

# TREK<sup>12</sup>



## EXPEDITION MANUAL

Read this after you've played  
a few games of Trek Mode



### EXPEDITION MODE

Now that you're familiar with Trek Mode, it's time to take on a new challenge! Your goal is to become the most reputable alpinist after **3 Ascents**.

All rules in the Rulebook still apply in this mode. This booklet only covers specific additions and changes in Expedition Mode.



### # GOAL

Earn the most *Reputation stars* over the course of 3 Ascents. ☆☆☆

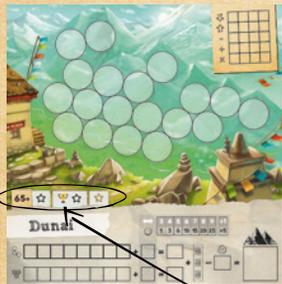
### Setup

- ⇒ Follow setup for Trek Mode, but pick 3 different Ascents instead of just 1.  
*Give each player 1 sheet for each Ascent.*
- ⇒ Shuffle the *Assist cards* and reveal cards equal to the *number of players + 3* (e.g. 8 cards in a 5-player game). Lay them in a faceup row near the play area.  
*You can stack duplicate cards on top of each other to save space.*
- ⇒ Place all unopened *Challenge envelopes* to the side of the play area.
- ⇒ Place the *Lead Climber card* in front of the oldest player. *Experience matters!*

# # EARN A REPUTATION

During an Expedition, you make **3 Ascents**, one after the other. Ascents are completed in order from **easiest** (fewest Reputation stars available) to **hardest** (most Reputation stars available). Harder Ascents offer more chances to build your Reputation.

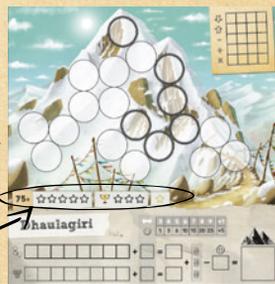
EASY (3 stars)



AVERAGE (6 stars)



DIFFICULT (9 stars)



## Reputation stars



At the end of each Ascent, players earn Reputation stars for these **3 achievements**:

**1 Reaching the Summit:** If you score a minimum number of *points* on your Ascent, you reach the *Summit* and earn the stars in the first box.

70+



*Example: To reach the Summit of Kagkot, you need at least 70 points. Doing so earns you 3 Reputation stars.*

**2 Most Skill:** If you scored the *most points* of any player, you showed the most skill, and you earn the stars in the second box. If there's a tie, all tied players earn the stars.



*Example: If you score the most points on Kagkot, you earn 2 Reputation stars.*

**Not all Ascents go off without a hitch:** The player with the most points at the end of an Ascent **always** wins those Reputation stars, even if they didn't reach the Summit!

*Mountains are not fair or unfair. they are just dangerous.*

—Reinhold Messner

*When you reach the top of the mountain. keep climbing.*

—Tibetan proverb

3

**Breaking the Record:** The first time you complete an Ascent during an Expedition, the player who scored the *most points* writes down their name and score in the *Hall of Fame* on the back of this book. This is the *current record* for that Ascent.



On any following Expedition, if a player *beats* the current record for an Ascent, they earn a *bonus Reputation star*. They then write their name and score on the back, which becomes the *new* current record.

If several players beat the record during a single Ascent, *all* of them get a bonus Reputation star, but only the *highest-scoring* player writes a new record in the Hall of Fame.

**Setting the first record:** You only earn a bonus star for *beating* a record, so when you write the *very first* record for an Ascent in the Hall of Fame, you *don't* earn a bonus star.



*to the top!*

## # CONTINUING THE EXPEDITION

When you finish an Ascent, each player records which Reputation stars they earned by filling them in on their Ascent sheet. Then follow these steps to prepare the next Ascent:

- ⇒ Check if any player completed a *Challenge envelope* (see page 7).
- ⇒ Reveal new *Assist cards* from the deck and add them to the faceup row:
  - \* **2nd Ascent:** Reveal number of players + 2 cards
  - \* **3rd Ascent:** Reveal number of players + 1 cards
- ⇒ The player who ended with the *Lead Climber card* keeps it for the next Ascent.

*If you run out of Assist cards: Shuffle any discarded cards into a new deck and continue dealing. If you still don't have enough cards, don't reveal any more!*

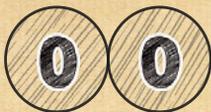


## # ASSIST CARDS

Assist cards provide you with gear and companions that help you score more points and thus reach the summit more easily.

### Claiming an Assist Card

Each time you create a new *Mapped Zone* made up of 0s, 1s, or 2s, you can pick a revealed *Assist card* and put it in front of you. You can then use it at the appropriate time (see page 6).



*You do not get an Assist card for expanding an existing Zone.*



Seriously?

This die gave me  
an idea for a new game.



- Day 7 -  
Tough night... ☹️ but what a view ☺️  
Reminder: don't eat so much yak cheese...



Buy more yak cheese for  
Mum (... we're out!)

## IMPORTANT



**You can never have more than 3 Assist cards!** If you claim a new one even though you already have 3, you'll have to return one of yours to the row of revealed cards.



**When several players claim Assist cards at the same time,** start with the *Lead Climber* and take turns clockwise. The last player to choose becomes the new Lead Climber and places the *Lead Climber card* in front of themselves.



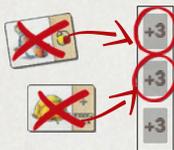
**If there are no Assist cards left when you claim one,** you don't get one. However, if several players would claim Assist cards at the same time, the last player who would do so still takes the *Lead Climber card*.

## Using an Assist Card

Once you've claimed an *Assist card*, you can choose to **EITHER** discard it *during* an Ascent to use its *special ability*, **OR** discard at the *end* of an Ascent to score *bonus points*. Each card can only be used *once*.

⇒ **Special Ability:** You may discard an *Assist card* during any game round to use its ability (see list below). You may use multiple cards in the same round. Assist cards you use during the Ascent do *not* earn you any points at the end of the Ascent.

⇒ **Bonus Points:** At the end of each Ascent, before scoring, players must decide if they want to discard any of their *Assist cards* to gain bonus points. Starting with the *Lead Climber* and going clockwise around the table, each player decides which of their Assist cards they will discard (up to their max of 3 cards).



For *each* card you discard, circle one of the **+3 bonus points** squares on your Ascent sheet. Add these points to your final score.

You can keep any Assist cards you don't discard for the next Ascent. Discarded cards are placed in a faceup discard pile next to the deck.

## ASSIST ABILITIES

The deck includes 4 kinds of *Assist cards* with the following special abilities:



### Compass

**When writing a number:** Discard this to write it in any circle that is *not* adjacent to a circle you've already filled.



### Schnapps

**After the dice are rolled:** Discard this to *ignore* the roll. Wait until all other players have written a number, then re-roll the dice. You must use the new roll (unless you play another Schnapps).



### Rope

**When writing a number:** Discard this to create or expand a *Fixed Line* between the number you wrote and another number that is 1 circle away. The 2 numbers must be able to form a legal *Fixed Line*. The circle in between may be filled or empty.



### Tent

**After the dice are rolled:** Discard this to **add** the two dice without ticking a **+** box on your Dice Options table (mark outside the table instead). You may do this even if your **+** row is full.

## # CHALLENGE ENVELOPES

*Challenge envelopes* contain new surprises for this Expedition and future ones. At the end of each Ascent, check if anyone has completed a Challenge on an unopened envelope. If someone has, they get to open that envelope.



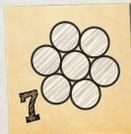
Have a *Mapped Zone* with exactly 5 circles



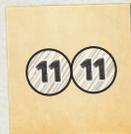
Have a *Mapped Zone* of exactly three 7s



Have a *Fixed Line* exactly 9 circles long



Have a *Mapped Zone* with exactly 7 circles



Have a *Mapped Zone* of exactly two 11s



Have a *Fixed Line* exactly 13 circles long

### IMPORTANT



**Only one new envelope may be opened at the end of each Ascent.** If multiple players complete unopened Challenge envelopes (or if a single player completes multiple unopened Challenge envelopes), only open the one that is *furthest left* in the row above.

**Example:** After ascending Kagkot, one player has a Zone of exactly three 7s, while another has set up a 9-circle-long Fixed Line. Only the player with the Zone of three 7s opens an envelope.



**If multiple players complete the same unopened Challenge envelope** (and it's the furthest left), the player among them who scored the *most points* opens the envelope.

*If you decide not to keep an envelope after you open it, make sure to recycle it! (We can never insist enough...)*

## # END OF AN EXPEDITION

After scoring the 3rd Ascent, players add up their *Reputation stars* from all 3 Ascents. The player with the most stars wins! In the case of a tie, the player who scored the *most total points* over all 3 Ascents wins.

*You can still open an envelope at the end of the final Ascent. Use the contents for your next Expedition!*

