️.

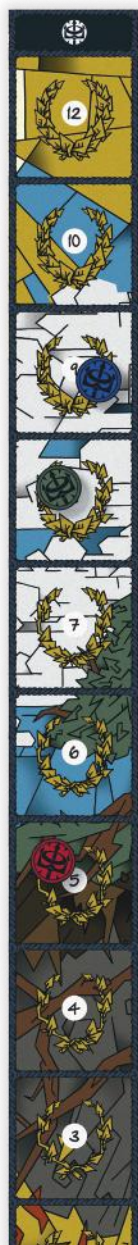
Other players may pass the downed Mountaineer and may scavenge any remaining supplies or Items that were on the eliminated player.

If a player is eliminated on the mountain, their Flag Token(s) stay on the Position Track and their Karma Marker on the Karma Track, and they keep their Tile Hand and Karma Hand. They may continue to use their 🎯 Karma Cards, but cannot draw new ones, as they will no longer have any “turns.”

Eliminated players do not block movement, and permission is not needed to pass.

Eliminated players can still win the game if they have the highest score! There is a 14-point spread in the Karma Track, so be nice (when it's strategic).

GAME END



Once the last player has returned to Base Camp and flown home, or perished on the mountain, the game ends. Players add up their points from the Position Track and the Karma Track.

Among all players, including any eliminated ones, whoever has the highest total score is the winner.

In the event of a tie, whichever of the tied players was the first to the Summit wins.

EXAMPLE:

Red was 1st to Halfway Camp ascending, 2nd to the Summit, 2nd to Halfway Camp descending and 1st to Base Camp. They finished with 5 Karma. TOTAL of 25 points.

Blue was 2nd to Halfway Camp ascending, 3rd to the Summit, 3rd to Halfway Camp descending and 2nd to Base Camp. They finished with 9 Karma. TOTAL of 23 points.

Green was 3rd to Halfway Camp ascending, 1st to the Summit, 1st to Halfway Camp descending and 3rd to Base Camp. They finished with 8 Karma. TOTAL of 25 points.

In the event of a tie, whichever of the tied players was the first to the Summit wins – Green is the winner.

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.” Just race 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 🎯 as needed. Remove any/all 🎯 Event Cards. Include any/all 🎯 Event Cards. Add any/all 🎯 Karma Cards. Remove any/all items from the game. Remove the “4+ Player Blizzard Marker.” Add the **Yeti** expansion.

Q: *Can 🎯 be higher/lower than a character's maximum/minimum?*

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 maximum/minimum?*

A: Yes, Items, Events and Karma 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 WARM!
CM 9

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."

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

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

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AND THANK YOU, FOR PLAYING MY GAME.

CREDITS

Game Designer: **CONOR MCGOEY**

Editor: **DANIEL MANSFIELD**

Artist & Graphic Design: **JORDAN DANIELSSON**



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

QUESTIONS OR COMMENTS? PLEASE CONTACT US AT [INFO@INSIDEUPGAMES.COM](mailto:info@insideupgames.com)


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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.

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WEATHER DIE

 No  required.

 One  required.

 Two  required.

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