

Kathmandu

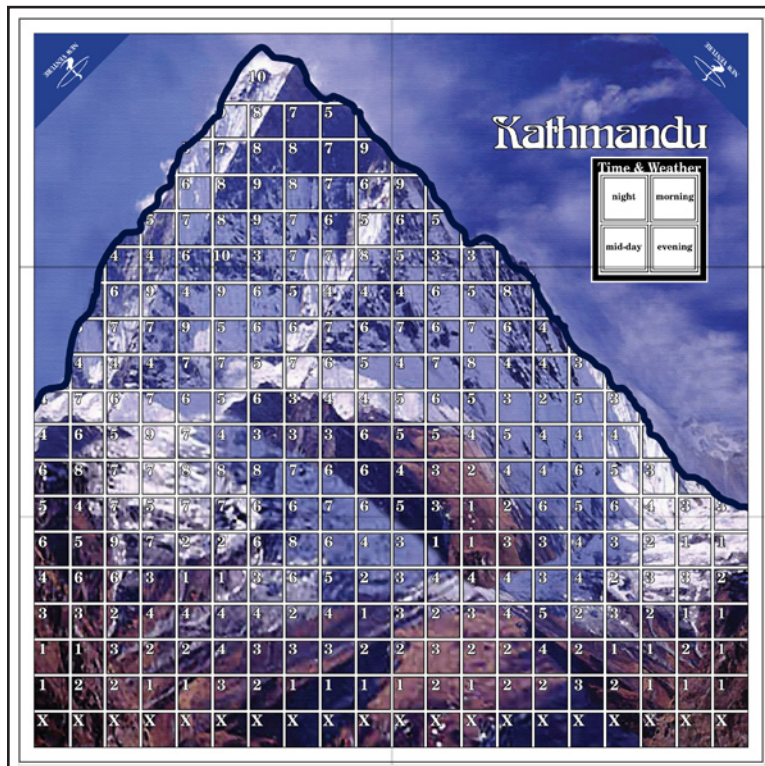
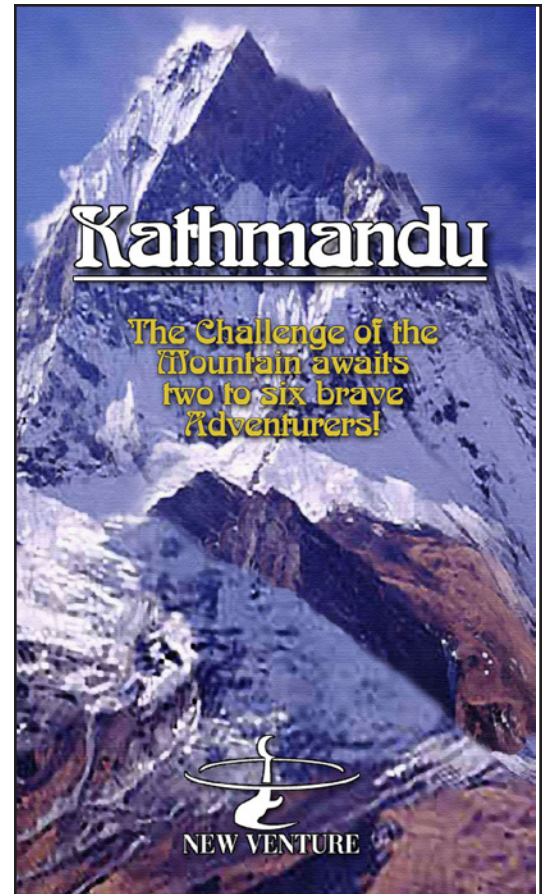
Be the first to the Summit!

Type: Race Game
Ages: 8+

Players: Two to Six
Duration: 15 - 30 minutes

Synopsis:

On this challenging mountain landscape, players can start anywhere along the bottom of the board to race to the top. Each space on the board has a numeric value that reflects the level of difficulty in climbing, and the dice determine the players' success at making the climb. There's also a "weather die" to determine the conditions for the day's climb. Choose your route carefully, hope for good weather, be the first to reach the peak, and fame and fortune shall be yours!



Equipment & Features:

The board depicts a challenging mountain peak overlaid with a grid of numbered squares. The number on the squares indicates a level of difficulty in scaling the mountainside (moving into the square as the game is played). Also on the board is a set of four squares where a specially numbered "Weather Die" is placed to show additional challenges during each turn. A second d6 is supplied to roll for movement, and each player also receives a pawn to represent his/her team of climbers.



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The Rules:

OBJECT:

To be the first player to reach the top of the mountain.

THE MOUNTAIN:

The playing surface represents the face of a mountain, and the numbered squares are areas on the mountain designated by difficulty. The higher the number is, the more difficult the climb. The squares with "X" in them are the starting points in the foothills. Players can choose whichever starting square they want to begin the game.

In the upper right corner of the board is a small grid area to keep track of the day your mountaineering team is experiencing.

THE PLAY:

At the beginning of each turn, a player rolls the RED DIE for the weather conditions during the upcoming turn. Each turn represents six hours, shown as "Night, Morning, Midday and Afternoon." Place the rolled weather die in the space for the time of day of the upcoming turn. (Usually, it's a good idea to begin in the morning, to get a good start on the climb).

Moving your climber into a space requires that your die roll MINUS the weather die totals equal to or greater than the number in the square you want to move into. Each move subtracts one from this total, meaning that you can continue to move up the mountain as long as your total (die roll minus weather minus the number of moves made so far) is still greater than the number on the square you want to move into.

IF the number you roll minus the weather die is less than the number on the square you are in at the start of your turn, you must move DIRECTLY downward that many squares.

IF the number you rolled minus the weather die is less than ZERO, you must completely abandon the climb and start over again at the foothills in an "X" space.

The first to reach the peak is the winner!