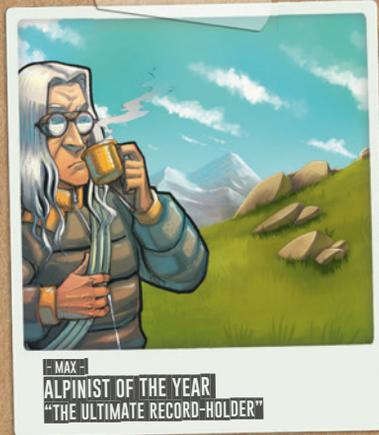


# TREK<sup>12</sup>

## FREE SOLO MANUAL



*Mountain climbers cannot count on luck or miracles.  
But they're sometimes saved by miracles.*

Manga 'K' - Shiro Tosaki



# FREE SOLO MODE

You're home alone, on a plane, or on the train? Put your spikes on and face off against a seasoned alpinist on either a single Ascent or an Expedition.

We recommend you try multiplayer Trek Mode at least a few times before playing solo. All rules in the Rulebook still apply in this mode. This booklet only covers specific additions and changes in Free Solo Mode.



Max drinks coffee. Max never goes out without his rope.  
Better safe than sorry!

## # GOAL

Score more points than your "automated" opponent to beat them to the Summit! (Or, if you're playing a full Expedition, earn more Reputation stars than they do.)

## Setup

- ⇒ Choose to play either a *Trek* (single Ascent) or an *Expedition* and set up a 2-player game as instructed in the *Rulebook* and *Expedition Manual*.
- ⇒ Write your name on one Ascent sheet (or set of 3 sheets), and write your opponent's name ("*Max*") on the other. *You'll have to write for him... He's kinda lazy!*
- ⇒ Have a drink, as your opponent will not go easy on you. *Staying hydrated is important!*

# # HOW TO PLAY: FREE SOLO TREK

Here's how to play through a single Ascent in Free Solo Mode:

## Nothing changes for you!

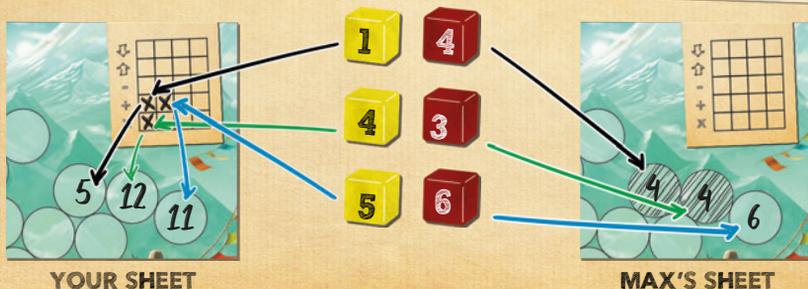
Roll the dice, fill up your Ascent sheet, and score points normally for each Ascent.

## Your opponent imitates you.

Each time you write a number on your sheet, your opponent fills the same circle on their sheet, but they *always* write the  **higher die value** (no matter what you wrote). Mark any *Mapped Zones* and *Fixed Lines* that they create on their sheet, just like you do on your own.

*Your opponent doesn't tick boxes on their "Dice Options" table and can't run out of them. If they ever have a choice to make, you choose for them.*

### EXAMPLE FREE SOLO



## Your opponent scores a Solo Bonus.

When you finish your Ascent, score your opponent's sheet the same as yours, but factor in their *Solo Bonus* (see below). If you score more total points, you win!

### MAX'S SOLO BONUS



*Max is a seasoned climber, and he isn't slowed down by minor incidents.*

Max takes **no Penalty** from *Orphan Circles*. Instead, he scores **3 bonus points** for each *Orphan Circle* on his sheet.

## # HOW TO PLAY: FREE SOLO EXPEDITION



On a *Free Solo Expedition*, you make 3 Ascents, one after the other, in order of fewest Reputation stars to most. *Reputation stars* are awarded normally to both you and your opponent, and whoever has the most stars at the end of the 3rd Ascent wins.

However, your opponent cannot open *Challenge envelopes*, and handles *Assist cards* a little differently than you do.



### Assist Cards



Each time your opponent creates a new *Mapped Zone* made up of 1s or 2s, they claim one of the revealed *Assist cards* of your choice. (Your opponent can't write 0s, since the highest die will always be at least 1.)

Your opponent doesn't use their cards for either special abilities *or* bonus points until the end of the 3rd Ascent (see below). Just like you, your opponent can't have more than 3 Assist cards. If they would claim a 4th, they don't take one.

### Completing an Ascent

At the end of each Ascent, score yourself and your opponent as normal (including their *Solo Bonus*), and gain Reputation stars as described in the Expedition Manual. Then set up the next Ascent normally.

*Your opponent can even earn a bonus Reputation star for breaking a record. If they do, you have to write their name in the Hall of Fame!*

### The Final Ascent

At the end of the 3rd Ascent, your opponent discards all *Assist cards* they've acquired across all 3 Ascents and gains **+3 bonus points** for each card.

70+



### Challenge Envelopes

*During a Free Solo Expedition, you can open Challenge envelopes according to the rules in the Expedition Manual. However, your opponent never opens Challenge envelopes.*