

Conquer Everest[™]

3-D Exploration and Strategy Game



ADULT ASSEMBLY RECOMMENDED

KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE — DO NOT DISCARD

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Conquer Everest™ 3-D Strategy Game

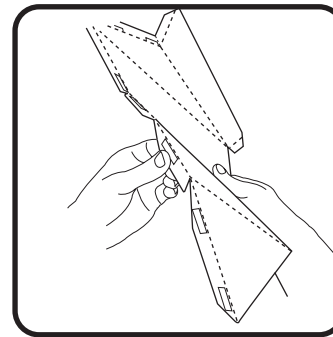
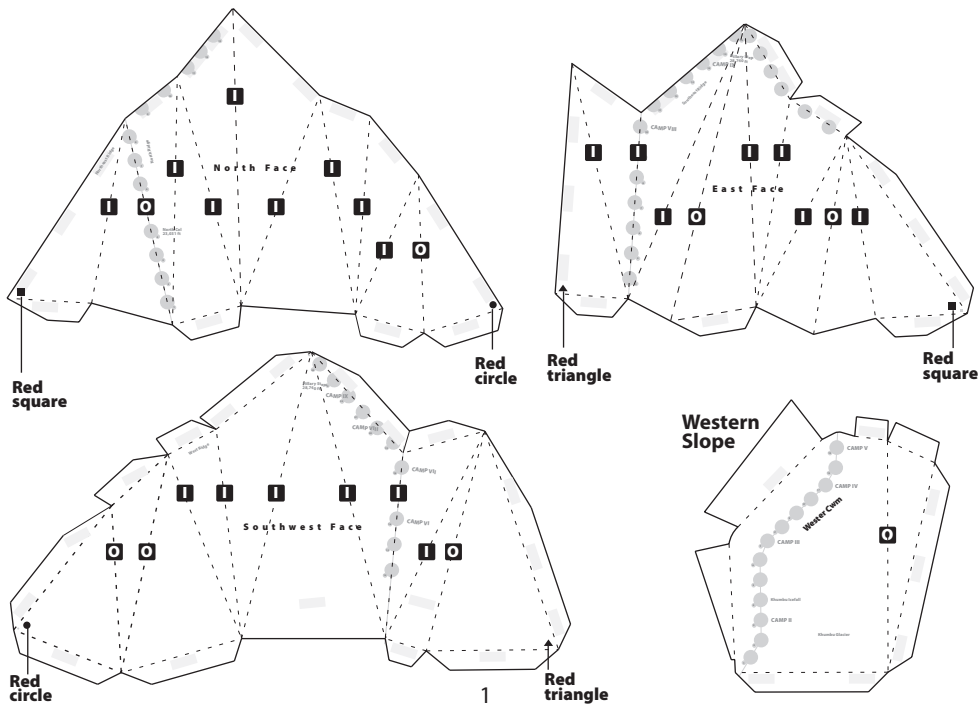
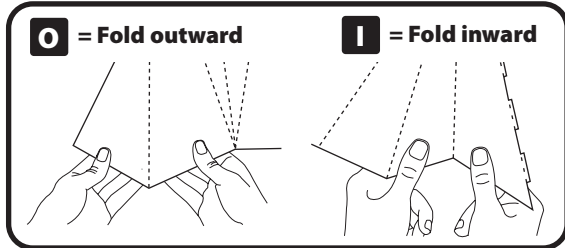
Conquering the world's highest peak is not without its perils. Join the adventure as you attempt to climb one of three actual climbing routes to reach the summit of Mount Everest. Will you have the necessary skills and gear to reach the top? Will unforeseen hazards send you and your fellow climbers back down the mountain? There's only one way to find out!

Object

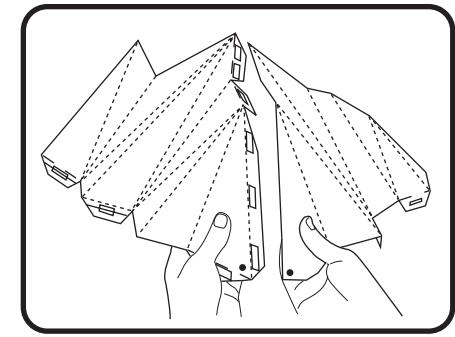
With the necessary skills and gear, be the first to climb one of three routes to the summit of Mount Everest.

Game Setup

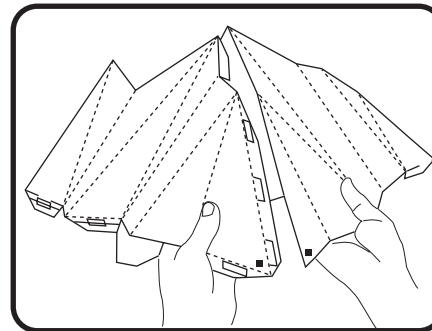
1. Separate the three mountain side pieces and the Western Slope and set the game board on a flat, level surface.
2. Bend each mountain piece in or out along the score lines as shown.



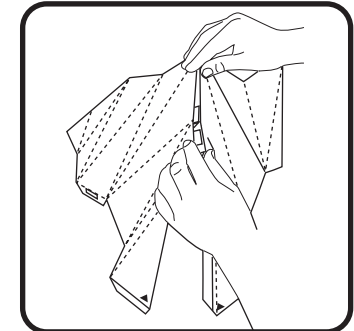
3. Fold all the mountain pieces, connecting tabs down.



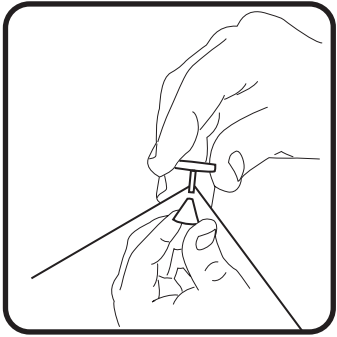
4. Begin assembly of the mountain by connecting the edges of the North Face and the Southwest Face, starting by aligning the bottom corners marked with a red circle. Continue connecting the two mountain pieces edge to edge up the ridge to the peak.



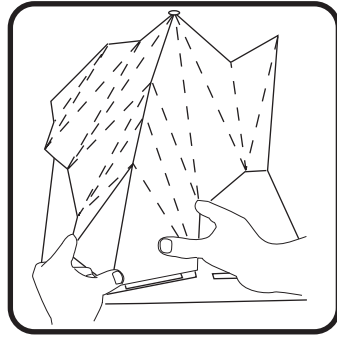
5. Continue assembly of the mountain by connecting the edges of the North Face and the East Face, starting by aligning the bottom corners marked with a red square. Continue connecting the two mountain pieces edge to edge up the ridge to the peak.



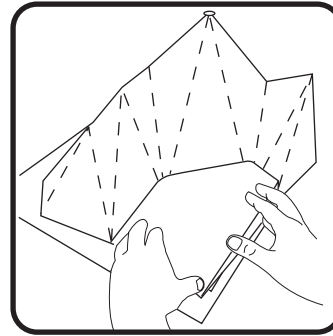
6. Complete assembly of the mountain by connecting the edges of the East Face and the Southwest Face, starting by aligning the peak and upper ridge. Continue connecting the two mountain pieces edge to edge down to the corners marked with a red triangle.



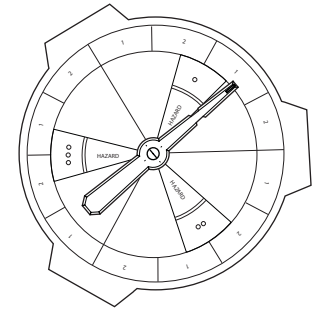
7. With the three sides of the mountain connected, attach the peak disc by reaching up inside the mountain with the anchor while inserting the post of the peak disc through the peak, into the anchor.



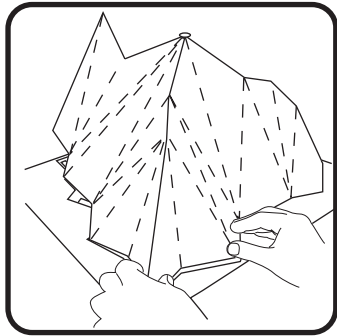
8. Connect the assembled mountain to the game board, starting with the corner of the mountain marked with red circles.



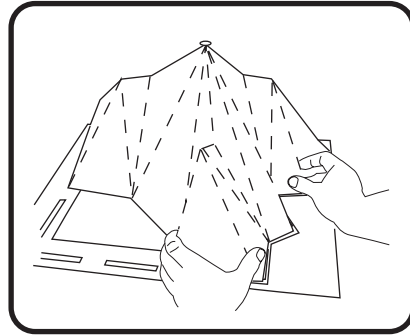
11. Finally, fold and connect the Western Slope to the game board and the Southwest Face.



12. Assemble the spinner.



9. Continue connecting the mountain to the game board by securing the corner of the mountain marked with red squares.



10. Complete connecting the mountain to the game board by securing the corner of the mountain marked with red triangles. Continue connecting the bottom edge of the mountain back to the corner marked with red circles.

13. Sort the GEAR and SKILL game cards into two piles. Shuffle each pile of cards and deal three GEAR cards and three SKILL cards face down to each player. Place the remaining GEAR and SKILL cards face down into two piles. Shuffle the remaining HAZARD cards and place them face-down.

14. Choose your climbing route and place your climber playing piece on the corresponding beginning base camp space. All players may choose to climb on the same route or may climb separate routes.

Game Play

Who Goes First?

All players spin the spinner. Highest spin goes first (three dots being the highest). Play continues to the left.

The Cards

You must hold exactly three GEAR and three SKILL cards at all times. On your turn you must always discard a minimum of one card, or up to a maximum of three (either GEAR or SKILL or a combination of both) and draw replacement cards. Also make sure to keep your cards hidden from your opponents throughout the game.

Place the cards you play in face up discard piles next to the draw piles. If a draw pile runs out, shuffle the discard pile and turn it face down to create a new draw pile.

Conquer Cards

Play one of these cards to avoid any HAZARD encountered and hold your location on the mountain.

The Spinner

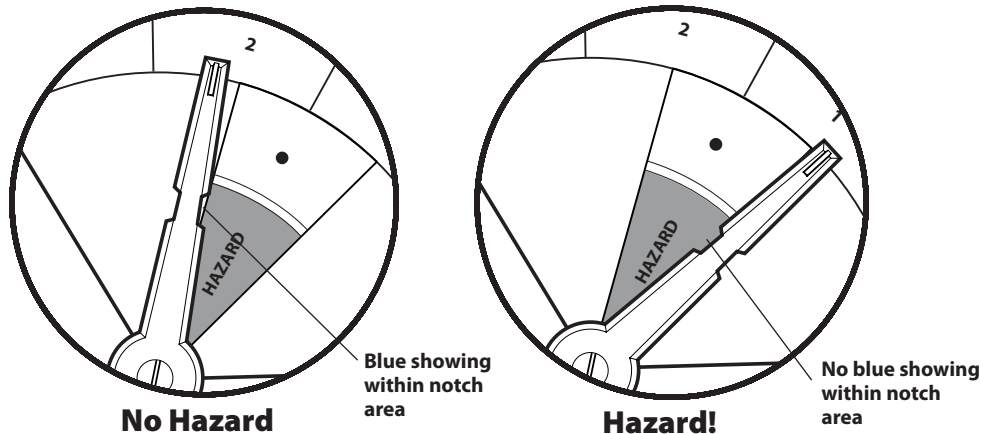
Throughout the game, players take turns spinning the spinner to determine which one of three challenges they will encounter. The spinner is divided into three main sections, each section representing one of three challenges as indicated by one, two, or three red dots. Additionally, around the perimeter of each scenario section, advance one or two space sections are indicated by a "1" or a "2." If the pointer stops directly over a line, the player spins again.

Please note: For a climber to advance up a route, the player must successfully complete the challenge by playing the necessary GEAR or SKILL card required. Only after the climber is successful may the piece be moved forward the number of spaces indicated by the spinner.

Encountering a Hazard

The spinner has three "HAZARD" zones, one within each scenario section. If the pointer stops within a HAZARD zone, the player immediately draws a HAZARD card and reads the card aloud.

If the spinner stops on the edge of a HAZARD zone, refer to figures the below to determine what is considered a hazard.



The Game Board

Each space is a color. Green indicates that you will be faced with a GEAR challenge while yellow indicates that you will be faced with a SKILL challenge. Only after the player meets the challenge with the required GEAR or SKILL card may the climber piece be moved forward.

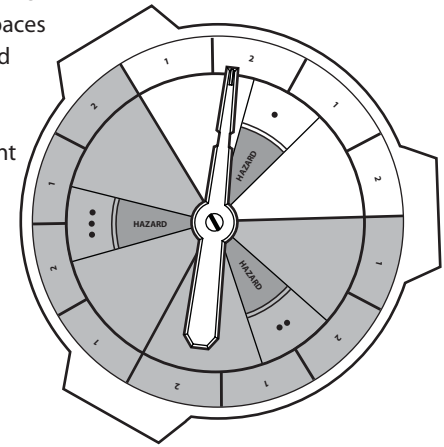
The blue spaces are "blue safe spots" and will act as safe fall-back spots as you encounter hazards or are unable to accomplish some challenges.

The Climbing Route Challenge Sheets

Each climbing route has its own set of challenges. Climbers will refer to the route challenge sheet that corresponds to the route that they are climbing. The spaces on each of the route challenge sheets match space for space to the game board. Each green or yellow space on the game board has three corresponding GEAR or SKILL challenges. The spinner indicates which one of the three specific challenges the player must overcome on his or her turn.

What You Do on Your Turn

Spin the spinner. The spinner indicates the number of spaces you may ultimately advance, but it also indicates which one of three specific GEAR or SKILL challenges you will encounter. For example, if the spinner lands within challenge section one (as indicated by one red dot) with the tip of the pointer on 2 (see figure), you will read challenge one for the space two moves ahead of your current position. Read the challenge and determine if you have the required card. If you do, advance two spaces as the spinner indicates. If you don't have the required card, you must either (1) discard a minimum of one card, or up to a maximum of three (either GEAR or SKILL or a combination of both) and draw replacement cards or (2) use a special card such as a TRADE, WILD, or CONQUER card to complete your turn. If you use a TRADE card and obtain the card required to advance from another player, you may immediately use the card and move ahead.



If the spinner stops in a HAZARD zone, you must immediately draw a HAZARD card and read it aloud.

Climbing the Route

To climb or move down the mountain, insert your climber's ice axe into the hole within each space.

No two climbers may occupy the same space. If a climber is successful in meeting the challenge on his or her turn and the spot to which the player is advancing is occupied by another player, the climber moves ahead to the first unoccupied space.

Camps and Blue Safe Spots

No harm can come to you while you remain on a camp spot or a blue safe spot. Once you've reached a camp on your turn there is a mandatory stop. You may not advance through a camp even if the spinner indicates to move ahead an additional space.

How to Win the Game

Be the first to reach the summit of the mountain to win the game.