

Ascent Rulebook

Introduction

Ascent is a race to the end style game that takes place on a desolate mountain, known as The Golden Summits.

The mountain is known for endangering climbers due to its harsh terrain and unforgiving wilderness. The mountain has remained unconquered for years.

Renowned climbers have gathered from around the world to tackle this obstacle.

Will you be first to reach the summit? Or the first to fall behind?

Box Contents

- 1 Game-board
- 1 Rulebook
- 2 (6 Sided) Dice
- 8 Coloured Player Tokens
- 32 Event Cards

Overview

The goal is simple, movement is controlled by dice rolls. The objective is to reach the summit of the mountain first. Once both characters of a team reach the summit that team wins the game. [Recommended for 3-4 player]

Setup

1. Lay out the gameboard on a flat surface
2. Collect the event cards and give the deck a good shuffle. Once shuffled lay the deck face down on the game-board tile marked as "Event Cards"
3. Next everyone needs to pick their characters. Each character has a colour pick the colour that suits you best and grab both corresponding character tokens.
4. Each player now needs to place their characters on their starting-coloured tile i.e the red characters would go on the red tile at the base of the mountain.

How to play?

1. First, each player needs to roll one dice. The player with the highest roll plays first then the order follows clockwise looping around the players for the rest of the game.
2. Start your turn by grabbing the 2 dice and rolling them. Once rolled, you'll have 2 individual dice values. Assign a dice value to each of your characters to move them
3. The first team to have both their characters on the mountain summit wins the game

Example Turn

1. Dave rolls 2 dice
2. Dave scores a '3' and a '5'
3. Dave moves character 1 a total of 3 tiles
Dave moves character 2 a total of 5 tiles

Character Interactions

Hostile

When landing on the same tile as another team, you get the option to send them back 3 tiles or let them remain. Players can be pushed back onto event tiles and pitfalls leaving them at an advantage or disadvantage. Players cannot interact with one another by landing on each other once on the final tile of the gameboard.

Friendly

When landing on the same tile as your other character, you'll get the option to send one of your characters up to the next floor, directly above your current location. If the characters are located on a campsite tile or there's no tiles above, you then the interaction made is then null forcing you to remain where you are.

Campsites

The gameboard has multiple camps dotted around. When landing in a camp players remain safe being immune to any negative events and character interactions. These tiles act as neutral zones and a refuge for targeted players.



Event Tiles

When landing on an event tile, anything can happen. You'll need to draw an event card and carry out the rule written on it. These rules can affect anyone being negative or positive it's entirely up to chance



Pitfall Tiles

When landing on a pitfall tile, players fall to the floor directly below their current location.

