

# POCKET PEAKS

(A Very BIG Print-and-Play Solo Adventure)

*“It’s not a real adventure if you have to pay for it.”*

Sir Edmund Hilary

## Introduction

In Pocket Peaks, you embark on a race to reach the summit of the highest, most challenging and deadliest mountains on Earth (at least in PnP format) – and live to tell the tale by successfully returning to your base camp before the “blizzard of the century” triggers an avalanche and buries you alive (along with your chances for survival and a little fame!). Thanks for playing, and have fun!



## Game Overview

Pocket Peaks is a solo print-and-play (PnP) game which features 3 different mountains, 3 different **Terrain** types and various **Weather** conditions to test your climbing ability, survival skills and dice-chucking prowess. Pocket Peaks is a Dice drafting and Action point selection game with a bit of Resource Management thrown in.

Just like every day on a real mountain, every game of Pocket Peaks is different and requires you to plan carefully and react to ever-changing conditions.

And just like mountain climbing expeditions in the real world, to accomplish your goals (and simply survive), you have to carefully manage your **Health and Morale**, ensure you have adequate **Supplies** and maintain your climbing **Gear**.

Each **Turn** in Pocket Peaks represents a complete calendar day in your journey. Each Turn has a **Day phase** and a **Night phase during which you may perform a number of Actions**.

Your dice rolls determine your available **Expedition Points (EPs)** which allow you to perform **Actions** during each turn.

A game can end in 4 ways:

1. You **win** if you reach the summit **and** return to Base Camp within the number of turns available.
2. You **lose** after the last turn if you have not returned to Base Camp.
3. You **lose** immediately if your Health marker reaches the last space on the Health track.
4. You **lose** immediately if you spend 4 consecutive nights outside without a Tent **or** not at a Camp.

You are competing against yourself (as well as all manner of horrible weather, treacherous terrain and physical ailments) to reach the summit then return to your Base Camp alive to tally up your **Fame Points (FPs)**. Challenge your highest score to see if you can become the greatest Pocket Peak climber in history (or at least in your gaming group)!

For a bigger challenge, attempt all 3 maps in a “Summit Quest” and compare your scores against some of the greatest climbers in history.

**TIP:** Make use of **Camps** during your adventure – you can recover Health, use the freely-available Food, Water and Wood and replenish depleted Supplies. Just don’t stay too long, the clock is always ticking...



## Components

I supply:

- ✓ 3 PnP Player Boards (Pike’s Peak, Mt. Fuji and Mt. Everest)
- ✓ Rule Book (13 pages)
- ✓ PnP Player Reference (1 page)











You supply:

- ✓ 4d6 dice (preferably in blue, green, red and white or black, but any will do)
- ✓ 10 map markers
- ✓ 1 player marker / pawns
- ✓ Pencil & eraser

# Board Overview

Pocket Peaks is played on 1 of 3 Player boards each of which represents a different mountain.

Figure 1 shows the major features of each Player Board.

- 1. Player Board / Mountain Map:** 3 mountains with varying degrees of difficulty:
  - Only have 20-30 minutes? Climb "Pike's Peak".
  - Looking for more of a challenge in about 45-60 minutes? Try "Mt. Fuji".
  - Want the ultimate test of your survival skills? Take on "Mt. Everest" if you dare (60-90 minutes).
- 2. Turn (Day / Night) Track:** Tracks your progress towards your goal. Manage your time carefully!
- 3. Health Track:** Your lifeline. If your marker reaches the last space on the Health track , you've died, you've lost and the game ends immediately.
- 4. Morale Track:** Reflects your mental state which can affect your Health and vice-versa. 
- 5. Supply Track:** Tracks your supply of Food , Water , Wood  and Health Kits . You will not survive without these.
- 6. Gear Track:** Tracks the condition of your Tent , Climbing Rope , Axe  and Ladder  – make sure you repair them, lest they'll break!

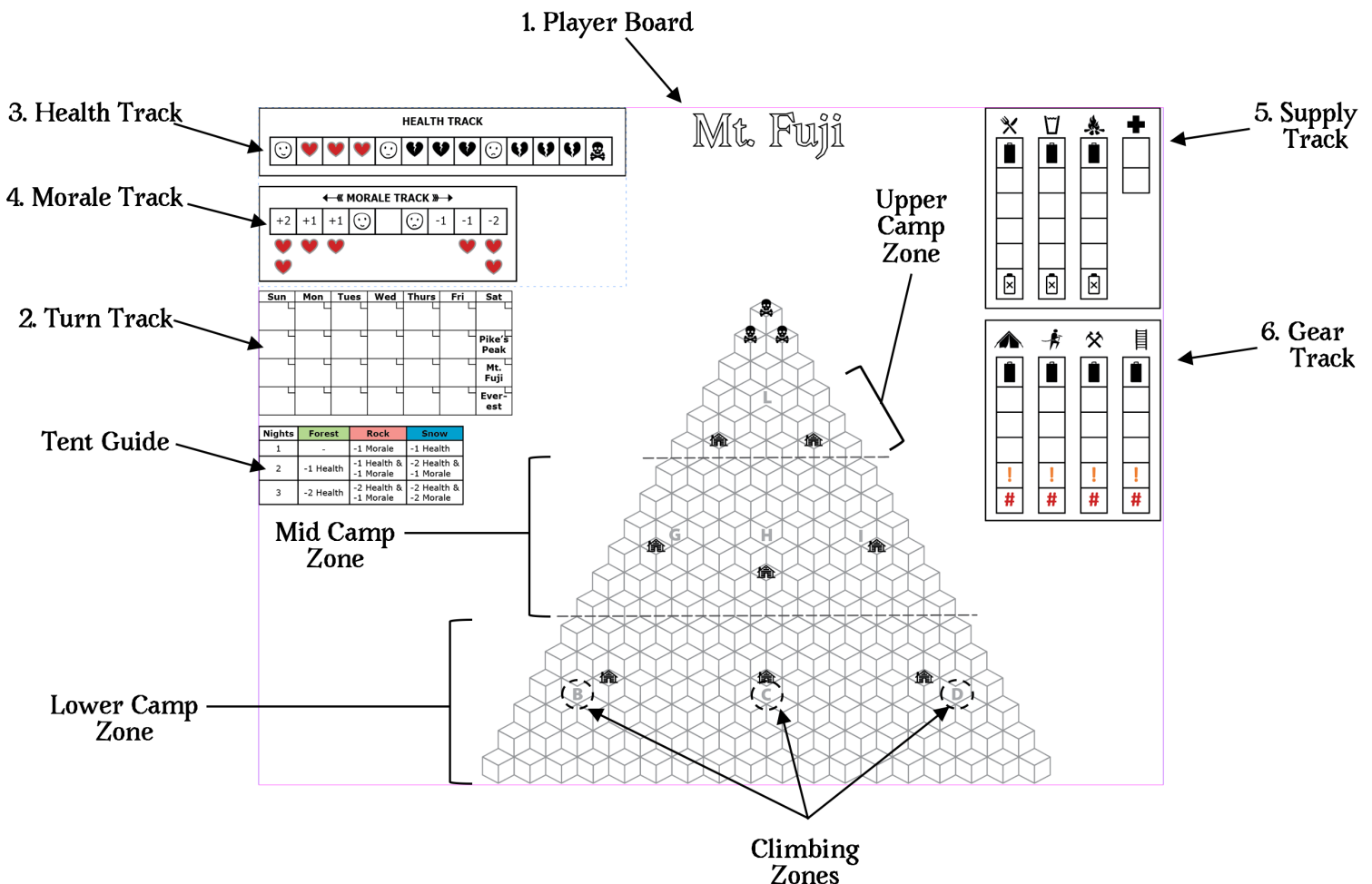


Figure 1

# Setup

To prepare for your adventure, print out the 3 Player boards and Player aid, read the Rule book and gather your components. Then, do the following (Figure 2):

## 1. Player Board Setup

- Place a marker next on the top left space of the **Turn Track**
- Place a marker on the leftmost space on the **Health Track** 😊
- Place a marker on the blank center space on the **Morale Track**
- Place a marker on the top space of each **Supply and Gear Tracks** 📦

**2. Establish Base Camp:** Base Camp is the start and (hopefully) end of your journey to the summit. Each time you play Pocket Peaks you will establish a new Base Camp. Your Base Camp is always located in Forest terrain and no Gear is required to traverse its block when returning to Base Camp.

For each map, the leftmost block in the bottom row is considered “Block 1”, and numbering proceeds left to right. Pike’s Peak has 12 blocks in its bottom row, Mt. Fuji has 18 blocks and Mt. Everest has 24 (Figure 2).

- Roll 2d6** for Pike’s Peak, **3d6** for Mt. Fuji, **4d6** for Mt. Everest; the sum of the pips is your Base Camp’s location, counting left to right from Block 1 along the bottom row of that peak. Place your Player marker / pawn on that block.
  - ✓ **Example:** Nicole is playing Pike’s Peak, she rolls 2d6 with a result of 4 which is the location of her Base Camp. Nicole places her Player marker / pawn on the 4<sup>th</sup> block from the bottom left.
  - ✓ **Example:** Pete is playing Mt. Everest, he rolls 4d6 with a result of 13, counts 13 blocks beginning with Block 1 and places his Player marker / pawn there to establish his Base Camp (Figure 2).

**3. Establish High Altitude Camps:** For you to Rest (recover Health/Morale), Repair (Gear), Refuel (Replenish Supplies) during your adventure. The map shows the possible locations of the camps 🏠, each located in a different Zone (A-L) depending upon the map (Figure 1). Only certain camps will be available during each game. The unused Camps are ignored and treated as undiscovered blocks.

- ✓ **Note:** Due to the treacherous terrain and unpredictable weather, Camps cannot be established near the summit of any peak, known as the “Death Zone” indicated by a skull icon ☠️. On Pike’s Peak, this includes Rows 11 and 12. On Mt. Fuji this includes Rows 17 and 18 (Figure 2). On Mt. Everest, this includes Rows 22-24. These zones are always in Snowy terrain as indicated by an “S” on the left face of these blocks. Terrain rolls are unnecessary when in the Death Zone, but Weather conditions are still rolled.

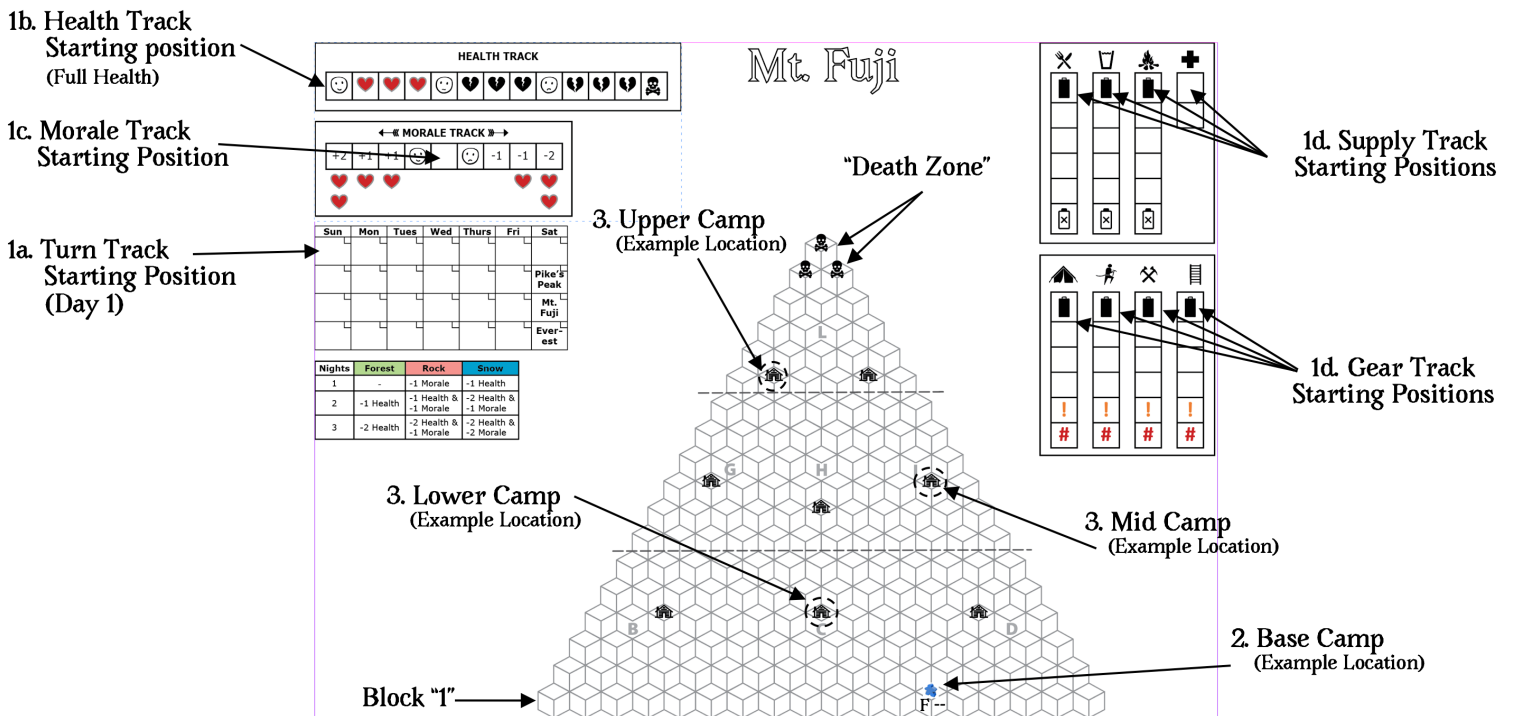


Figure 2

- A. **Pike's Peak** has 2 high altitude camps: 1 Lower (in Zone A) and 1 Upper (in Zone B).
- I. **Lower Camp:** To establish the location of the Lower Camp, **Roll 1d6**; a result of 1-3 is the left camp in Zone A, a result of 4-6 is the right camp in Zone A. Circle the appropriate camp icon.
  - II. **Upper Camp:** To establish the location of Upper Camp, **Roll 1d6**; a result of 1-3 is the left camp in Zone B, a result of 4-6 is the right camp in Zone B. Circle the appropriate camp icon.
- B. **Mt. Fuji** has 5 high altitude camps: 2 Lower (in Zones A, B or C), 2 Mid (in Zones D, E or F), and 1 Upper (in Zone G).
- I. **Lower Camps:** To establish the location of the Lower Camps, **Roll 1d6**; a result of 1-2 is in Zone A, a result of 3-4 is in Zone B and a result of 5-6 is in Zone C. Circle the appropriate camp icons (**Figure 2**).
  - II. **Mid Camps:** To establish the location of Mid Camp, **Roll 1d6**; a result of 1-2 is in Zone D, a result of 3-4 is in Zone E, a result of 5-6 is in Zone F. Circle the appropriate camp icons (**Figure 2**).
  - III. **Upper Camp:** To establish the location of Upper Camp, **Roll 1d6**; a result of 1-3 is the left camp in Zone G, a result of 4-6 is the right camp. Circle the appropriate camp icon (**Figure 2**).
- C. **Mt. Everest** has 7 high altitude camps: 2 Lower (in Zones A-E), 2 Mid (Zones F-H), 3 Upper (Zones I-L).
- I. **Lower Camps:** To establish the location of the Lower Camps, **Roll 1d6**; a result of 1 is in Zone A, 2 is in Zone B, 3 (left) and 4 (right) are in Zone C, 5 is in Zone D and 6 is in Zone E. Circle the appropriate camp icons.
  - II. **Mid Camps:** To establish the location of Mid Camps, **Roll 1d6**; a result of 1 (left) and 2 (right) is in Zone F, 3 (left) and 4 (right) are in Zone G and 5 (lower) and 6 (upper) are in Zone H. Circle the appropriate camp icons.
  - III. **Upper Camp:** To establish the location of Upper Camps, **Roll 1d6**; a result of 1 is in Zone I, 2 (left) and 3 (right) are in Zone J, 4 is in Zone K and 5 (left) and 6 (right) are in Zone L. Circle the appropriate camp icons.



# Playing the Game - Overview

## Turn Order

Pocket Peaks is played over a set number of **Turns** shown as calendar days on the **Turn Track**. Each turn consists of a **Day phase and a Night phase**. Each map has a maximum number of turns you have to reach the summit **and** return to Base Camp by the end of the last Night phase or you lose – you are allowed 14 turns (calendar days) to complete your journey for Pike’s Peak, 21 turns for Mt. Fuji and 28 turns for Mt. Everest.

At the end of each Day phase, make a “ \ “ mark in the corresponding calendar day on the Turn Track.


At the end of each Night phase, make a “ / “ mark in the same space you marked at the end of this turn’s Day phase.





## Health and Morale

Managing your **Health and Morale** are critical to your survival and affect each other – as your Health declines, you begin to lose Morale, which in turn can further reduce your Health. Likewise, as your Health improves, so too will your Morale. You cannot die as a direct result of low Morale.

If you lose a Health or Morale point, move the marker 1 space to the right, if you gain a Health or Morale point, move the marker 1 space to the left.

If your marker is moved to or should move beyond the rightmost space on the Health track  you die as a result of your injuries and the game ends immediately.

Each time your Health marker passes one of the face icons on the Health track  /  move your Morale marker accordingly. If your marker passes a face icon as you move the Health marker from left to right (decreasing health) move your Morale marker one space to the right (decreasing Morale). If your marker passes a face icon as you move the Health marker from right to left (increasing Health) move your Morale marker one space to the left (increasing Morale).

## Remember!

**Your Morale condition’s effect on your Health is resolved during each Night phase. If, at that time, your Morale marker is on a space that indicates a +1 or +2, you gain that number of Health immediately.**

## Remember!

**If your Morale marker is on a space that indicates a -1 or -2 you lose that number of Health immediately. If your Morale marker is on the middle blank space of the Morale track your Health is unaffected.**



## Weather

**Weather** conditions are also determined at the start of every turn and remain in effect for the entire turn. Weather can also affect your actions and the amount of supplies you need to survive. During **Snowy weather** (see **Day Phase**, Page 9), all Basic Actions require 1 additional EP to perform. During a **Blizzard**, only **Short Rest, Repair Gear and Repair Tent** actions are possible. **Ascend / Descend, all Gather and all Advanced actions** are not possible.

- ✓ **Note:** *If you want to attempt / perform multiple Ascend / Descend actions on the same turn, you must roll 1d6 to determine the Terrain type and Gear requirements for any undiscovered adjacent blocks for each Ascend / Descend action you are attempting to perform.*



## Terrain

During your adventure, you will encounter **3 Terrain types: Forest, Rock and Snow**, which can be found anywhere on the mountain, except near each summit known as the “Death Zone”, where only Snow exists (**Figure 3**).

At the start of each Day Phase, for all undiscovered blocks on the map **adjacent** to your current location, you must determine what type of Terrain you’re facing and any Gear you need before you can move with the Ascend / Descend actions. Determining terrain for empty blocks can be thought of as “discovering” what lies ahead of you on your trek. Adjacent blocks may be above, below or to either side of your current location (**Figure 4**).

Once Terrain type has been determined mark the **Left face** of any and all adjacent **undiscovered** blocks with an “F” for Forest, “R” for Rock or “S” for Snow (Figure 3).

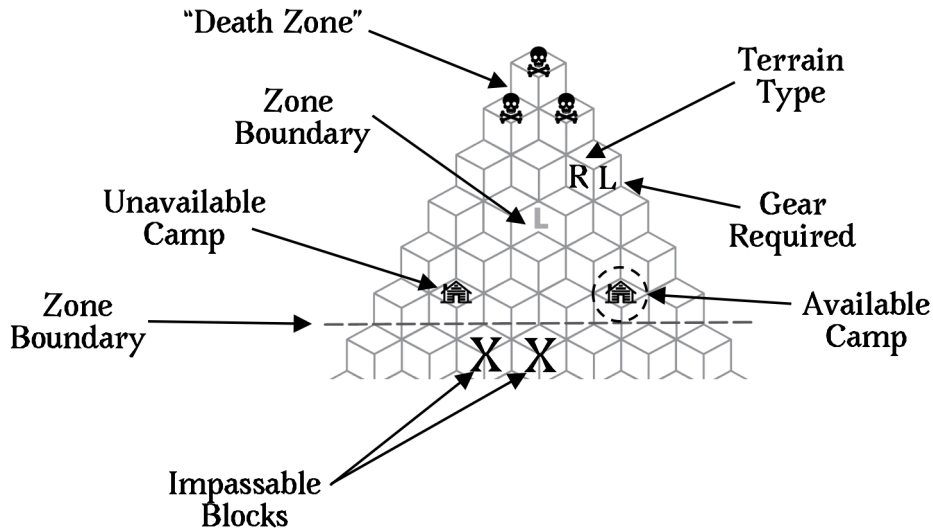


Figure 3

Terrain affects both Basic and Advanced Actions; for example, it is more difficult (requires more EPs) to Ascend / Descend through Rocky terrain (6 EPs to Ascend and 5 EPs to Descend) than Forest (4 EPs to Ascend and 3 EPs to Descend). However, it is easier (requires fewer EPs) to gather Wood (4 EPs) in a Forest compared to Rocky (6 EPs) or Snow (7 EPs) terrain.

Once a block’s terrain type has been determined it remains throughout the game (although some Expedition Events can change this). This explains why it costs 1 less EP to Descend through each block you’ve already identified during your Ascent – since you’ve discovered this terrain already, you’re more prepared to traverse it.

- ✓ **Climbing Tip:** This “Descend bonus” can assist you greatly as you determine the fastest and safest path back from the summit to Base Camp.

During your adventure, some blocks you encounter may be, or may become due to Expedition Events, **Impassable**. No Actions may be performed on an Impassable tile for the remainder of the game. Mark Impassable tiles with an “X” when required (Figure 3).

**Remember!**

Moving through blocks previously discovered still requires you to perform Ascend / Descend actions using any available EPs for the current Day / Night phase.

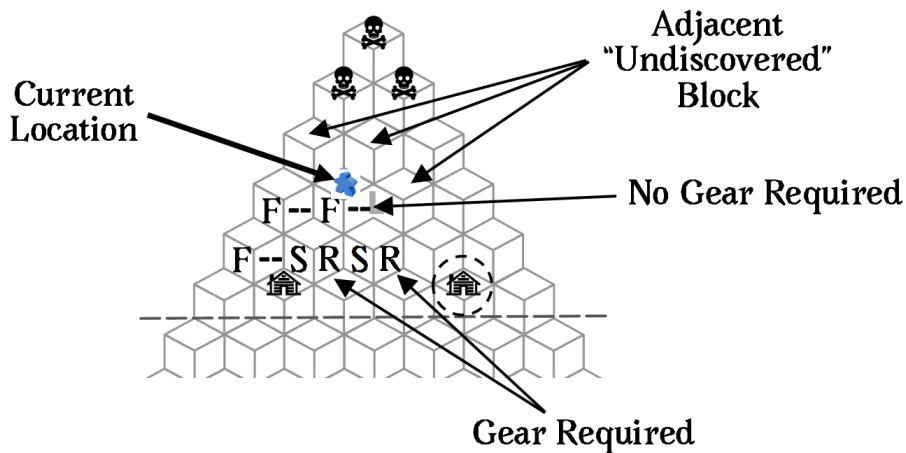


Figure 4

## Supplies

You must manage your inventory of **3 Supplies: Food, Water and Wood** which you will consume during the **Replenish stage** each Night **that you are not at a Camp**. The number of supplies you consume varies by the terrain you end your Night Action stage on each turn. When you consume a supply, move its marker down 1 space on the appropriate Gear Track. If you gain a supply, move the marker up 1 space (**Figure 5**).

You also begin the game with 2 **First Aid Kits** which can be used at any time during a turn. Using a First Aid Kit increases your Health by 2 immediately.

You can carry up to 6 of each supply type except First Aid Kits of which you are allowed no more than 2.

## Remember!

For each required supply that you are short during the Replenish phase, you lose 1 Health.

- ✓ **Example:** Nicole spends the Replenish stage during Snowy weather, so she needs to consume 1 Food, 1 Water and 1 Wood. Her supply of Water and Wood is depleted, so Nicole loses 2 Health (1 each for the Water and Wood shortage).

If you spend the Replenish stage at a **Camp**, you can use the supplies **freely available at the Camp**, not from your personal inventory for that turn. Also, if you spend the Replenish stage at a Camp, you may **gain up to 5 supplies** of any type, up to your maximum capacity. This can be, for example, 5 Food, or 2 Food, 1 Water, 1 Wood and 1 First Aid Kit, etc.



## Climbing Gear

Your **Gear**, which includes a **Tent, Climbing rope, Climbing Axes and Ladder**, are essential to successfully (and safely) navigating the terrain and other obstacles you'll encounter. Each time you move to a block that requires Gear, move the appropriate marker down 1 space on the Gear Track, reducing the number of remaining uses. If you recover a use of Gear, through the **Repair Gear** action, for example, move the marker up 1 space on the Gear Track (**Figure 5**).

Like Terrain, at the start of each Day Phase, for all undiscovered blocks on the map adjacent to your current location, you must determine what Gear, if any, you need before you can move by taking the Ascend / Descend actions.

Once Gear requirements have been determined mark the **Right face** of all adjacent undiscovered blocks with an **"R" for Rope, "C" for Climbing Axes or "L" for Ladder** to indicate the Gear necessary to traverse these blocks. If no gear is required mark each undiscovered block with a **"—"** (**Figure 4**).

Using gear doesn't require EPs, however each piece of gear provides a **limited number of uses** before it becomes damaged and requires repair. If you fail to (or chose not to) repair a piece of damaged gear using Actions, it will break after its next use. If a block you wish to Ascend / Descend through requires Gear which is broken, you **may not** move to that block. Unless you are at a Camp, any broken Gear can be replaced via the **Airdrop Gear** action.

During each **Night Phase you do not spend in a Camp**, you must use your Tent or risk losing Health and/or Morale. For every night during the Rest Phase spent in your Tent, move its associated marker down 1 space on the Gear Track.

If your tent is **Damaged** you can still rest effectively, but if your tent is **Broken** during the Rest stage, you must sleep outside, which affects your Health (you're cold) and Morale (you have a horrible night's sleep) per the following Tent Guide:

	Forest	Rock	Snow
1 Night	-	-1 Morale	-1 Health
2 Nights	-1 Health	-1 Health & -1 Morale	-2 Health & -1 Morale
3 Nights	-2 Health	-2 Health & -1 Morale	-2 Health & -2 Morale

You can sleep outside 3 nights at most. After your 3<sup>rd</sup> night outside, you **must** perform the **Airdrop Gear** to gain a new tent or the **Airlift to Camp** action **during the Day Phase** of your next turn or you die during the Night Phase of that turn and lose the game.

If you spend the Replenish stage at a Camp, you may **fully repair 1 piece of your Gear for free, except the Tent**. Any additional repairs you wish to perform while at a Camp require EPs based upon the terrain type for that turn.



Mt. Fuji

**HEALTH TRACK**

☺ ♥ ♥ ♥ ♥ ☹️ ♥ ♥ ♥ ☹️ ♥ ♥ ♥ ☠️

← **MORALE TRACK** →

+2 +1 +1 ☺️ ☹️ -1 -1 -2

♥ ♥ ♥ ♥ ♥ ♥

Sun	Mon	Tues	Wed	Thurs	Fri	Sat
						Pike's Peak
						Mt. Fuji
						Everest

Nights	Forest	Rock	Snow
1	-	-1 Morale	-1 Health
2	-1 Health	-1 Health & -1 Morale	-2 Health & -1 Morale
3	-2 Health	-2 Health & -1 Morale	-2 Health & -2 Morale

**Inventory Full**

**You Lose!**

**Inventory Empty**

**Gear Fully Repaired**

**Gear Damaged**

**Gear Broken**

Figure 5



## Actions

There are 2 types of actions, **Basic Actions** and **Advanced Actions**, which are resolved during the Day phase. Some actions are also available during the Night phase. All actions require a minimum number of Expedition Points (EPs) to perform. You may perform any Basic action multiple times assuming you have the required EPs.

If you choose to perform an **Advanced Action** during the Day Phase, it must be resolved first, after which **the Action stage ends immediately**, i.e. no further Actions may be performed, even if you have surplus EPs, and you move immediately to the Night phase.

### Remember!

**EPs do not carry over from the Day cycle to Night cycle in a single turn, and do not carry over to subsequent turns.**

The chart below shows the Basic and Advanced actions and EPs required followed by a brief description of each:

### Basic Actions:

1. **Ascend / Descend** – Allows you to move 1 block in any direction to an adjacent block
2. **Gather Food** – Allows you to gain 1 Food
3. **Gather Water** – Allows you to gain 1 Water
4. **Gather Wood** – Allows you to gain 1 Wood
5. **Short Rest** – Allows you to recover 1 Health point each time you take this action
6. **Repair Gear** – Allows you to recover 1 use of either your Ladder, Rope or Axe each time you take this action
7. **Repair Tent** – Allows you to recover 1 use of your Tent each time you take this action

### Advanced Actions:

1. **Long Rest** – Allows you to recover **either** 2 Health points or 1 Morale point
2. **Airdrop Supply** – Allows you to gain 3 Supplies of any type. You may gain any combination of the 3 Supply types, gain all of one type, etc.
3. **Airdrop Gear** – Allows you to gain 1 new piece of Gear. Any remaining uses of existing Gear are lost, you can only carry 1 of any piece of Gear.
4. **Airlift to Camp** – Transports you from your current location to the camp below (on Ascents) or above (on Descents) the fewest number of blocks away. The nearest camp may be your Base Camp.

	DAY ACTIONS (Roll 3d6)										
	Basic Actions							Advanced Actions			
	Ascend / Descend	Gather Food	Gather Water	Gather Wood	Short Rest	Repair Gear	Repair Tent	Long Rest	Airdrop Supply	Airdrop Gear	Airlift to Camp
TERRAIN TYPE	EXPEDITION POINTS REQUIRED (+1EP all Actions when Snowing)										
Forest	4 / 3	6	6	4	6	3	4	9	10	9	12
Rock	6 / 5	4	8	6	7	3	4	11	9	8	10
Snow	8 / 7	8	4	7	8	4	6	11	11	10	12

- ✓ **Example:** Pete has 11 EPs available for his Day phase / Action stage. He is in Forest terrain with Clear weather. He Ascends 1 block (4 EPs) and Gathers Food (6 EPs). Pete now has 1 EPs remaining and cannot perform additional actions this during this Phase.
- ✓ **Example:** Nicole has 15 EPs available for her Day phase / Action stage. She is in Rock terrain with Snowy weather (all Actions require 1 additional EP when it's Snowing). She Gathers Wood (6 base EPs + 1 additional EP). Nicole now has 8 EPs remaining so she Ascends 1 block (6 base EPs + 1 additional EP) leaving 1 EP remaining, so she cannot perform additional actions during this Phase.
- ✓ **Example:** Ben has 17 EPs available for his Day phase / Action stage. He is Snow terrain with Clear weather. His Ladder is damaged, so Ben performs Repair Gear twice (5 EPs + 5 EPs) to recover 2 uses. Ben now has 7 EPs remaining so he performs Gather Wood (7 EP) which uses all his available EPs.
- ✓ **Example:** Pete has 17 EPs available for his Day phase / Action stage. He is in Rock terrain and requires a Ladder. Pete used his ladder during the last Day cycle, which caused it to break. He uses Airdrop Gear (8 EP), which provides him with a new ladder to use on subsequent turns. His Day phase ends immediately.
- ✓ **Example:** Pete has 16 EPs available for his Day phase / Action stage. He is in Rock terrain with Clear weather and requires no Gear to Ascend / Descend. He Ascends 1 block (6 EPs). With his remaining 10 EPs, Pete wants to attempt another Ascend action. He rolls 1d6 to determine the terrain of the 4 adjacent blocks which are next in his path with the result 2 (Forest). He rolls another

1d6 for Gear with the result 2 (Rope). Pete is able to perform another Ascend action since Forests require 4 EP. Pete now has 6 EPs remaining and wants to attempt another Ascend action. He rolls 1d6 to determine the Terrain of the 4 adjacent blocks which are next in his path with the result 4 (Rock). He rolls another 1d6 with the result 5 (No Gear). Pete performs an Ascend action (6 EPs) using his last available EPs. Pete also gains 1 Morale point because he performed 3 Basic Actions during this phase.

If during any Day or Night phase, you **perform 2 or more Basic Actions**, you immediately **gain 1 Morale point**.

If during any Day phase you are **unable to perform any Basic Actions**, you immediately **lose 1 Morale point**.

You do not lose any Morale for not attempting or performing actions during the Night Phase.

- ✓ **Note:** Ascend / Descend actions are movement, which triggers one use of Gear if required. If Gear is required but you do not perform an Ascend / Descend action during the current turn the Gear is not used and its corresponding marker does not move. All other Basic Actions other than Ascend / Descend assume you perform them on the block you began the current turn on and do not require Gear to perform.



### Expedition Events

Expedition events are determined during each Day Phase and represent random and unexpected occurrences, some good, some bad, that may occur during any adventure of this type. **Expedition Event conditions take precedence over normal Weather, Terrain and Gear rolls** and are resolved according to the Expedition Events table on the Player Aid.



### Gaining Fame

You may gain or lose **Fame Points** throughout your adventure for completing certain milestones, finding valuable artifacts and during **End of Game scoring**, according to the table on the Player Aid.



### Basic Actions      Advanced Actions

Turn Sequence Reference

END OF GAME SCORING	
	Fame Points
Discover a Block	+1 each
Full Turns Remaining	+5 each
Remaining Health	+2 each
Remaining Food	+3 each
Remaining Water	+2 each
Remaining Wood	+1 each
Fully Repaired Gear	+3 each
Damaged Gear	-1 each
Broken Gear	-3 each
Morale Adjustment	2x ending track value

Scoring Table

DAY ACTIONS (Roll 3d6)											
TERRAIN TYPE	Basic Actions						Advanced Actions				
	Ascend / Descend	Gather Food	Gather Water	Gather Wood	Short Rest	Repair Gear	Repair Tent	Long Rest	Airdrop Supply	Airdrop Gear	Airlift to Camp
Forest	4 / 3	6	6	4	6	3	4	9	10	9	12
Rock	6 / 5	4	8	6	7	3	4	11	9	8	10
Snow	8 / 7	8	4	7	8	4	6	11	11	10	12

NIGHT ACTIONS (Roll 2d6)											
TERRAIN TYPE	Basic Actions						Advanced Actions				
	Ascend / Descend	Gather Food	Gather Water	Gather Wood	Short Rest	Repair Gear	Repair Tent	Long Rest	Airdrop Supply	Airdrop Gear	Airlift to Camp
Forest	4 / 3	6	6	4	6	3	4	9	10	9	12
Rock	6 / 5	4	8	6	7	3	4	11	9	8	10
Snow	8 / 7	8	4	7	8	4	6	11	11	10	12

EXPEDITION EVENTS (4d6)					
RESULT	EVENT / EFFECT	RESOLUTION	RESULT	EVENT / EFFECT	RESOLUTION
4	Mud Slide	All Forest terrain blocks below you are buried in mud. Mark them impassable for this game.	15	Gear Upgrade	You find better equipment left by previous climber. Gain 2 uses for 1 piece of Gear.
5	Energy Boost!	Ascend/Descend actions require half the number of EPs rounded up this Day phase.	16	Foul Weather	Ascend/Descend and Gather actions require 2 additional EPs this Turn.
6	Dead End	The 2 tiles diagonally ahead of you are impassable for this game. Mark them with an "X".	17	Well Rested	You're feeling great! +1 Morale and Ascend/Descend and Gather actions require 2 less EPs this turn.
7	Trailblazer	Ascend/Descend actions require 2 less EPs this Turn.	18	Slow Going	Ascend/Descend actions require 1 additional EP this Turn.
8	Bad Night's Sleep	You're exhausted and must rest to continue. No Ascend/Descend actions during Day phase this Turn.	19	Spring Thaw	Gather actions require 1 less EP this Turn.
9	Beautiful Weather	Ascend/Descend and Gather actions require 1 less EP this Turn.	20	Bad Food	You ate some spoiled Food last Night - lose 1 Health. No Ascend/Descend actions this Day phase.
10	Rock Slide	You can't make Ascend/Descend until you make at least 1 lateral movement before continuing forward.	21	Easy Going	The path ahead is clear, take 1 free Ascend/Descend action this Day phase.
11	Supply Chest	Dropped by an unfortunate previous climber. Gain 1 Food, 1 Water and 1 Wood.	22	Ladder Damaged	Your Ladder was damaged during its last use and must be repaired.
12	Twisted Ankle	Dam rocks! -1 Health and you must take a Short Rest before any Ascend/Descend actions this Turn.	23	Treasure	Who could have left this here?! +2 Fame Points.
13	Scavengers	During the last Night phase, some animals stole your Food and drank your Water. Lose 1 of each.	24	Avalanche!	You're lucky to be alive. The 3 rows of blocks below you (9 blocks total) are impassable for this game. Mark them with an "X".

Day Actions Table

Night Actions Table

Expedition Events

### Player Reference

# Turn Sequence Summary

Each **Day phase** has **2 Stages**:

## **1. Expedition Stage**

- a. Roll 3d6 to determine Weather, Terrain and Gear for this turn as necessary. Mark undiscovered blocks accordingly.
- b. Roll 4d6 to determine Expedition events for this turn, resolve as necessary per Expedition Event table
- c. Roll 3d6 to determine Expedition Points (EPs) available for this Day phase
- d. Plan Actions

## **2. Action Stage**

- a. Resolve Actions and Gear usage
- b. Mark current Day Phase complete with a “ \ “

Each **Night phase** has **2 mandatory Stages**.

Optionally you may attempt certain Actions:

## **1. Action Stage (optional)**

- a. Roll 2d6 to determine Terrain and Gear required for any undiscovered blocks and mark them accordingly
- b. Roll 2d6 to determine EPs available for this Night phase
- c. Plan Actions
- d. Resolve Actions and Gear usage

## **2. Replenish Stage**

- a. Resolve Replenish Actions and adjust Resource, Health and Morale markers accordingly

## **3. Rest Stage**

- a. Resolve Rest Actions
- b. Resolve Health / Morale conditions
- c. Mark current Night phase complete with a “ / “
- d. Proceed to next Turn, move the Turn Track marker to the next space

# Day Phase

## 1. Expedition Stage

a. **Roll 3d6 to determine Weather conditions, Terrain type and Gear requirements.** (Terrain and Gear are only rolled if undiscovered blocks are adjacent to your turn starting position)

- **Weather conditions (Blue die):**
  - 1-4 = Clear (no effect)
  - 5 = Snowy (all Actions +1 additional EP)
  - 6 = Blizzard (only Short Rest, Repair Gear and Long Rest are available)
- **Terrain type (Green die):**
  - 1-2 = Forest
  - 3-4 = Rock
  - 5-6 = Snow
- **Gear required to Ascend / Descend (Red die):**
  - 1 = Ladder
  - 2 = Climbing Rope
  - 3 = Axe
  - 4-6 = None

✓ **Note:** *Weather conditions must be determined (rolled) every Day, regardless of whether you moved during the previous turn or whether or not there are previously discovered blocks adjacent to your turn starting position.*

b. **Roll 4d6 to determine Expedition Event.** Refer to Expedition Event table and resolve event conditions as necessary

c. **Roll 3d6 to determine EPs available** for this Day phase.

The conditions below occur independently of EPs or Actions and are in effect only the Day phase:

- **3-of-a-Kind:**
  - 3 x "1s" = Minor injury, -1 Health, no movement or gather this turn (during either Day or Night phases)
  - 3 x "3s" = You find 1 Resource of any kind
  - 3 x "6s" = You're feeling great, Ascend / Descend EP requirements are halved, rounded up this Day phase (Does not apply during Night phase movement)
- **Odds & Evens:**
  - "1", "3", "5" = Any undiscovered adjacent blocks to your right and upper right (on Ascents) or right and lower right (on Descents) is **Impassable**. Mark these blocks with an "X", they remain impassable for the current game.
  - "2", "4", "6" = Any undiscovered adjacent blocks to your left and upper left (on Ascents) or left and lower left (on Descents) are **Impassable**. Mark these blocks with an "X", they remain impassable for the current game.
- **Consecutives:**
  - "1", "2", "3" or "4", "5", "6" only = You discover a **lost artifact** from a previous climber. Roll 1d6, the result are EPs added to your final score, make a note of this.

## d. Plan Day Actions

## 2. Action Stage

a. **Resolve your chosen Actions and any Gear usage requirements**

# Night Phase

## 1. Action Stage (optional)

- Roll 2d6 to determine Terrain type and Gear requirements for any undiscovered blocks adjacent to your current position
- Roll 2d6 to determine EPs available for this Night phase.

The conditions below occur independently of EPs or Actions and are in effect only the Night phase:

- 2 x 1s = You're exhausted, no Actions may be performed during this Night phase
- 2 x 6s = You find 1 Supply of any kind – adjust its marker accordingly now

### c. Plan Night Actions

Note that Night Actions are limited to **Ascend / Descend, Repair Gear** and **Long Rest**.

If you perform Long Rest continue as normal (your turn does not end even though you performed an Advanced Action) – adjust your Health and/or Morale markers accordingly now

### d. Resolve your chosen Actions and any Gear usage requirements.

If you performed any Ascend / Descend actions, move your Health marker accordingly

NIGHT ACTIONS (Roll 2d6)											
Basic Actions							Advanced Actions				
	Ascend / Descend	Gather Food	Gather Water	Gather Wood	Short Rest	Repair Gear	Repair Tent	Long Rest	Airdrop Supply	Airdrop Gear	Airlift to Camp
TERRAIN TYPE	EXPEDITION POINTS REQUIRED (+1 EP All Actions when Snowing)										
Forest	4 / 3	6	6	4	6	3	4	9	10	9	12
Rock	6 / 5	4	8	6	7	3	4	11	9	8	10
Snow	8 / 7	8	4	7	8	4	6	11	11	10	12

## 2. Replenish Stage

- During every Night phase **you do not spend at a Camp**, you need to consume Food, and depending on Terrain and Weather conditions, you may also need to consume Water and/or Wood.
  - Forest = Consume 1 Food
  - Rock = Consume 1 Food and 1 Water
  - Snow = Consume 1 Food, 1 Water and 1 Wood
  - Blizzard = Consume 1 Food, 1 Water and 2 Wood

✓ **Example:** Nicole is in Snow terrain during her Replenish stage. Nicole has Food available, but has no Water or Wood, so she loses 2 Health points.

### Remember!

If you spent this Night phase at a Camp, you gain up to 5 of supplies. Adjust your supply markers accordingly.

## 3. Rest Stage

- During each Night phase you need to rest in your tent to avoid losing Health and/or Morale. If your tent is broken, every night you sleep outside effects your Health and/or Morale per the Tent Guide
  - ✓ **Note:** The effects of sleeping outside **are in addition** to any affects you resolved during the Replenish Stage
- Resolve any Health / Morale conditions – this ends the Turn. Proceed to the next Day Phase – **move the marker to the next space in the Day / Night track.**
- If this is the last Night available and you did not return to Base Camp, you're dead.


# End of the Game Scoring

Depending upon how your game ends, do the following:

## **You Win If!**

1. You reach the summit **and** return to Base Camp within the number of turns available:
  - a. Use the “End of Game Scoring” table to tally Fame Points earned during the game.
  - b. Add additional Fame Points you’ve earned based upon your achievements by end of game
  - c. Subtract any Fame Points lost due to Damaged or Broken Gear at the end of the game

## **You Lose Immediately If:**

1. You **fail to return to Base Camp** before the end of the Night Phase on your last turn according to which mountain you’ve attempted
2. Your **Health marker reaches or must move beyond the last space** on the Health track 
3. You spend **4 consecutive nights (Night Phases) outside** without a Tent **or** at a Camp



## **Summit Quest challenge:**

If you are successful conquering each mountain during one game session, you’ve completed the Summit Quest!

Like those who came before you, your name will become part of legend as one of the greatest mountain climbers in history.

Can you beat the best?

1. Sir Edmund Hilary → 280 Fame Points
2. Reinhold Messner → 260 Fame Points
3. Jerzy Kukuczka → 250 Fame Points
4. Gerlinde Kaltenbrunner → 240 Fame Points
5. Edhurn Pasaban → 230 Fame Points
6. Tenzing Norgay → 220 Fame Points
7. Edhard Loretan → 210 Fame Points
8. Park Young-Seok → 290 Fame Points
9. Lino Lacedelli → 170 Fame Points
10. Alex Lowe → 150 Fame Points



## **Pocket Peaks v9**

### **Design, Development and Rule book:**

Pete Gerr

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### **Rule book Editor:**

Nicole Marchand

### **Graphic Design:**

Lee Winchell

### **Playtesters:**

Nicole Marchand, Ryan McCay, all my kids, and hopefully, you!



# Pike's Peak

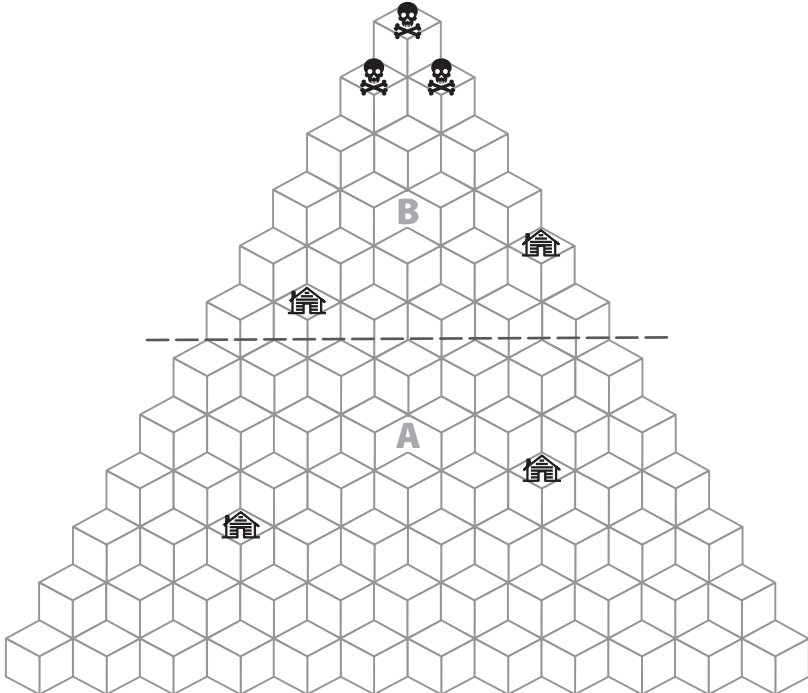
**HEALTH TRACK**

**MORALE TRACK**

+2 +1 +1 -1 -1 -2

Sun	Mon	Tues	Wed	Thurs	Fri	Sat
						Pike's Peak
						Mt. Fuji
						Everest

Nights	Forest	Rock	Snow
1	-	-1 Morale	-1 Health
2	-1 Health	-1 Health & -1 Morale	-2 Health & -1 Morale
3	-2 Health	-2 Health & -1 Morale	-2 Health & -2 Morale



# Mt. Fuji

## HEALTH TRACK



## ← « MORALE TRACK » →

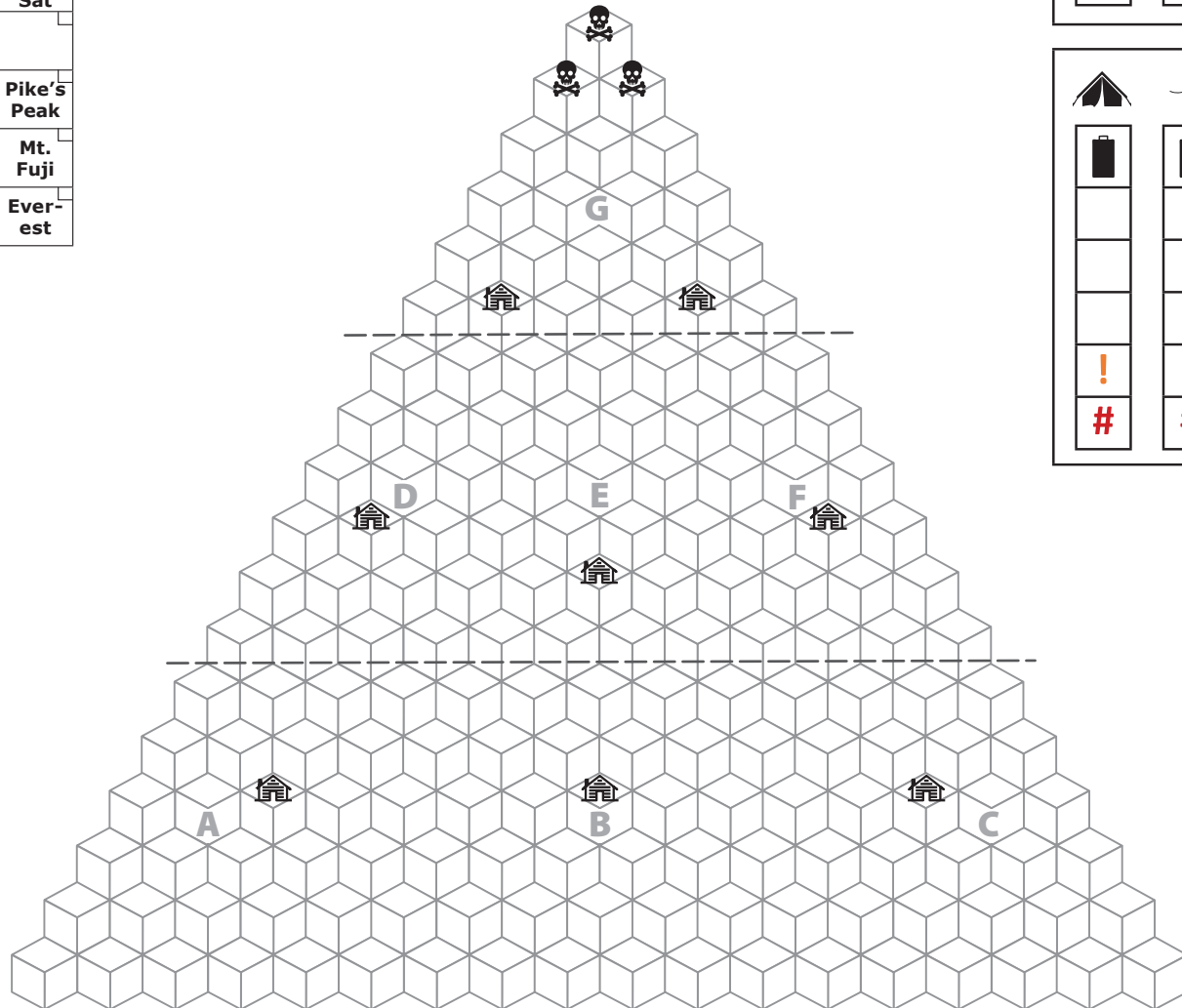


Sun	Mon	Tues	Wed	Thurs	Fri	Sat
						Pike's Peak
						Mt. Fuji
						Everest

Nights	Forest	Rock	Snow
1	-	-1 Morale	-1 Health
2	-1 Health	-1 Health & -1 Morale	-2 Health & -1 Morale
3	-2 Health	-2 Health & -1 Morale	-2 Health & -2 Morale



#	#	#	#





# Mt. Everest

## HEALTH TRACK

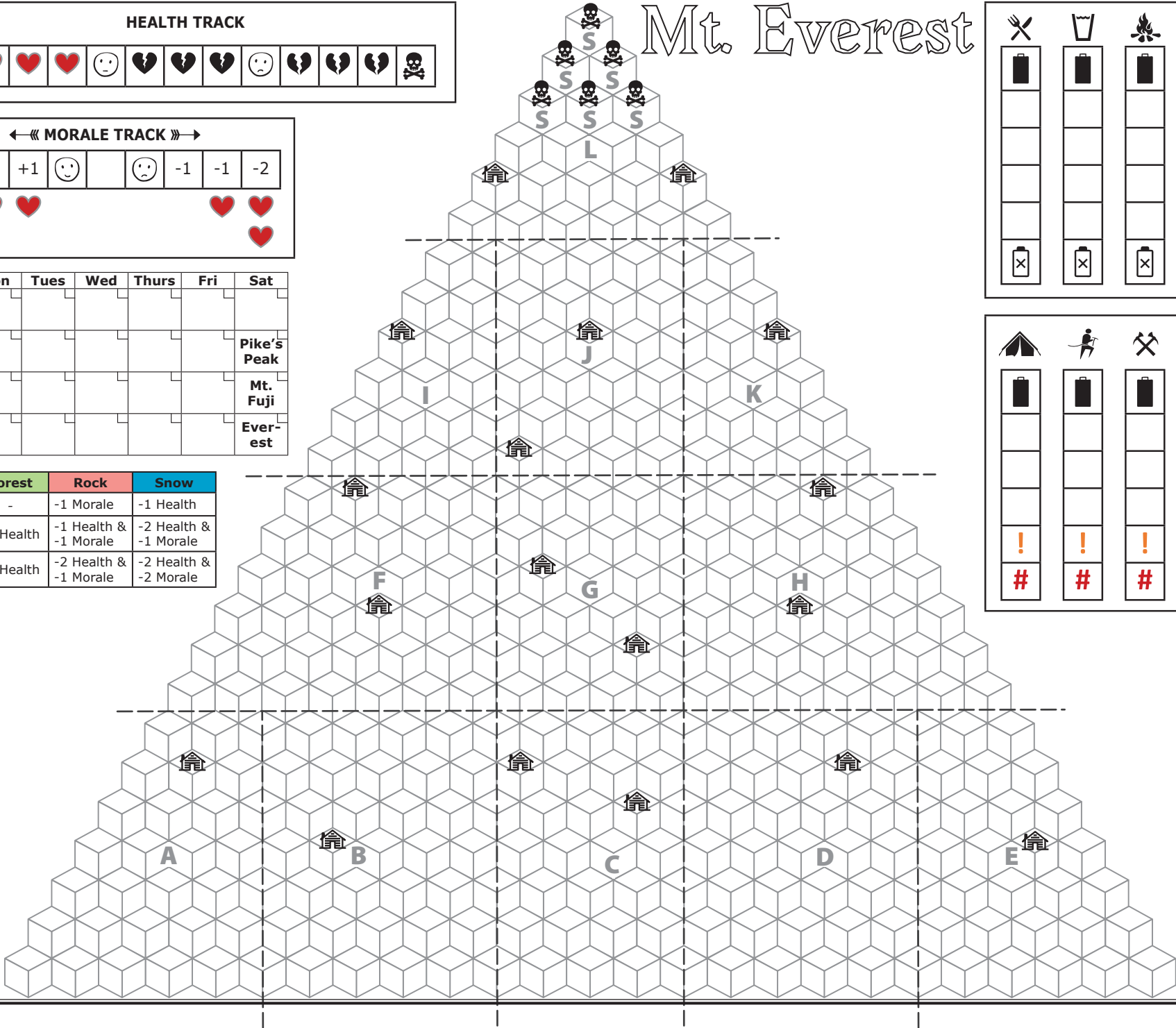


## ← « MORALE TRACK » →



Sun	Mon	Tues	Wed	Thurs	Fri	Sat
						Pike's Peak
						Mt. Fuji
						Everest

Nights	Forest	Rock	Snow
1	-	-1 Morale	-1 Health
2	-1 Health	-1 Health & -1 Morale	-2 Health & -1 Morale
3	-2 Health	-2 Health & -1 Morale	-2 Health & -2 Morale



## Turn Sequence

Each **Day phase** has **2 Stages**:

### 1. Expedition Stage

- Roll 3d6 to determine Weather, Terrain and Gear for this turn as necessary. Mark any undiscovered blocks
- Roll 4d6 to determine Expedition Events for this turn, resolve as necessary
- Roll 3d6 to determine Expedition Points (EPs) available for this Day phase
- Plan Actions

### 2. Action Stage

- Resolve Actions and Gear usage
- Mark Day Phase complete on Turn Track

Each **Night phase** has **2 Mandatory Stages**:

### 1. Action Stage (optional)

- Roll 2d6 to determine Terrain and Gear for any undiscovered blocks. Mark blocks accordingly
- Roll 2d6 to determine EPs available for this Night phase
- Plan Actions
- Resolve Actions and Gear usage

### 2. Replenish Stage

- Resolve Replenish Actions and adjust Resource, Health and Morale markers accordingly
- Resolve Replenish Actions

### 3. Rest Stage

- Resolve Rest Actions
- Resolve Health and Morale conditions
- Mark current Night Phase complete
- Proceed to Next Turn

END OF GAME SCORING	
	Fame Points
Discover a Block	+1 each
Full Turns Remaining	+5 each
Remaining Health	+2 each
Remaining Food	+3 each
Remaining Water	+2 each
Remaining Wood	+1 each
Fully Repaired Gear	+3 each
Damaged Gear	- 1 each
Broken Gear	- 3 each
Morale Adjustment	2x ending track value

DAY ACTIONS (Roll 3d6)											
Basic Actions								Advanced Actions			
Ascend / Descend	Gather Food	Gather Water	Gather Wood	Short Rest	Repair Gear	Repair Tent	Long Rest	Airdrop Supply	Airdrop Gear	Airlift to Camp	
TERRAIN TYPE	EXPEDITION POINTS REQUIRED (+1EP all Actions when Snowing)										
Forest	4 / 3	6	6	4	6	3	4	9	10	9	12
Rock	6 / 5	4	8	6	7	3	4	11	9	8	10
Snow	8 / 7	8	4	7	8	4	6	11	11	10	12

NIGHT ACTIONS (Roll 2d6)											
Basic Actions								Advanced Actions			
Ascend / Descend	Gather Food	Gather Water	Gather Wood	Short Rest	Repair Gear	Repair Tent	Long Rest	Airdrop Supply	Airdrop Gear	Airlift to Camp	
TERRAIN TYPE	EXPEDITION POINTS REQUIRED (+1 EP All Actions when Snowing)										
Forest	4 / 3	6	6	4	6	3	4	9	10	9	12
Rock	6 / 5	4	8	6	7	3	4	11	9	8	10
Snow	8 / 7	8	4	7	8	4	6	11	11	10	12

EXPEDITION EVENTS (4d6)					
RESULT	EVENT/EFFECT	RESOLUTION	RESULT	EVENT/EFFECT	RESOLUTION
4	Mud Slide	All Forest terrain blocks below you are buried in mud. Mark them impassable for this game	15	Gear Upgrade	You find better equipment left by previous climber. Gain 2 uses for 1 piece of Gear
5	Energy Boost!	Ascend/Descend actions require half the number of EPs rounded up this Day phase	16	Foul Weather	Ascend/Descend and Gather actions require 2 additional EPs this Turn
6	Dead End	The 2 tiles diagonally ahead of you are impassable for this game. Mark them with an "X"	17	Well Rested	You're feeling great! +1 Morale and Ascend/Descend and Gather Actions require 2 less EPs this turn
7	Trailblazer	Ascend/Descend actions require 2 less EPs this Turn	18	Slow Going	Ascend/Descend actions require 1 additional EP this Turn
8	Bad Night's Sleep	You're exhausted and must rest to continue. No Ascend/Descend actions during Day phase this Turn	19	Spring Thaw	Gather actions require 1 less EP this Turn
9	Beautiful Weather	Ascend/Descend and Gather actions require 1 less EP this Turn	20	Bad Food	You ate some spoiled Food last Night - lose 1 Health. No Ascend/Descend actions this Day phase
10	Rock Slide	You can't make Ascend/Descend until you make at least 1 lateral movement before continuing forward.	21	Easy Going	The path ahead is clear, take 1 free Ascend/Descend action this Day phase
11	Supply Chest	Dropped by an unfortunate previous climber. Gain 1 Food, 1 Water and 1 Wood	22	Ladder Damaged	Your Ladder was damaged during its last use and must be repaired
12	Twisted Ankle	Darn rocks! -1 Health and you must take a Short Rest before any Ascend/Descend actions this Turn	23	Treasure	Who could have left this here?! +2 Fame Points
13	Scavengers	During the last Night phase, some animals stole your Food and drank your Water. Lose 1 of each	24	Avalanche!	You're lucky to be alive. The 3 rows of blocks below you (9 blocks total) are impassable for this game. Mark them with an "X"
14	Found Artifact	+1 Fame Point			