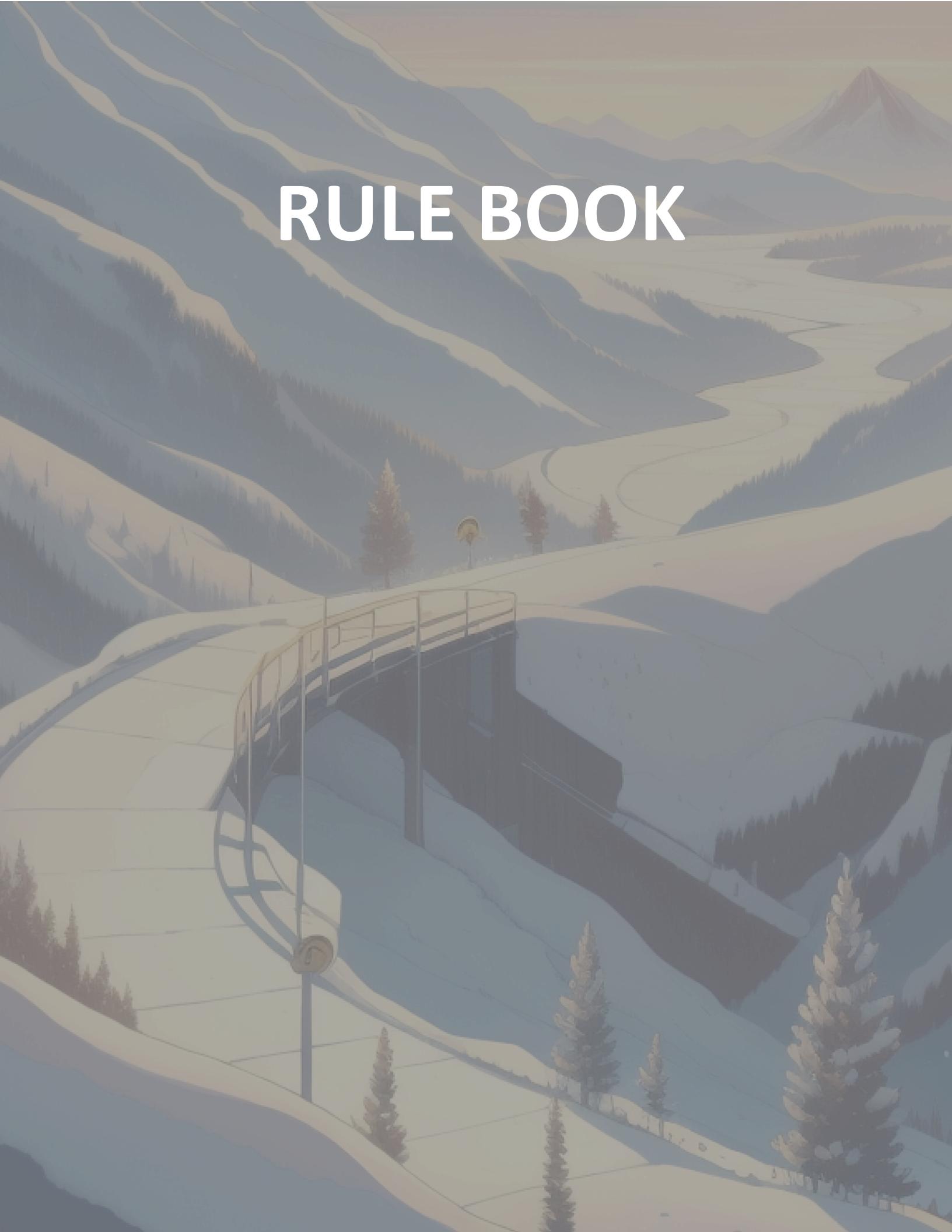


RULE BOOK



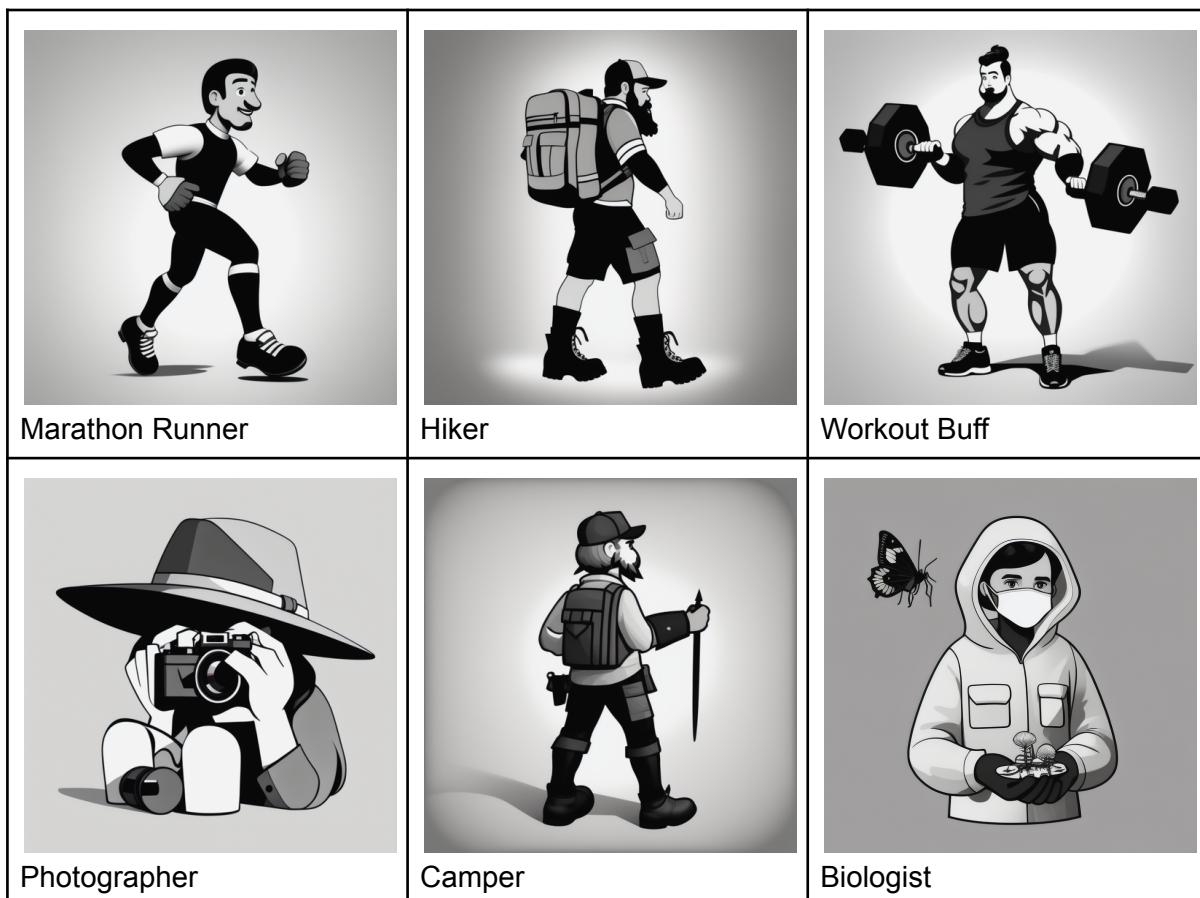
Objective: Race through the challenging Coquitlam Crunch trail by overcoming obstacles, to be the first player to reach the summit and claim victory in this immersive multiplayer board game.

Game Contents:

- 1 Game Board with 92 Spots
 - 3 terrains - flat concrete, Inclined gravel, Steep stairs
- 7 Player Tokens
- 1 Dice
- 16 Event Cards
- 16 Sabotage Cards
- 40 Stamina Tokens

Game Board: A beautifully illustrated game board depicting the scenic Coquitlam Crunch trail, showcasing its unique terrains like Flat concrete, Gravel incline, Steep stairs. The board is 5 divided into spaces that players move across to progress along the trail.

Player Tokens: Each player has a distinct hiker token representing their character on the trail. These tokens are customised with different colours and designs to differentiate between players.





Mountain climber

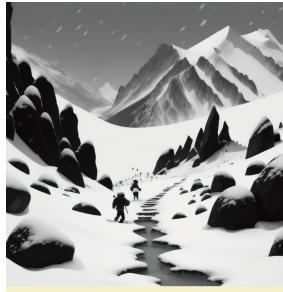
Dice: A dice with numbers representing different movement options. Players roll the dice to determine how many spaces they can move on their turn. Players can skip their turn to get one stamina token or use a stamina token before rolling their dice to double the number on their dice.

Item Type	Design	Effect	Picture
Die	A die with six sides	Determining the distance someone rolls in a game.	A perspective view of a six-sided die. The top face shows four black dots arranged in a 2x2 pattern. The other faces are not visible.

Event Cards: A deck of event cards that introduce various encounters and challenges along the trail or valuable resources found during the hike, such as energy bars, water bottles, or hiking gear. These cards represent elements that can reward or penalise players.

Event Type	Design	Effect	Picture
Bear Attack	The card shows a large, ferocious bear charging down a hill with a terrified hiker (visible from the back) sprinting away.	<p>A bear spotted you and started running down towards you. You run.</p> <p>Effect: - 3 spots downwards.</p>	 <p>BEAR ATTACK</p> <p><i>A bear spotted you and started running down towards you. You run.</i></p> <p>Effect: - 3 Spots</p>
Pre-Workout	An image of a small tub with the label "Pre-Workout", surrounded by a glowing aura. In the background, a hiker is sprinting up the trail with increased speed.	<p>You've found some pre-workout to increase your energy!</p> <p>Effect: +1 stamina token.</p>	 <p>PRE-WORKOUT</p> <p><i>You've found some pre-workout to increase your energy!</i></p> <p>Effect: +1 stamina token</p>
Slippery Slope	The illustration shows a hiker trying to navigate a slick, steep part of the trail, slipping slightly and sliding back down.	<p>Watch out! The terrain is trickier than it looks.</p> <p>Effect: Slide down 2 spots.</p>	 <p>SLIPPERY SLOPE</p> <p><i>Watch out! The terrain is trickier than it looks</i></p> <p>Effect: Slide down 2 spots</p>

Shortcut Discovery	<p>A hiker, with an expression of delight, discovers a narrow hidden trail veering off the main path, marked by a few stones and some subtle footprints.</p>	<p>You've found a hidden trail that could save you some time!</p> <p>Effect: Move forward 3 spots</p>	 <p>SHORTCUT DISCOVERY</p> <p><i>You've found a hidden trail that could save you some time!</i></p> <p>Effect: Move forward 3 spots</p>
Rainstorm	<p>Dark storm clouds gather over a steep mountain trail. A lone hiker battles against the heavy rain and wind, visibility limited.</p>	<p>A sudden downpour makes the trail difficult to navigate.</p> <p>Effect: Skip your next turn due to poor visibility.</p>	 <p>RAINSTORM</p> <p><i>A sudden downpour makes the trail difficult to navigate.</i></p> <p>Effect: Skip your next turn due to poor visibility</p>
Wild Berry Bush	<p>A hiker plucks a handful of brightly colored berries from a bush, tasting one with a satisfied smile.</p>	<p>You've found a bush with edible berries. A little natural boost!</p> <p>Effect: +2 stamina tokens</p>	 <p>WILD BERRY BUSH</p> <p><i>You've found a bush with edible berries. A little natural boost!</i></p> <p>Effect: +2 stamina tokens</p>

Friendly Hiker	Two hikers are depicted in conversation, one gesturing to the trail ahead while the other listens intently, a card peaking out from his backpack.	You meet a fellow hiker who shares some tips about the trail. Effect: Reveal the top card of the Sabotage deck.	 FRIENDLY HIKER <i>You meet a fellow hiker who shares some tips about the trail.</i> Effect: Reveal the top card of the Sabotage deck.
Avalanche!	A wave of snow and rocks cascading down a mountain, with tiny figures of hikers down the trail visibly running away from the avalanche.	Snow and rocks come tumbling down from above! Effect: All players ahead of you move back 2 spots	 AVALANCHE! <i>Snow and rocks come tumbling down from above!</i> Effect: All players ahead of you move back 2 spots
Dehydration	A weary hiker is bent over with fatigue, wiping their brow, their water bottle noticeably empty.	You didn't drink enough water, and it's taking a toll. Effect: -1 stamina token.	 DEHYDRATION <i>You didn't drink enough water, and it's taking a toll.</i> Effect: -1 stamina token

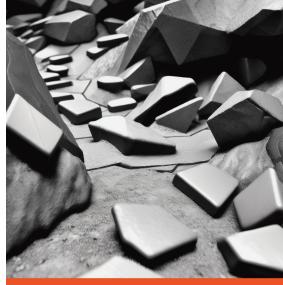
Energetic Squirrel	A sprightly squirrel bounds energetically ahead, leading a laughing hiker up the trail. The squirrel's path is shown with dashed lines.	An enthusiastic squirrel shows you a quicker path. Effect: Roll the die and move forward that many extra spots.	 ENERGETIC SQUIRREL <i>An enthusiastic squirrel shows you a quicker path.</i> Effect: Roll the die and move forward that many extra spots
Lost Map	A confused hiker scratches their head, holding an upside-down map. In the distance, a familiar stamina station is visible.	Oh no, you misplaced your map and got a bit lost! Effect: Move back to the nearest Stamina station.	 LOST MAP <i>Oh no, you misplaced your map and got a bit lost!</i> Effect: Move back to the nearest Stamina station.
Friendly Raccoon	A kind raccoon holding an icon resembling the sabotage card.	A friendly racoon gives you a gift. Effect: Pick up a sabotage card.	 FRIENDLY RACCOON <i>A friendly racoon gives you a gift.</i> Effect: Pick up a sabotage card

Refreshing Spring	<p>A hiker fills their bottle from a crystal-clear mountain spring, a look of relief on their face.</p>	<p>You've found a natural spring with revitalizing water.</p> <p>Effect: +3 stamina tokens.</p>	 <p>REFRESHING SPRING</p> <p><i>You've found a natural spring with revitalizing water.</i></p> <p>Effect: +3 stamina tokens</p>
Slip and Fall	<p>A hiker is shown in mid-tumble, slipping on a loose rock, with a grimace of surprise and annoyance on their face.</p>	<p>Watch your step! You've had a minor tumble.</p> <p>Effect: Move back 1 spot and lose 1 stamina token.</p>	 <p>SLIP AND FALL</p> <p><i>Watch your step! You've had a minor tumble.</i></p> <p>Effect: Move back 1 spot and lose 1 stamina token</p>
Scenic View	<p>A mesmerized hiker sits on a rock ledge, overlooking a panoramic vista of mountains, valleys, and sunset.</p>	<p>You've stumbled upon a breathtaking view and decide to rest and enjoy it.</p> <p>Effect: Lose your next turn, but gain 2 stamina tokens.</p>	 <p>SCENIC VIEW</p> <p><i>You've stumbled upon a breathtaking view and decide to rest and enjoy it.</i></p> <p>Effect: Lose your next turn, but gain 2 stamina tokens</p>

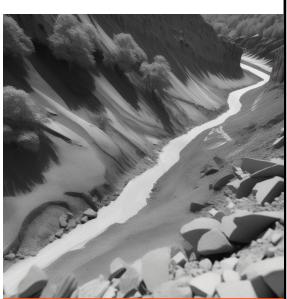
Sunset Sprint	<p>Inspired by the setting sun, a hiker sprints along the trail. The fading sunlight casts long shadows and paints the sky with hues of orange and red.</p>	<p>Inspired by the setting sun, you pick up the pace.</p> <p>Effect: Move forward 4 spots.</p>	 <p>SUNSET SPRINT</p> <p><i>Inspired by the setting sun, you pick up the pace.</i></p> <p>Effect: Move forward 4 spots</p>
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Sabotage cards: These can be used to skip an opponent's turn, throw a wrench into their plans, and gain a competitive advantage. Strategic timing, collaboration with other players and a clever utilisation of this card can turn the tide of the race in your favour.

Sabotage Type	Design	Effect	Picture
Snare	A person getting trapped by a snare in the woods	<p>You're trapped in a snare. You are immobile for now.</p> <p>Effect: -1 turn.</p>	 <p>SNARE</p> <p><i>You're trapped in a snare. You are immobile for now.</i></p> <p>Effect: -1 turn</p>

Attack Dog	An aggressive dog approaching	<p>Your opponent's dog was unleashed on you. You've wasted stamina fighting it off.</p> <p>Effect: - 1 stamina token.</p>	 <p>ATTACK DOG</p> <p><i>Your opponent's dog was unleashed on you. You've wasted stamina fighting it off.</i></p> <p>Effect: - 1 stamina token</p>
Trail Misdirection	A confusing-looking trail that splits	<p>You've sneakily changed the trail markers.</p> <p>Effect: Choose a player. They move back 2 spots.</p>	 <p>TRAIL MISDIRECTION</p> <p><i>You've sneakily changed the trail markers.</i></p> <p>Effect: Choose a player. They move back 2 spots.</p>
Rock Slide	Rocks flowing downwards	<p>You've caused a minor rock slide on the path.</p> <p>Effect: Choose a player. They lose their next turn due to a blocked path.</p>	 <p>ROCK SLIDE</p> <p><i>You've caused a minor rock slide on the path.</i></p> <p>Effect: Choose a player. They lose their next turn due to a blocked path.</p>

Stolen Snack	A lonely, lost snack in the middle of nowhere	<p>You swiped another hiker's energy bar when they weren't looking.</p> <p>Effect: Take 1 stamina token from another player.</p>	 <p>STOLEN SNACK</p> <p><i>You swiped another hiker's energy bar when they weren't looking.</i></p> <p>Effect: Take 1 stamina token from another player</p>
Lost Binoculars	A pair of binoculars without a person holding them	<p>Oops! Someone dropped their binoculars and lost time looking for them.</p> <p>Effect: Choose a player. They can't use their Sabotage cards for the next turn.</p>	 <p>LOST BINOCULARS</p> <p><i>Oops! Someone dropped their binoculars and lost time looking for them.</i></p> <p>Effect: Choose a player. They can't use their Sabotage cards for the next turn.</p>
Scary Noise	Scared hitchhikers scattering due to a noise	<p>You made a scary noise that startled another hiker, causing them to sprint in the wrong direction.</p> <p>Effect: Choose a player. They move back 3 spots.</p>	 <p>SCARY NOISE</p> <p><i>You made a scary noise that startled another hiker, causing them to sprint in the wrong direction.</i></p> <p>Effect: Choose a player. They move back 3 spots.</p>

Gear Sabotage	Dissapointed people due to their gear being sabotaged	<p>You've subtly damaged another hiker's gear, slowing them down.</p> <p>Effect: Choose a player. They can only move half the rolled number of spots on their next turn.</p>	 <p>GEAR SABOTAGE</p> <p><i>You've subtly damaged another hiker's gear, slowing them down.</i></p> <p>Effect: Choose a player. They can only move half the rolled number of spots on their next turn.</p>
Mudslide	Flat dirt and mud flowing down a mountain.	<p>You've caused a mudslide on the trail.</p> <p>Effect: Everyone moves back two spaces but not you.</p>	 <p>MUDSLIDE</p> <p><i>You've caused a mudslide on the trail.</i></p> <p>Effect: Everyone moves back two spaces.</p>
Firework	Bright fireworks in a dark sky	<p>You light fireworks, which stuns everyone.</p> <p>Effect: All players lose a stamina token</p>	 <p>FIREWORK</p> <p><i>You light fireworks, which stuns everyone.</i></p> <p>Effect: All players lose a stamina token</p>

Misleading Map	A confused person due to being confused by their map	You've switched another hiker's map with a misleading one. Effect: Choose a player. They move in the opposite direction (towards the start) on their next roll.	 MISLEADING MAP <i>You've switched another hiker's map with a misleading one.</i> Effect: Choose a player. They move in the opposite direction (towards the start) on their next roll.
Broken Bootlace	A boot with the laces on the floor, away from the boot	You've cunningly cut another hiker's bootlace, slowing them down. Effect: Choose a player. They lose their next turn fixing it.	 BROKEN BOOTLACE <i>You've cunningly cut another hiker's bootlace, slowing them down.</i> Effect: Choose a player. They lose their next turn fixing it.
Hidden Pitfall	A path leading to a dark cave or fall	You've covered a small hole on the path. Effect: Choose a player. They lose 2 stamina tokens due to the unexpected fall.	 HIDDEN PITFALL <i>You've covered a small hole on the path.</i> Effect: Choose a player. They lose 2 stamina tokens due to the unexpected fall.

Sudden Rain Cloud	Rain cloud that overlooks a person's trail	You've forecasted a sudden localized raincloud over another hiker. Effect: Choose a player. They can only roll a maximum of 3 spots on their next turn	 SUDDEN RAIN CLOUD <i>You've forecasted a sudden localized raincloud over another hiker.</i> Effect: Choose a player. They can only roll a maximum of 3 spots on their next turn.
Thunderstorm	A frightening thunderstorm over the horizon	You've predicted a storm that affects all hikers. Effect: All players can only move half the rolled number of spots on their next turn.	 THUNDERSTORM <i>You've predicted a storm that affects all hikers.</i> Effect: All players can only move half the rolled number of spots on their next turn.
Snake Scare	A giant snake that would freak someone out	You've planted a rubber snake on the trail to scare another hiker. Effect: Choose a player. They move back 2 spots due to the scare.	 SNAKE SCARE <i>You've planted a rubber snake on the trail to scare another hiker.</i> Effect: Choose a player. They move back 2 spots due to the scare.

Stamina Tokens: Tokens that represent a player's stamina or energy level. Players spend these tokens to activate special abilities or overcome difficult sections of the trail. They can replenish stamina by landing or crossing on stamina stations or drawing specific event cards or skipping their turn.

Item Type	Design	Effect	Picture
Stamina Tokens	A coin-like creation with a running person on it.	Allows a character to roll. Needs none, one, or two respectively as the terrain increases in difficulty.	

Game Play

Game Setup: Place the game board in the centre of the playing area and give each player a token to represent their character. Shuffle the event cards and distribute the stamina token. Each player rolls the dice, and the highest roller goes first.

Turn Structure: On their turn, a player rolls the dice and moves their token along the trail according to the number rolled. The dice roll also determines the outcome of specific actions, such as wildlife encounters etc. Players can sacrifice 1 of their pre-distributed Stamina tokens to double the number on the dice but they have to declare it before rolling the dice.

Stamina Stations: If a player lands on a spot with a stamina station symbol, they get rewarded with 2 stamina tokens and if they cross it they get 1 stamina token. Players can gain extra movement during their turn by using these stamina cards. The player can choose when to use their stamina station card to their advantage, making strategic decisions based on their current situation in the game. Players will also be required to use some amount of stamina cards before certain terrain across the game trail.

Type 1 - Flat concrete (easy)

0 stamina tokens

Location on Game board: Starting

Type 2 - Gravel incline (moderate)

1 stamina tokens

Penalty: Miss 1 turn

Location on Game board: Middle

Type 3 - Stairs steep (hard)

2 stamina tokens

Penalty: Miss 2 turn

Location on Game Board: Ending

Sabotage Cards: these cards can be used to disrupt their opponents' progress. The use of Sabotage cards adds an element of surprise and player interaction, creating opportunities for strategic moves.

Resource Management: Throughout the game, players need to manage their resources effectively. This includes considering their progress movement, stamina cards, and sabotage Cards acquired during gameplay. Wise resource management can provide advantages during crucial moments of the race.

Race Dynamics: As players progress along the trail, they will encounter challenges, opportunities, and potential setbacks. They need to make strategic decisions on when to take risks, conserve resources, and navigate the game world's elements. Players should consider the positions and actions of their opponents, aiming to outmanoeuvre them while maintaining their own progress.

End Game and Victory: The game continues until one player reaches the trail's end and crosses the finish line. Once a player accomplishes this, the round concludes, and all other players finish their current turn. The player who reaches the finish line first is declared the winner of the Coquitlam Crunch.

Game Play FAQs:

- Players only have to pay a stamina token in rough terrains when they are on the terrain spots not on the cards spots.
- If someone sabotaged to use half of the number on the dice then move to the lower side in case you have an odd number on the dice.
- Players get 1 token when they skip a turn but not in case of being sabotaged
- If a player land back on any card spots they won't get any stamina token or other cards.
- Players can use only one card at a time but if they are sabotaged to skip their turn they can't use any card.
- If a player is being sabotaged, the effect still remains in place even if a player decides to skip their turn.