

DISASTER ON EVEREST

A Solitaire Game of Adventure on Top of the World



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[1.0] BACKGROUND

As the owner of an exotic travel company that specializes in extreme sporting activities, you provide clients with a way to reach the top of the world, Mt. Everest. Unfortunately for you several other competing agencies have opened up, each with the goal of becoming the most prestigious and successful travel company.

The game begins at midnight at High Camp on Mt. Everest. Your travel company wants to get as many of its clients to the summit of Mt. Everest and back safely that day. Each turn, you will move clients up toward the summit as quickly as possible and then back down again. However, at some point in the game, the deadly storm will strike, changing the rules drastically and forcing you to give up on some summit attempts completely and to concentrate on just getting clients back to the safety of High Camp...or risk getting them stranded in the "Death Zone" (8000m above sea level).

[2.0] OBJECT OF THE GAME

Score points by delivering clients successfully to the summit of Mt. Everest and safely back to High Camp before the game's end.

[3.0] GAME COMPONENTS

- 1 Game Board
 - 8 Guide Markers
 - 36 Event Tokens
 - 6 Summit Markers
 - 3 Blocked Ridge Markers
 - 1 Preparations Marker
 - 24 round Client Markers
 - 1 round Prestige Marker
 - 1 round Storm Turn Marker
 - 2 round Oxygen Tank Markers
 - 1 Player Aid Card
 - 1 Travel Company Status Card
- Not included is one 6-sided die. (inside front cover)

[4.0] GAME SET UP

[4.1] Travel Company

The game begins with the selection of a Travel Company you wish to represent. The Travel Company you select determines which guides and clients you will control. There are additional benefits for each Travel Company in Optional Rules [14.0].

[4.2] Guides

Take the two Guide Markers listed on the Travel Company Status Card for your chosen Travel Company. Place each Guide Marker onto the board's High Camp space. Note that each guide has a movement point number and two skills, which give the guide bonus abilities. Examine the Player Aid Card to see how these bonus abilities affect the game play and become familiar with them.



[4.3] Clients

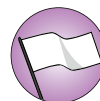
Clients are the customers who have paid your Travel Company to climb Mt. Everest and are relying on you and your guides to deliver them to the summit and back home safely.



Take the Client Markers listed on the Travel Company Status Card for your chosen Travel Company and place them onto the High Camp space. Do not stack any counters in High Camp. Each client has a movement point number and may have some letters, which represent character traits, under that number. In the Basic Game, these character traits are **not** used.

[4.4] Prestige Track and the Storm Track

Place the Prestige Marker on the 18 space of the Prestige Track on the Game Board. The Storm Turn Marker remains off the board until the storm hits.



[4.5] Event Tokens

Place the 36 Event Tokens into an opaque container to be drawn during the Draw Event Token step of each turn.



[5.0] SEQUENCE OF PLAY

There are two distinct phases in Disaster on Everest which affect the way your team is moved and some of the other rules as well. The first is the Clear Phase, during which the storm builds. Once the storm hits, then the game moves into the Storm Phase.

Regardless of the game's current phase, the four steps below are always followed each turn:

1. Draw an Event Token
2. Move Your Team
3. Resolve Hillary Step Queue
4. End of Turn

When the Storm Turn Marker moves onto the Game End space, then the game is over and the Game End steps are performed. Victory Points are then tallied and the final game results determined.

[6.0] DRAW EVENT TOKEN

Draw an Event Token randomly from the container with the Event Tokens. Blocked Ridge Markers are placed and then you have the option of using the Event by buying it with Prestige.

[6.1] Place the Blocked Ridge Markers

The Balcony, South Summit, Cornice Traverse, and Summit Ridge are considered ridge spaces in the game. Each ridge has a number or numbers shown near its space on the game board, which represent when they become blocked. Look at the number in the lower left corner of the Event Token and place a Blocked Ridge Marker on the ridge space or spaces that contain that number. Also place a client from another travel company (any Client Marker not in play) in the Hillary Step Queue at that number. If that space is already occupied, then do not place this Client Marker.

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[6.2] Buying Event Tokens

Events do not occur unless bought with Prestige. The cost for the event is the number in the upper right corner. If you want the event to occur, reduce your Prestige by the listed amount and follow the event instructions as described on the Player Aid. If you do not have enough Prestige left, you may not buy the event. Some of the Event Tokens have negative results, but you may choose to buy them just to slow down the storm (see Storm Watch [6.3] below). Most events will have an immediate effect, but some may be held for later use. You may continue to purchase events during the Storm Phase, if you still have the Prestige points left to do so. Played Event Tokens are set aside and are returned to the draw container.

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[6.3] Storm Watch

If you do not buy the Event Token (i.e. you do not pay the Prestige and the event does not happen), then the token is placed on the Storm Watch track on the board. The first token goes on the 1, the second on the 2, and so on until the 6 is covered. When the 6 is covered, the storm begins on the following turn (**not** the current turn).

[7.0] MOVE YOUR TEAM

Movement rules change depending on the phase of the game.

[7.1] Clear Phase Movement

During each turn of the Clear Phase, choose one of the three options below to move your guides and/or clients:

- Move 2 guides (with or without clients), **or**
- Move 1 guide (with or without clients) and then 2 clients, **or**
- Move 4 clients

When choosing option (b) guides always move first, then clients.

[7.2] Guide Movement

Guides can move forward/backward along the game board up to the number of spaces listed on their marker. They can guide one client at a time such that the client moves as one with the guide (stack the Client Marker on the Guide Marker to show this) up to two spaces. When the client is “dropped off,” remove the Client Marker from the Guide Marker and turn it over to its back side to show that it may not be moved again this turn. The guide may continue to move and guide clients as long as they have the movement allowance to do so.

Example of one guide's move: Yuri begins in a space with a client and moves that client two spaces ahead, drops the client off and turns the marker over, then moves another space where another client is waiting, picks up that client and moves two more spaces forward. Two clients will have moved two spaces ahead and Yuri will have moved five (5) spaces, his maximum allowable for the turn. Now the player can move the other guide (option a) or two clients who were not moved with Yuri (option b).

[7.3] Guide Movement Exceptions

Guides with the Strong skill may move two clients at a time. A strong guide may pick up clients during a move, but all clients being moved together must be dropped off at the same time. Guides with the Fast skill may move clients up to three spaces at a time. These skills will combine, such that a Strong and Fast guide can move two clients up to three spaces at once.

[7.4] Client Movement

Clients move forward/backward up to a number of spaces equal to the movement point number shown on their Client Markers (the number in the middle of the marker). A client who moves any part of his/her movement with a guide may NOT move in any other way that turn. Clients ignore their own movement restrictions (and character traits in the Advanced Game) when traveling with a guide, even if they are beneficial. After a Client Marker is moved, it is turned over onto its back side. Clients may decide to turn around and head back to High Camp at any time, even before reaching the Hillary Step or Summit. Clients in the Hillary Step may not move during this step. They are moved during the Resolve Hillary Step Queue step [9.0].

[7.5] Preparations

For movement options (a) or (b), one guide may forfeit his/her move (i.e. will not move or guide) to add the Preparations Marker onto the Game Board on its “Prep ½” side. (The other guide or clients involved in the movement that turn may then move as normal.) If it is already on its “Prep ½” side, it is flipped onto its “Prep Ready” side. When the preparations are ready, when drawing Event Tokens, draw three instead of one. Keep one as the drawn event for that turn, put one back into the container, and permanently remove one from the game. Immediately after this, roll the die. On a  or , the preparations are over and removed from the Game Board. Guides can prepare again, then, should they so choose.



Exception: A guide may not choose Preparations during the Storm Phase.

[7.6] Storm Phase Movement

During the Storm Phase, everyone (guides and clients) can move. Guide Markers are always moved first. Both guides are allowed to move, but they lose all of their skills and their movement is reduced to just two spaces. A guide may still guide one client those two spaces. After the guides move, all clients not moved by guides may move only one space, unless their movement previously was 0, in which case it remains 0. A Client Marker which was not moved by a guide, but which begins its movement in a space with a guide (after the guides have moved), may be moved its full movement allowance.

Exception: Guides with the Resolute skill suffer no penalties during the storm and keep their other skill as well. They move as if the storm was not going on all around them!

[8.0] MOVEMENT RESTRICTIONS

[8.1] Ridges

Ridges may become blocked from the effects of an Event Token. When a ridge is blocked, clients and guides may not move into or through the blocked ridge. A client or guide already on the blocked ridge may move off of the ridge in either direction during their movement step.

Exceptions: Guides with the Expert Climber skill may guide their clients through Blocked Ridge Markers, but may not end their movement or drop off clients on

that space. If they do not have enough movement to do this, then they cannot move through the space. This is also true for Amateur Climber clients in the Advanced Game.

[8.2] Hillary Step

When a Marker (guide or client) is moved to the top or bottom of the Hillary Step (the “Up” or “Down” spaces on the board), he/she must enter the Hillary Step Queue. If characters enter the queue as a group, you can decide what order to put them into the queue. To place a character in the queue, roll one die and place the character on that numbered space. If that space is taken (either by one of your clients or guides or by an opposing Travel Company’s client), move the character to the nearest open spot following that character.

Example: A client enters the bottom of the Hillary Step and rolls a 4. That space is occupied, so the client is placed in space 4. If that space were also occupied, the client would keep moving back in the queue until an empty spot was found, or stacking the markers on the 8+ square as needed.



On a roll of a 6, you can place that Marker in any open spot that you choose. Movement is resolved within the Hillary Step Queue during that step of the game turn (see [9.0] below).

Exception: Guides with the Expert Climber skill move into the “Up” and “Down” spaces just like they are regular spaces that are next to each other, moving from one to the next and counting this movement as just one movement point. They are the only Markers that are allowed to remain in the “Up” and “Down” spaces at the end of a turn. They are not allowed to guide clients past the queue and any clients that they guide into the “Up” and “Down” spaces immediately enter the queue.

[8.3] Getting Lost

During the Storm Phase, when a client traveling without a guide leaves either South Summit or The Balcony, a die is rolled. On a roll of 1 or 2, that client is placed in the LOST box on the board and cannot be moved again. Guides never get lost, nor do the clients they are guiding (if any).

[8.4] Summit and Hillary Step Goals

When a client moves into the Hillary Step Queue, place the back side of the Summit Marker (marked Hillary Step) on the Travel Company Status Card in their character box. All characters who reach the Hillary Step will earn 4 points if they survive but do not reach the Summit. When a client reaches the Summit, they can immediately start down, even on the same turn if they still have movement points left to do so. When a client makes the Summit, turn over their Hillary Step Token to its Summit side. These clients will now earn their full point value for climbing Mt. Everest...if they survive!



[9.0] RESOLVE HILLARY STEP QUEUE

To resolve movement up and down the Hillary Step, roll one die. Move all Markers in the queue to the left (to the next lower numbered space) that many spaces.

Example: A 2 is rolled and a client is on the 6 space. The client moves to the 2 space in the queue.

If Client Markers from another Travel Company move off the chart (beyond the “1” space), they are returned to their supply. Any clients or guides who move beyond the “1” space may be placed either one space

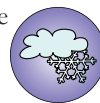
above the “Down” space or one space below the “Up” space depending on whether they are moving up or down (respectively). All others remain in the queue at their new positions after the die roll.

The Hillary Step is the one technically challenging portion of the final ascent up Mt. Everest. Inexperienced climbers require special care in getting up and down the Step, which can create a major bottleneck.

[10.0] END OF TURN

Turn all of the Client Markers back to their front side and remove all Blocked Ridge markers in preparation of the next turn.

If the final Storm Watch space was covered this turn, then the storm has officially hit, and all storm rules for moving during the Storm Phase will take effect starting next turn. Place the Storm Turn Marker on the “1” space on the Storm Track.



If the Storm Turn Marker is already on the Storm track, move the Storm Turn Marker one space forward. If moving it forward this one space moves it onto the Game End space, the game immediately ends.

[11.0] GAME END

When the Storm Turn Marker reaches the 10th space, marked “Game End”, the game is immediately over.

[11.1] Create Token Pool

Clients who are in the LOST box on the board or who are still on the mountain when the game ends must check to see if they were able to survive and will draw tokens to determine their fates. Tokens are not drawn for guides as they do not score. Place all of the Event Tokens back into the opaque container

Exception: Purchased Khumbu Ice Field Tokens, Med Kit Tokens, and an unused Luck Token remain in front of the player. Also, any tokens removed from Preparations remain out of the container.

[11.2] Resolve LOST clients

You first draw one token for each client in the LOST circle. Look at the back side of the token next to the word “Lost.”

If it reads FROZEN, then that client was not able to survive the cold before a rescue could be mounted and has died on the mountain. If the result is LIVE, then the client manages to survive and return to camp through either blind luck or sheer force of will. Return clients who survive to High Camp.



[11.3] Resolve Clients above High Camp

Then draw tokens for the remaining clients still above High Camp. Clients on the way down who have passed (not on) The Balcony ridge nearest the High Camp (i.e., the spaces with a **green** outline), draw a token and look next to the word “Near” for DIE or LIVE results. Clients on The Balcony through the South Summit (including the South Summit) (i.e., the spaces with a **yellow** outline), draw a token and check by the word “Medium.” Clients on the Cornice Traverse through the Hillary Step (i.e., the spaces with a **red** outline) draw a token and check by the word “Far.” Anyone caught above the Hillary Step toward the SUMMIT cannot possibly survive and dies immediately, with no chance of benefit from a medical kit or guide (see below).

[11.4] Guide Sacrifice

If a client is on the same space at game's end as a guide, after drawing the token, if the result is DIE, then the player may remove the guide instead. Each guide may only be sacrificed in this way once, and for one client only. The client is considered to have survived then and does not draw another token.

[11.5] Client Death

All clients who DIE (including those LOST clients who are FROZEN) are placed on their spaces on the Travel Company Status Card. Clients who survive remain on their spaces (except LOST clients are returned to High Camp).

[11.6] Clients Not Supported

Clients without a Hillary Step Marker or Summit Marker on their spaces on the Travel Company Status Card are also moved to their spaces on the Travel Company Status Card and will score negative points.

[12.0] SCORE VICTORY POINTS

After all clients have been accounted for at the game's end and their Markers have been moved as needed, calculate your final score using the following:

- Score 4 points for each surviving client with the Hillary Step Marker on their space on the Travel Company Status Card.
- Score the full point value listed on the Travel Company Status Card for each surviving client with the Summit Marker on their space.
- Now subtract the number of points shown on the Travel Company Status Card for each Client Marker placed on their space (representing their death or failure to reach the Hillary Step).
Exception: Spaces with both a Client Marker and a Summit Marker lose just four points. The client goes out in a blaze of glory, having reached the summit before dying.
- Add 1 point for each client at the High Camp space, including clients who returned to High Camp after being lost.
- Add 1 point for each point remaining on the Prestige Chart.
- Add 3 points for each oxygen tank at the High Camp space.
- Add 2 points if the Luck Event Token is held.

After determining your score, consult the Victory Chart on the Player Aid to discover your level of success.

[13.0] ADVANCED GAME

It is recommended that players play the Basic Game at least once before trying the Advanced Game to gain an understanding of client and guide movement.

[13.1] Client Traits

In the Advanced Game client traits come into play. Client traits are listed on the Client Markers and described further on the Player Aid Card. Some are positive and some are negative. Pushing and Tiring also come into play during the Advanced Game.

[13.2] Pushing and Tiring

Clients with the trait of Cautious tire after every **solo** move (i.e. **not** when they move with guides). When **TIRED**, move the Client Marker just above its current circle. During the End of Turn step, move them back into the circle, but turn them over to their "moved" side so that they cannot be moved next turn. During the next End of Turn step,

their marker is flipped back over and they will be able to move again the next turn.

Clients (only, **never** guides) can push themselves and move one extra space in a turn. This is true even during the Storm Phase. After a client pushes, they become tired, just like a Cautious client and follow the rules of tiring above.

A guide may "pick up" and carry a tired client. When this happens, the client is not tired in the following turn. A client who tires entering the Hillary Step queue, can still be moved in the queue during the Resolve Hillary Step queue step, but if they are lucky enough to exit the same turn, they will remain tired.

[13.3] Storm Phase Movement

During the Storm Phase, movement works exactly as it does in the Basic Game, except that character traits, pushing, and tiring all stay in effect. It is legal for clients to Push during the storm, if their traits allow them to do so.

[14.0] OPTIONAL RULES

[14.1] Choosing Guides and Clients

For a truly random game, mix up all the guides together and randomly select two. Then mix up all 24 clients and randomly choose six. These are your guides and clients for the game.

[14.2] Team Bonuses

SUMMIT INSANITY Once per game on the same turn, no matter the phase, both guides can move three extra spaces, carrying one client (or two if **STRONG**) their entire movement allowance.

THRILL SEEKERS

Once the storm hits, on the very first storm turn, take one normal move **and** then take one storm move immediately following the first move. (In effect taking two moves in a row, one normal movement and one storm movement.)



Choose any two guides, even if playing the random method above for clients.

Everest
Travel
Group



One client stranded on the mountain at game's end can be brought down by helicopter, eliminating the need to draw for that client.

GAME CREDITS

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