

EVEREST

Conquer the mountain - together!

OVERVIEW

Players are a party of mountaineers, working together in the quest to get two of their party to the roof of the world - the summit of Everest. Specialists in each role cooperate to fight the cruel environment and reach the peak.

GAME PLAY

Everest is played in a series of 12 rounds, each representing a few hours on the harsh face of Mount Everest.

In a round, each player takes a single action, after which the environment responds. Players can climb to higher elevation, help one another with the climb, install gear or build shelters.

The environment then responds with either calm, bitter cold (causing frostbite to those without shelter), rockslides (destroying shelters or gear) or avalanches (potentially forcing climbers down the mountain).

As the game progresses, the environment becomes fiercer, with multiple environmental effects rolled each round. If your party can't get two mountaineers to the summit (one to hold the flag and one to take a photograph) before the end of 12 rounds, the mountain claims their lives.



Age: 10+ **Players:** 1-4 **Time:** 20 min.

COMPONENTS

5 Role cards	3 Dice (d6)
5 Meeples	Game board
40 Cubes	Rulebook

ABOUT THE DESIGNER

Michael Iachini is the designer of **Chaos & Alchemy**, a highly successful Kickstarter project from Game Salute. Everest is the third game that Michael is taking to publication.

- **Cooperative mountaineering**
- **Quick play time**

- **Solo play option**
- **Simple components**



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