



THE ESOTERIC ORDER OF GAMERS

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EsotericOrderGamers

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Game: **K2**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Choose which side of the **board** to use: the easier or harder route.

The tables in each altitude zone on the board indicate the maximum number of mountaineers that can occupy a space, depending on the number of players. Above 7000 meters with 5 players there are additional figures in red: players should agree whether to use the larger maximum number of mountaineers (easier) or the smaller maximum number (harder).

Each player chooses a color and takes the matching 4 **mountaineers**, 2 **tents**, 2 **acclimatization markers**, **player mat**, set of 18 **player cards**, and—if playing the family variant—a **rescue card**.

Each player puts 2 differently shaped mountaineers on the start space of the board, and 2 differently shaped ones on the lowest score space.

A player's acclimatization markers go on the 1 value spaces on his player mat.

Choose one of the sets of **weather tiles** (summer is easier, and winter is harder; it doesn't matter which side of the board is being used) and return the unused set to the box. Shuffle the weather tiles and deal 2 of them faceup above the board to form a sequence of six spaces (days) with weather values. Place the other tiles in a stack under the second weather tile.

Place the black **weather marker** on the first day (on the leftmost space of the left weather tile).

Place the cardboard **risk tokens** in a facedown pool; then randomly reveal 3 faceup.

Each player shuffles their deck of cards (except the rescue card) and deals themselves a hand of 6 cards.

The player who was most recently in the mountains takes the **starting player marker**.

SEQUENCE OF PLAY

The game is played for **18 turns** (an 18 day expedition). Each turn is divided into several phases, played in sequence. The phases are played by players simultaneously, except for phase 3.

1. CARD SELECTION

All players select 3 cards out of the 6 in their hand, placing the 3 cards facedown in front of themselves.

When all players have chosen their cards, they are revealed simultaneously.

2. RISK TOKENS

Players add up the Movement Points (MPs) on their 3 selected cards.

For **rope cards** (different movement values up and down), only the upward movement value is added. **Acclimatization cards** (number in a blue circle) are not counted. The player with the highest MP sum chooses one of the 3 visible risk tokens and puts it beside their 3 selected cards for this turn.

On a tie for the most MPs, no player takes a risk token.

Finally, 1 of the hidden risk tokens is drawn and placed faceup so once again 3 risk tokens are visible.

3. ACTION PHASE

Players play one after the other, starting with the player with the starting player marker and going clockwise.

You may take more than 1 action as long as you have enough cards. A player who holds a risk token during their turn has to suffer the consequences.

Climber Movement

You may use movement cards to move a mountaineer with the number of MPs shown on the cards, up or down. Indicate the mountaineer who will move and the card or cards to be used. The amount of usable MPs is the sum of the points (in green circles) on the cards.

A mountaineer can move only between adjacent spaces (connected with rope). **The cost to enter a space is marked in a yellow circle** in that space. If the space has no cost shown, it costs 1 MP to enter.

A **rope card** gives MPs in one chosen direction: use the 'up' points when moving up (ie, along a rope where the carabiner is attached to the destination space), or the 'down' points only when moving down. For other movement cards, the movement direction is not relevant. During a single move, you may change direction as desired, but 'down' points from a rope card can only be used for moving down.

MPs from one card may not be divided between 2 mountaineers. You do not have to use all the MPs, and you do not have to move a mountaineer at all.

A space can only have as many mountaineers as indicated in the table in that altitude zone on the board, depending on the number of players (and the pre-game decision whether to allow extra mountaineers on 7000m+ spaces or not).

A mountaineer can pass through a space with the maximum number of mountaineers, paying the appropriate number of MPs, as long as he doesn't stop there.

Marking Victory Points (VPs)

Every time a mountaineer successfully goes higher (to a space with more VPs—the number in the green flag), that mountaineer's marker is moved up the **victory point track** to the corresponding value. When a mountaineer goes lower, the corresponding VP marker *does not* change its position.

The VP marker of the first mountaineer to reach the peak is placed at the top of that VP space. Mountaineers who reach the peak afterward arrange their markers in order below it.

Raising Acclimatization Level

Add **acclimatization points** to mountaineers according to the played cards. Points from one card cannot be divided between 2 mountaineers, but a mountaineer can receive points from multiple cards.

Add points by moving the marker on your player mat on the track corresponding to the given mountaineer.

Pitching a Tent

A mountaineer can **pitch a tent** on his current space by spending as many MPs as the space's entry cost and place the mountaineer's corresponding tent.

In the case of rope cards, **only upward MPs can be spent on a tent**.

Each mountaineer can pitch only 1 tent during the game. A tent cannot be moved; once placed, it remains in that space until the end of the game. With enough MPs, a mountaineer can enter a space and place a tent there in 1 turn. A space can have more than 1 tent.

Risk Tokens

If you have a **risk token**, it must be applied.

If the token has a value of 0, nothing happens.

If the token has a value of 1, you must subtract 1 point from MPs or acclimatization points; in one of 3 ways:

- subtract 1 MP from one of the played cards;
- subtract 1 acclimatization point from one of the played cards;
- subtract 1 point from the acclimatization level of a mountaineer to whom at least 1 card was assigned this turn.

In the case of rope cards, you must decide whether the mountaineer will use it to move up or down, and subtract the risk token point from the selected value. A mountaineer who does not move in a given turn and who did not receive acclimatization points cannot suffer the consequences of a risk token.

If the risk token has a value of 2, you must subtract 2 points as described above. You can divide the penalty points between movement and acclimatization points, and even between mountaineers. Remember, the penalty can only be applied to a mountaineer who is moving or getting acclimatization points due to card play.

Weather Influence

Each weather tile shows the weather forecast for the next 3 days, giving information about the weather which will affect a given altitude zone (or zones) and about the effects (modifiers) which mountaineers in this zone will suffer.

The marker on the weather tile shows the current weather conditions for climbing.

2 **Red circles** are acclimatization symbols with the number of points which every climber in the given altitude zone (or zones) must subtract from their acclimatization level in phase 4 (acclimatization checks).

1 **Yellow circles** means entering every space in the given zone costs the indicated number of additional MPs (both moving up and down). This also applies to placing a tent.

1 **Red and yellow circles** means that both symbols work at the same time, as above.

0 **Blue circles** mean no weather modifiers.

4. ACCLIMATIZATION CHECKS

Checking each mountaineer separately, **add or subtract the appropriate number of acclimatization points** by adjusting the marker on the climber's track on the player's mat.

- **If the mountaineer is on a space with favorable acclimatization** (blue circle), add acclimatization points equal to the number in the circle. **If the mountaineer is on a space with unfavorable acclimatization** (red circle), the number is subtracted.
- **If the space has a tent with the same color as the mountaineer**

(not necessarily that specific mountaineer's tent), the mountaineer gains 1 acclimatization point.

- **If the current weather affects the zone where the mountaineer is**, then the mountaineer loses the indicated number of acclimatization points.

At the end of this phase, **any mountaineer's acclimatization level which is greater than 6 is reduced to 6**.

If any mountaineer's acclimatization level drops below 1, that mountaineer dies. That mountaineer's VPs are reduced to 1, and he is removed from the board.

Family Variant

If using the family variant, when one of your mountaineers dies, you can use your **rescue card** to save the mountaineer, moving him to any space at an altitude below 6000 meters. The VP marker for that mountaineer must be moved backward 4 spaces.

Your rescue card can only be used once; return it to the box after use.

5. END OF TURN

The player to the left of the starting player receives the starting player marker.

The weather marker is advanced to the next space on the weather tile. If it moves onto the first space of the weather tile on the right side, move this tile to the left side, revealing a new one on the right side.

If the marker is moved onto the last tile (you can not reveal a new tile), then only 3 days remain until the end of the game.

After moving the weather marker, all players draw 3 more cards to have 6 in their hands.

If there are no more cards to draw, in the next turn players will have only 3 cards to play. Only when the players have no cards left in their hands do they shuffle their cards and draw 6 new cards.

GAME END

The game ends at the end of the last (18th) day, when all weather tiles have run out.

Whoever has the highest sum of VPs from their 2 mountaineers is the winner.

On a tie, the winner is the tied player whose climber reached the peak first (as indicated by the order of markers on the peak's VP space). Otherwise the players with the highest total points tie.

SOLO PLAY

When playing solo, the game rules are the same. The maximum number of climbers in a given space is the same as a 2 player game.

Always take a risk token, no matter what cards are played.

If one of the mountaineers dies, the game ends immediately, and you gain as many victory points as the surviving climber scored, plus 1 VP for the dead mountaineer.

Then compare the number of VPs with the table in the rules to discover the victory level achieved.



SEQUENCE OF PLAY

1. CARD SELECTION

All players select 3 cards and place them facedown. Then they are revealed simultaneously.

2. RISK TOKENS

Players add up the Movement Points (MPs) on their 3 selected cards.

Rope cards: only the upward movement value is added. Acclimatization cards: (blue circle) are not counted.

The player with the highest MP sum takes one of the faceup 3 risk tokens. On a tie, no one takes a token.

Turn 1 of the facedown risk tokens faceup.

3. ACTION PHASE

The starting player goes first, followed by the other players in clockwise order. You may take more than 1 action as long as you have enough cards.

Climber Movement

Use movement cards to move a mountaineer with the number of MPs shown on the cards, up or down (the sum of the points in green circles). You may change direction as desired.

You may move only between spaces connected with rope. The cost to enter a space is marked in a yellow circle. If it has no cost shown, it costs 1 MP to enter.

Rope cards: use the MPs beside the up or down arrow.

A space can only have as many mountaineers as indicated in the table in that altitude zone.

Marking Victory Points (VPs)

Every time a mountaineer gets to a space with more VPs (the number in the green flag), that mountaineer's marker is moved up the victory point track to the corresponding value.

The VP marker of the first mountaineer to reach the peak is placed at the top of that space. Mountaineers who reach the peak afterward arrange their markers in order below it.

Raising Acclimatization Level

Add acclimatization points to mountaineers according to the played cards (move the marker on your player mat). Points cannot be divided between mountaineers.

Pitching a Tent

Pitch a tent on your current space by spending as many MPs as the space's entry cost.

Rope cards: only upward MPs can be spent on a tent.

Each mountaineer can pitch only 1 corresponding tent during the game. It cannot be moved. A space can have more than 1 tent.

Risk Tokens

0 Value Token: nothing happens.

1 Value Token: subtract 1 point from MPs or acclimatization points; in one of 3 ways:

- 1 MP from a played card;
- 1 acclimatization point from a played card;
- 1 point from the acclimatization level of a mountaineer to whom at least 1 card was assigned this turn.

Rope cards: move up or down, and subtract the risk token point from the selected value.

2 Value Token: -2 points as described above.

Weather Influence

2 Red circles: the points which every climber in the given altitude zone(s) must subtract from their acclimatization level in phase 4.

1 Yellow circles: every space in the given zone costs the indicated number of additional MPs. This also applies to placing a tent.

1 Red and yellow circles: both symbols work at the same time, as above.

0 Blue circles: no weather modifiers.

4. ACCLIMATIZATION CHECKS

Checking each mountaineer separately, add or subtract the appropriate number of acclimatization points.

- Mountaineer is on a space with favorable acclimatization (blue circle), add acclimatization points equal to the number. Mountaineer is on a space with unfavorable acclimatization (red circle), subtract the number.
- Space has a tent with the same color as the mountaineer: +1 acclimatization point.
- Current weather affects the zone where the mountaineer is: mountaineer loses the indicated number of acclimatization points.

Any mountaineer's acclimatization level greater than 6 is reduced to 6.

A mountaineer with an acclimatization level of less than 1 dies.

5. END OF TURN

Pass the starting player marker to the player on the left.

Advance the weather marker to the next space on the weather tile. If it moves onto the first space of the weather tile on the right side, move this tile to the left side, revealing a new one on the right side.

After moving the weather marker, all players draw 3 more cards to have 6 in their hands.



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