

TREK¹²

1 - TREKKER'S MANUAL

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Chilling by the fire!

Trek 12 enables you to trek through the Himalayas to open new routes to the summits. Carefully map the area and set up your lines, but be careful on the most dangerous paths. Wits and nerve are necessary to make the best choices, to boost your reputation and, who knows, to become a legendary alpinist.

Trek 12 supports three game modes:



The **"Express Ascent" mode** for an easy and quick game, ideal for when you have limited time and/or for beginners.



The **"Expedition" mode** allows for successive ascents. Each time you succeed in a challenge, you get new gear and meet new and very useful rope companions.

This mode is explained in the Alpinist Manual.



The **"Free SOLO" mode**

Home alone, on a plane or on the train? Put your spikes on for either an *Express Ascent* or for an *Expedition*, faced against seasoned alpinists.

This mode is explained in the Soloist Trek Manual.

EQUIPEMENT

1 red die (numbered from 1 to 6)

1 yellow die (numbered from 0 to 5)

1 Lead Climber card



16 Assist cards

These cards represent gear or companions that will facilitate your ascent.

3 notebooks containing the Ascent cards: **Dunai - Kagkot - Dhaulagiri**

6 Challenge envelopes: **DO NOT OPEN THEM** - Consult the Alpinist Manual.

Layout of the Ascent card

Playing surface
Made up of 19 circles

Choices table
Note which dice results were applied

Circles to be filled during the ascent
Basic circle
Dangerous circle

For the Expedition mode only
70+ ☆☆☆ 🏆☆☆☆ ☆

Card Name
Kagkot

Score tables
The value of your Fixed Lines
The value of your Zones

Your best Fixed Line
Your best Zone

FINAL SCORE

Penalties: orphan circles

Bonuses



EXPRESS ASCENT

Whoever wants to climb a mountain has to start at its base (Chinese proverb)

This game mode introduces you to all the BASIC RULES to play Trek 12.

We strongly advise you to play a few games using the Express Ascent mode before you take on the Expedition mode.

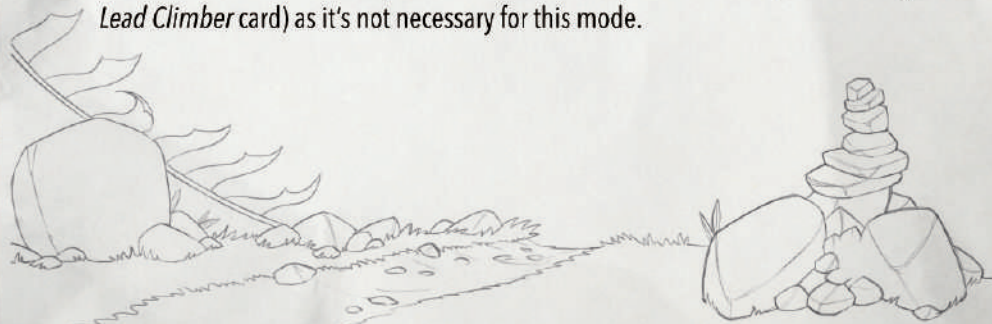
GOAL

Get the highest score by cleverly filling up your card in order to set up *Fixed Lines* and map *Zones* while you climb.

Pack your bag

- ↔ → Pick a notebook and give one Ascent card per player. We advise you to pick the **DUNAI** card for your very first game.
- Each player needs a (functioning) pen.
- Place the two dice in the centre of the table.

The rest of the material is put back into the box (the Assist cards, the Challenge envelopes, the Lead Climber card) as it's not necessary for this mode.



HOW TO PLAY

1 - One player rolls both dice.



2 - Each player chooses their result at the same time.

a - To choose a result, each player picks only one of these operations:

- ⬇ The lower result (here: 1)
- ⬆ The higher result (here: 4)
- The difference between the two results (here: 3 - The difference can be 0 but never negative)
- ⊕ The sum of the two results (here: 5)
- ⊗ The product of the two results (here: 4)

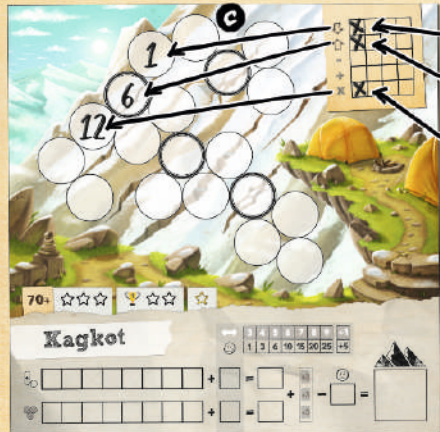
b - Tick an empty box in the line corresponding to your choice.

When all boxes are ticked in the same line, that choice is no longer available to you.

c - Report the result in a circle of your choice (Example #1):

- Place your first result in the circle of your choice.
- All subsequent results have to be adjacent to an already filled circle.

Then, apply the outcomes of your choice: either a *Fixed Line* and/or a *Zone*.



- 1** **4** 1st roll (⬇ = 1)
- 0** **6** 2nd roll (⬆ = 6)
- 3** **4** 3rd roll (⊗ = 12)

EXAMPLE #1
CHOOSE A RESULT

FIXED LINES

A *Fixed Line* is a sequence of numbers that follow one another.

When you place a number, if it creates or continues a sequence with the next number (either one up or one down), draw the *Fixed Line* by adding a line between the two numbers.

If your result could be linked to several adjacent circles, you can only pick one.

In this example, after the fourth roll, Takla places a 2 and sets up a *Fixed Line* with the 1. He draws a line between the 1 and the 2. Then, after the fifth roll, he places an 11 and sets up a *Fixed Line* with the 12. He then draws a line between the 11 and the 12.



EXAMPLE #2
FIXED LINES

- 3** **2** 4th roll (⬇ = 2)
- 5** **6** 5th roll (⊕ = 11)

Important

- 1 - Each number can only belong to ONE *Fixed Line*.
- 2 - A *Fixed Line* cannot contain the same number twice.

Example: Imagine a *Fixed Line* with 6-7-8-9. The 6 can only be connected to a 5 (there's already a 7) and the 9 can only be connected to a 10 (there's already an 8).

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

Two types of circles



Basic circles: MAX. 12. In these circles, you cannot write a number over 12. If you choose to write a number over 12, or if you have no other choice, draw ☹️ instead.



Dangerous circles: MAX. 6. In these circles, it's FORBIDDEN to write a number over 6. If you choose to write a number over 6, or if you have no other choice, draw ☹️ instead.

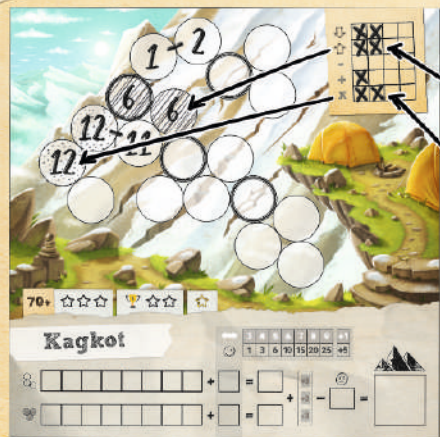
☹️ is equal to a **penalty** at the end of the game ↩️

Mapping the ZONES

A mapped **Zone** is a group of at least 2 adjacent and equal numbers.

When you write down a number, if it's identical to the adjacent number, it creates or expands a **Zone**. Draw a pattern in each circle that's part of the **Zone**.

To facilitate the final count, you should use a different pattern for each **Zone**.



EXAMPLE #3 ZONES

5 **6** 6th roll (🎲 = 6)

3 **4** 7th roll (🎲 = 12)

Important

The same number can be part of a **Zone** and a **Fixed Line**.

END OF THE GAME

Once all the circles from the playing surface are filled, each player adds the value from the **Fixed Lines**, the **Zones**, the bonuses and penalties.

🎲 **Fixed Lines:** Each **Fixed Line** is worth as many points as the highest number it contains, +1 point per circle that is a part of the Line.

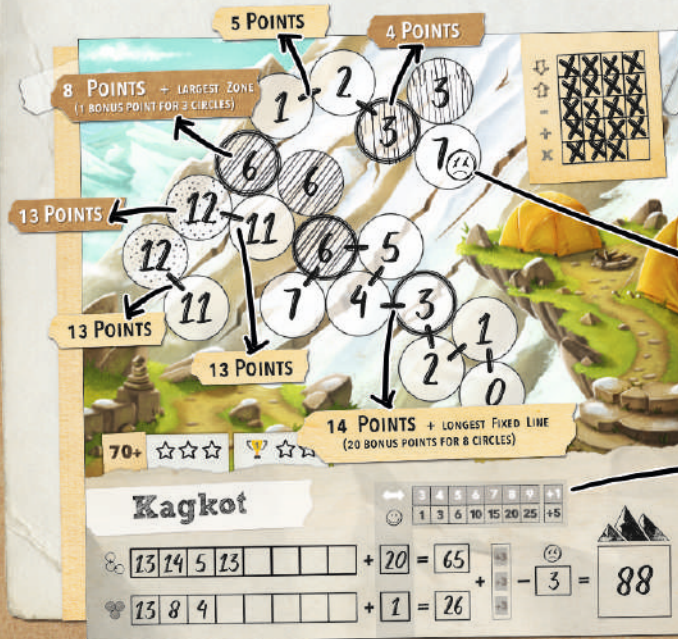
🎲 **Zones:** Each mapped **Zone** is worth as many points as the number of one of its circles, +1 point per circle that is a part of the Zone.

😊 **Bonus:** Your longest **Fixed Line** AND your largest **Zone** grant you a bonus, depending on their size (see example below).

☹️ **Malus:** Draw a ☹️ in each orphan circle (that is neither part of a **Fixed Line** nor a **Zone**). - You can simply cross out the number.

Each ☹️ is a 3-point penalty.

The highest TOTAL wins!



EXAMPLE #4 HOW TO COUNT

FIXED LINES

ZONES

☹️ Penalties

The 7 in this circle belongs to neither a **Zone** nor a **Fixed Line**. It's an orphan circle. Draw a ☹️ (or a cross), representing a 3-point penalty.

If you have a **Zone** or a **Fixed Line** of more than 9 circles, each additional circle is worth +5 points.

Example: An 11-circle **Fixed Line** is worth $25 + 5 + 5 = 35$ points

You're now equipped for beautiful ascents!

After a few climbs and once fully acclimated to the altitude, we won't have anything left to teach you. You'll then be able to challenge the best alpinists and go on longer Expeditions.

You will find everything you need in the Alpinist Manual.

Enjoy the climb!



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

Théo agreed, with a smile, to modify the planning and push his expedition towards 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.*

We would like to introduce to you two associations that are dear to us, that (really) pushed us towards choosing the Himalayas for Trek 12's mountains. They both accomplish amazing humanitarian work each year, benefiting local populations. Thank you!



Due to climate change, the inhabitants of Dhye, Mustang, have to move their village. The **Du Bessin au Népal** association helps them and fights for the survival and sustainable development of the village, and that of their neighbours, so that its people won't have to move.

More information can be found here: <http://www.bessin-nepal.com>



L'Arche de Dolanji invests in the education of children born into impoverished families in Nepal. It funds schools in very isolated villages: Dhorpatan, in Dhaulagiri, and Kagkot, in Dolpo. The association also finances school for children in Langtang.

More information can be found here: <http://www.archedolanji.org>