

EVEREST 1924

A SOLO ROLL AND WRITE ADVENTURE

In June 1924, George Mallory and Andrew Irvine began their ascent to the peak of Mount Everest, hoping to be first to ever do so. It was to be a journey from which neither man would return alive, and whether or not they were successful remains a mystery to this day. When asked why he was planning to undertake such a dangerous and gruelling endeavour Mallory had replied simply “because it’s there”.

OVERVIEW

You are leading an expedition in an attempt to be the first to reach the top of Mount Everest. By rolling dice you will attempt to roll increasingly difficult combinations as you progress further towards the summit. Luck will play a large factor in your progress so it will be important to judge when to gamble with rerolls and how to use your limited supply of camps. Reaching the top will be a demanding task against increasing difficult odds.

EQUIPMENT

To play this game you will need:

- One game sheet
- One pen or pencil
- Six six-sided dice

SCORING STRAIGHTS

In this game a “straight” is a series of two or more dice in ascending, sequential order. The total value of the straight is the face value of the highest die in the straight multiplied by the number of dice in the straight.

For example:

A straight of  would be worth 15 (5 x 3)

A straight of  would be worth 12 (6 x 2)

You do not need to use all of your dice to make a straight. Duplicated and non-sequential dice can be ignored (assuming you don’t want to combine or reroll them - see below).

For example:

A roll of  would yield a straight of 

CLIMBING THE MOUNTAIN

You start at base camp, in the bottom left square. Each turn you will roll all of the dice you have available to you - three to start with - and attempt to score a straight (see above) equal or greater than the target number of the row directly above you (indicated to the left of that row).

If you are successful you will move upwards and right by one square. Draw a circle in this square to mark your new position.

If you are not successful then move right by one square in your current row, drawing a circle there instead.

Draw a line between the circle you just drew and your previous location - this represents your route up the mountain. You should never cross this line or revisit a square you previously marked with a circle.

COMBINING DICE

If you don't have quite the right result you need, you can combine dice to create new values.

- 1) If you have two dice of the same value you can discard one in order to increase/decrease the value of the remaining die by one.
- 2) If you have two dice of any value, you can add or subtract the values, discarding one die and changing the other to the combined value.

You cannot modify a die's value to higher than 6 or lower than 1.

You may repeat these actions as many times as you like, but discarded dice cannot be reused.

For example:

☰☰ could be converted into ☰ or ☱

☰☱ could be converted into ☰ or ☱

REROLLING DICE

If you still don't have the combination of dice you need you may choose to carry out one reroll. Choose which dice you wish to reroll, which may include discarded dice, and reroll them all at once.

You may again combine your dice (regardless of whether they were rerolled or not), but if you still don't have a high enough straight value then not only do you not ascend, but you fall to the previous row - moving right and down by one square, draw a circle and a connecting line to your new location.

Note that if there is no empty square available to fall into or doing so would cause you to pass a line in your route (for example if you have recently made camp), then this will cause the game to end.

Choosing to reroll is an optional action and carries significant risk, so be careful of when you choose to do so.

UNLOCKING EXTRA DICE

You will start the game with three dice. When you first ascend into a row where the target number has a blue background (12, 16 and 22) you can add an additional die to your rolls. You retain this additional die for the remainder of the expedition, even if you fall below this unlocking row.

MAKING CAMP

The first time you ascend into a new row you may choose to make camp. Instead of moving right by one square, you can move left by three squares (or to the beginning of the row if there are less than three squares available). Draw a circle in this new location, again drawing a line connecting it to your previous location. Cross off one of your tent symbols to record this action. You may only make camp up to four times during your expedition.

END OF THE GAME

There are three ways the game may end:

- You successfully reach the top row of the mountain (row 36)
- You choose to abandon the expedition and proceed no further - you may only do this after marking a circle in a new square and before rolling any dice
- You are required to move into a new square but no empty square is available, in which case your party perishes

Now proceed to final scoring.

FINAL SCORING

When the game ends you can calculate your final score by taking the target number of the highest row you reached and doubling it. Now deduct one point for every square you marked with a circle (including the starting square). Finally, only if you managed to reach the summit (row 36), add five points for each unused camp.

How do you compare to these mountaineering legends?

Below 20 points	Forgotten to history
21 - 40 points	Mallory and Bullock <i>First recorded attempt, 1921</i>
41 - 50 points	Finch and Bruce <i>First to pass 26,000 ft, 1922</i>
51 - 60 points	Mallory and Irvine <i>First to pass 28,000 ft, 1924</i>
61 - 70 points	Hillary and Norgay <i>First successful ascent, 1953</i>
Above 70 points	Kilian Jornet <i>Fastest ascent in just 26 hours, 2017</i>

Highest row

x2

29,002 ft

Squares traversed

+

24

26

30

36

Unused camp:

(x5)

26,000 ft

(if reached row 36)

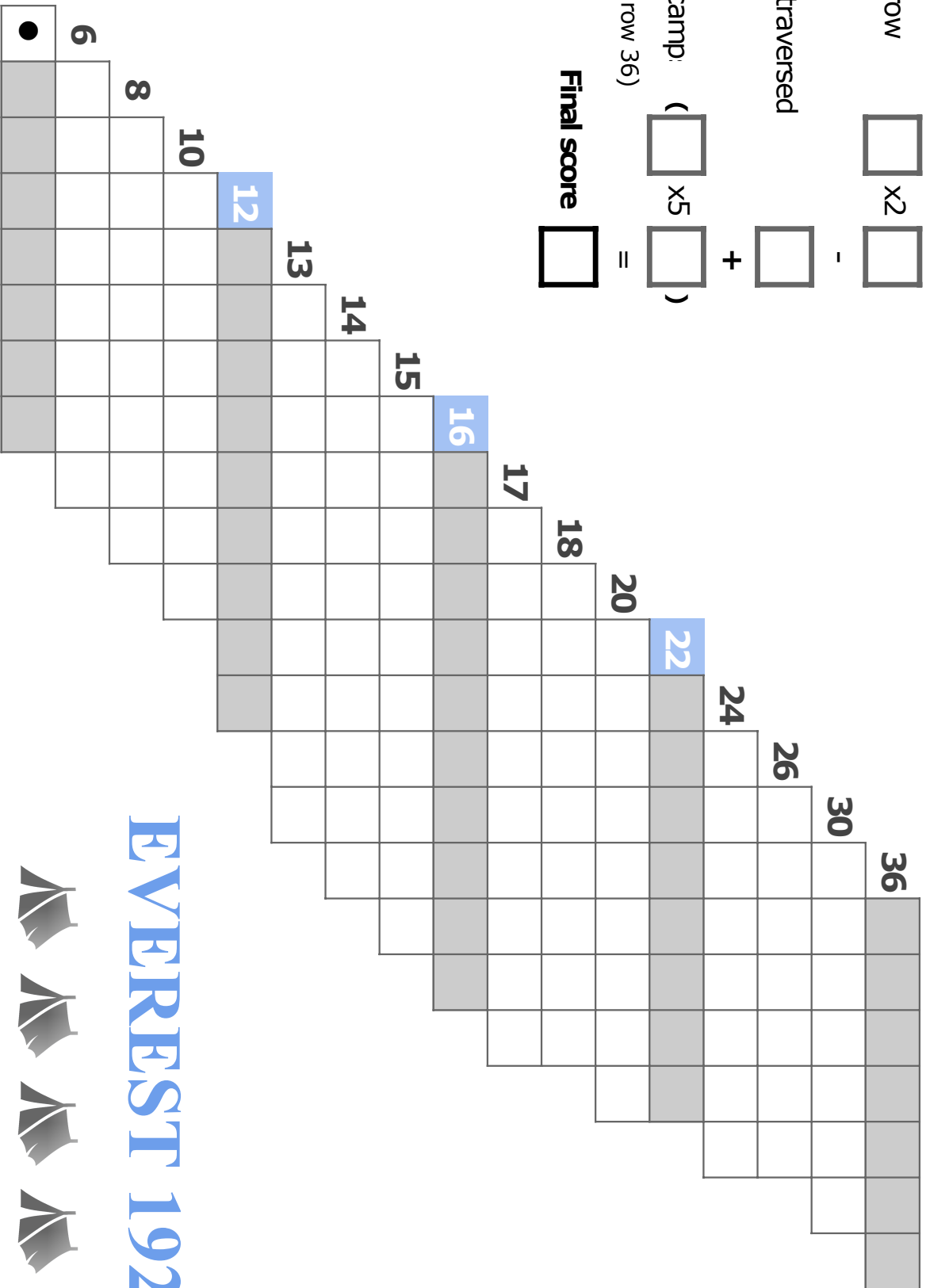
Final score

=

24,000 ft

20,000 ft

17,717 ft



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