

# TREK<sup>12</sup>

## RULEBOOK

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*Chilling by the fire!*

In **Trek 12**, you and your friends compete to climb the Himalayas' most challenging summits. Carefully map the area, set up your lines, and tread carefully on dangerous slopes.

You'll need wits and nerve to make smart decisions and build your reputation as a legendary alpinist!

**Trek 12** includes 3 game modes:



**Trek Mode:** A quick and easy competitive game for any number of players. Ideal for beginners or for when you have limited time.





**Expedition Mode:** Compete across 3 Ascents of increasing difficulty and earn helpful rewards to up your climbing game. Play in one sitting, or save your progress across multiple sessions. *See the Expedition Manual.*





**Free Solo Mode:** Face off on your own against seasoned alpinists. Perfect if you're home alone, on a plane, or on the train. *See the Free Solo Manual.*

# COMPONENTS

 **1 red die** (faces numbered 1 to 6)

 **1 yellow die** (faces numbered 0 to 5)

**1 Lead Climber card** 

**16 Assist cards** 

*These cards represent gear and companions that can help with your Ascent. Only used in Expedition Mode.*

**3 Ascent sheets: Dunai - Kagkot - Dhaulagiri**

**6 Challenge envelopes**

*DO NOT OPEN THESE! Consult the Expedition Manual.*



## Layout of an Ascent sheet

**Climbing area**  
Made up of 19 circles

**Dice options**  
Tick off the dice combinations you use

**Normal terrain**  
**Dangerous terrain**  
Marked by thick outlines


*Only used in Expedition Mode*

**Ascent name**  
Kagkot

*Only used in Expedition Mode*

**Scoring table**

**Bonuses**  
Bonus points for longest Fixed Line  
Bonus points for largest Mapped Zone

**Penalties**  
-3 points per  at end of game

**FINAL SCORE**

**Scores for Fixed Lines**

**Scores for Mapped Zones**

# TREK MODE

*Whoever wants to climb a mountain must start at its base.*

- Chinese proverb

**Trek Mode** introduces you to the basic rules for **Trek 12**. We strongly recommend you play a few games in this mode before you take on **Expedition Mode**.

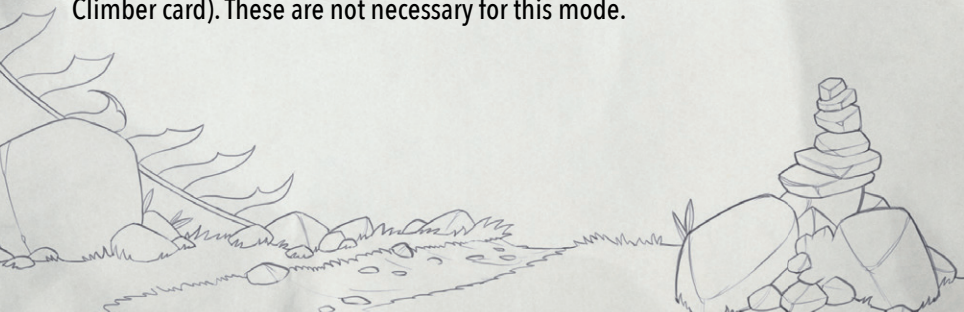
## # GOAL

Cleverly use the numbers on the dice to fill up your Ascent sheet. Create **Fixed Lines** and **Mapped Zones** to score points, but be careful to avoid **Penalties** that cost points.

## Setup

- ⇒ Pick an Ascent sheet and give each player a copy.  
*For your very first game, we recommend climbing DUNAI.*
- ⇒ Make sure each player has something to write with.
- ⇒ Place the 2 dice in the middle of the table.

Leave everything else in the box (the Assist cards, the Challenge envelopes, and the Lead Climber card). These are not necessary for this mode.



# # HOW TO PLAY



**Example roll:**  
1 and 4

The game is played in rounds. Each round has 2 steps:

- 1. Roll both dice.** (Anyone can roll, since everyone uses the same result.)
- 2. At the same time, each player chooses how they want to combine the dice, then writes the result on their sheet.**

**a. Choose one of the following options to combine the dice:**

↓ Use the **lower** die only (Example roll: 1)

↑ Use the **higher** die only (Example roll: 4)

- **Subtract** the lower die from the higher die\* (Example roll: 3)

\*Your result can be 0,  
but never negative

+ **Add** the two dice together (Example roll: 5)

x **Multiply** the two dice together (Example roll: 4)

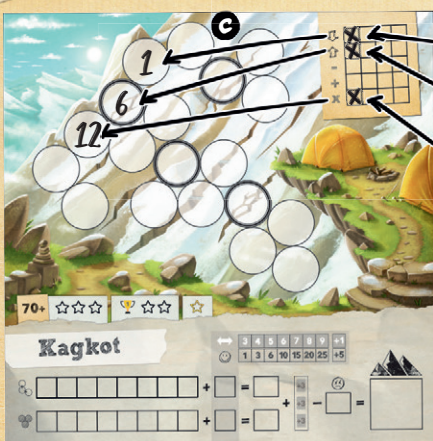
**b. Tick off the option you chose on your *Dice Options* table.**

Once you've ticked all 4 boxes next to an option, you can no longer choose that option.

**c. Write the resulting number in a circle of your choice.**

For the first dice roll of the game, you may choose any circle. Afterwards, you must choose a circle that *touches* a circle you've already filled.

**d. Mark any *Fixed Lines* or *Mapped Zones* that you created or expanded (see next page).**



1st roll (↓ = 1)



2nd roll (↑ = 6)



3rd roll (x = 12)

**EXAMPLE #1**  
COMBINE DICE

# # LAYING FIXED LINES

A **Fixed Line** is a path of connected circles with unique consecutive numbers (e.g. 4-5-6-7).

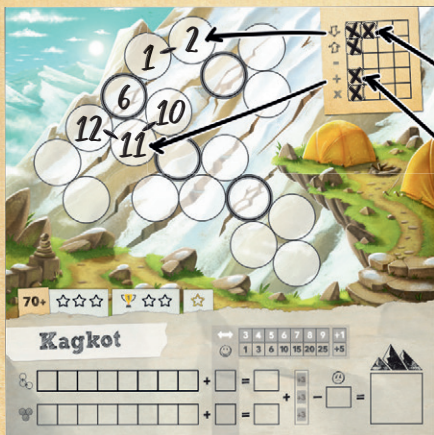
When you write a number in a circle, check if there are any *consecutive numbers* touching it that can create or expand a Fixed Line. If there are, draw *lines* connecting them together (see example below).

**Note:** Whenever you can draw a Fixed Line, you must do so.

Each number in a Fixed Line must be **unique**. Do not connect a number to a Fixed Line if that number is *already* somewhere on the Line. For example, if you have a Fixed Line with the numbers 5-6-7, and you write another 6 next to the 7, do not draw a line connecting them.

No number may ever be part of more than one Fixed Line. If a number could expand multiple Fixed Lines, you must *choose* one of them to connect it to.

## EXAMPLE #2 FIXED LINES



**3** **2** 4th roll (  $\downarrow = 2$  )

**5** **6** 5th roll (  $+$  = 11 )

On the 4th roll, Takla places a 2 and sets up a Fixed Line with the 1. He draws a line between the 1 and the 2.

On the 5th roll, he places an 11 and sets up a Fixed Line with the 10 and the 12. He draws two lines to link them: 10-11-12.

- Day 1 -  
Adapting to the altitude. Yak cheese tasting!  
Meeting with the guide. Great.

## Terrain Types



### Normal Terrain: MAX 12

You can only write numbers from 0-12 in normal terrain circles. If you choose (or are forced) to put a 13 or above in a normal circle, draw a ☹️ there instead.



### Dangerous Terrain: MAX 6

You can only write numbers from 0-6 in dangerous terrain circles. If you choose (or are forced) to put a 7 or above in a dangerous circle, draw a ☹️ there instead.

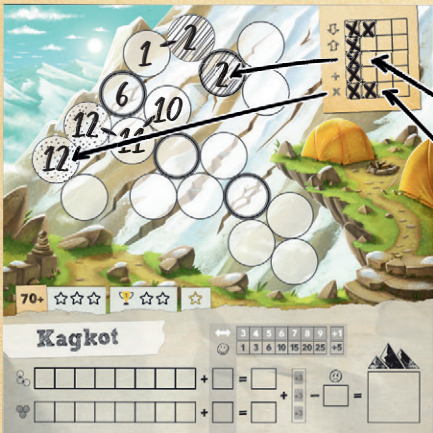
☹️ are **Penalties** at the end of the game (see page 7). They are not numbers, and can't be part of Fixed Lines or Mapped Zones.

## # MAPPING ZONES

A **Mapped Zone** is a group of connected circles with the same number.

When you write a number in a circle, it creates or expands a *Mapped Zone* with every circle around it that contains the *same number*.

When you create a *new Zone*, draw a unique *background pattern* in each circle that's part of it. When you *expand* a Zone, draw its existing pattern in each circle you add to it.



### EXAMPLE #3 MAPPED ZONES



6th roll (↑ = 6)



7th roll (X = 12)

On the 6th roll, Takla places another 2 to create a Mapped Zone. On the 7th roll, he places a 12 to create a second Zone.

### Important

A single circle can be part of both a Mapped Zone and a Fixed Line.

# # END OF THE GAME

The game ends when players have filled **every circle** on their sheets. Each player then scores their Ascent as follows:

- Fixed Lines:** Each *Fixed Line* is worth the **highest number** it contains, **+1 point** for each **other circle** on that Line. Write your score for each Fixed Line in the ☺ row.
- Mapped Zones:** Each *Mapped Zone* is worth the **number** in any of its circles, **+1 point** for each **other circle** in that Zone. Write your score for each Mapped Zone in the ☺ row.
- Bonuses:** Your **longest Fixed Line** AND your **largest Mapped Zone** each score **bonus points** based on their size. The table next to the ☺ tells you how many points you score. Write your bonus points in the boxes under the ☺.
- Penalties:** Each circle on your sheet that is **not** part of a *Fixed Line* or a *Mapped Zone* is an *Orphan Circle*. Cross out the numbers in all Orphan Circles on your sheet and draw ☹ next to them. Then count the total number of ☹ on your sheet (from both Orphan Circles and Terrain Penalties). For each ☹, you lose 3 points. Write the total points you lose under the ☹.

**3 points**

**4 points +** Largest Mapped Zone (1 point for 3 circles)

**13 points**

**13 points**

**14 points**

**14 points +** Longest Fixed Line (20 points for 8 circles)

**70+** ☆☆☆ ☆☆☆

**Kagkot**

← 3 4 5 6 7 8 9 +1  
☺ 1 3 6 10 15 20 25 +5

☹ 24 24 13 3 + 20 = 64

☹ 13 4 + 1 = 18

- 6 = 76

## EXAMPLE #4 FINAL SCORING

FIXED LINES

MAPPED ZONES

### ☹ Penalties

This 8 is in an Orphan Circle, so Takla takes a Penalty for it. He has 2 Orphan Circles, costing him a total of 6 points.

### ☺ Bonuses

According to the table, Takla scores a 20 point bonus for his longest Fixed Line (8 circles), and 1 point bonus for his largest Mapped Zone (3 circles).

+1 Areas larger than 9 circles are worth +5 bonus pts per additional circle (e.g. 30 points for 10 circles).

## You know everything you need to make your first Ascent!

After a few games of **Trek Mode**, you'll be fully acclimated to the altitude and ready to face the challenge of **Expedition Mode**. The **Expedition Manual** will explain how to use new game elements like Assist cards and Achievement envelopes.

If you run out of Ascent sheets, visit [trek12.lumberjacks-studio.com](http://trek12.lumberjacks-studio.com) and enter the name of the sheet you need to print more copies.

Enjoy the climb!



Bruno, Coentien and the Lumberjacks want to acknowledge a rope companion ...



Théo agreed, with a smile\*, to modify his plans and push his expedition to Brain Camp back a few months.

\* Yes, I assure you, with a smile. OK, maybe the news was still a bit too fresh when we took his picture.

Pandasaurus Games is a group of avid lovers of the outdoors and at least one semi-serious rock climber. We feel that it is important to remember that climbing areas are not playgrounds, but places that people call home. In that regard we are making a donation two amazing charities that support the Sherpas, Tibetans, and Nepalis that call the Himalayan mountains their home.



The American Himalayan Foundation builds schools, plants trees, trains doctors, funds hospitals, takes care of children and the elderly, and restores sacred sites throughout the Himalayas. The San Francisco-based organization also helps Tibetans rebuild and maintain their culture both in exile and within Tibet.

More information can be found here: <http://www.himalayan-foundation.org>



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