

PEAKS

A competitive engine-building game of hiking and mountaineering for 2-6 players

Designed by Sam Gray

Note: All art and graphic design are placeholders

In Peaks, you are aspiring mountaineers, beginning the game hiking up iconic hills from around the world as you build your stamina and experience. You will gather equipment and meet companions to assist you in climbing the world's tallest mountains!



GLOBAL SETUP

1. **BOARD:** Place the board in the middle of the table. Make sure there is space nearby for discard piles for each card type.
2. **COMPANION CARDS (x25):** Shuffle the companion cards and place the deck face down on the rightmost deck space on the board.
3. **BONUS CARDS (x18):** Shuffle the bonus cards and place the deck face down on the space on the board to the left of the companion deck.
4. **MOUNTAIN CARDS:** Shuffle the 'A' (x54) and 'B' (x46) mountain cards separately. Place the 'A' mountain deck face down on the left of the 2 mountain deck spaces and the 'B' deck on the right. Deal 3 'A' mountain cards face up to the display.
5. **DANGER DIE:** Place the danger die nearby.

PLAYER SETUP

1. **PLAYER MAT (x6):** Gain 1 player mat and place it in front of you. Slide all action tiles on them to the bottom and set all dials to their lowest number.
2. **PLAYING PIECES:** Gain the flags (x16), character, and player tokens (x18) of your color and place them next to your player mat. Place 1 of your player tokens on each of the 0 spaces of the equipment on your player mat. Place 1 player token on the 0 space of the experience track on the board. Place you character in the continent you are currently in (in real life).
3. **STAMINA LEVEL (x6) and STAMINA TRACKERS (x6):** Gain 1 stamina tracker and 1 stamina level tracker and place them on the 6 space of the track on your player mat.
4. **STARTING CARD:** Gain 1 mountain card from the top of the 'A' deck. Mountains are public – place them face up next to your player mat.

Select a starting player. Play will proceed clockwise, with players placing a player token on an action on their turn and executing it.

The game ends at the end of a turn when a player has placed all 16 of their flags on the board.

GAMEPLAY

There are 3 actions to choose from on your turn: rest, prepare, and climb.

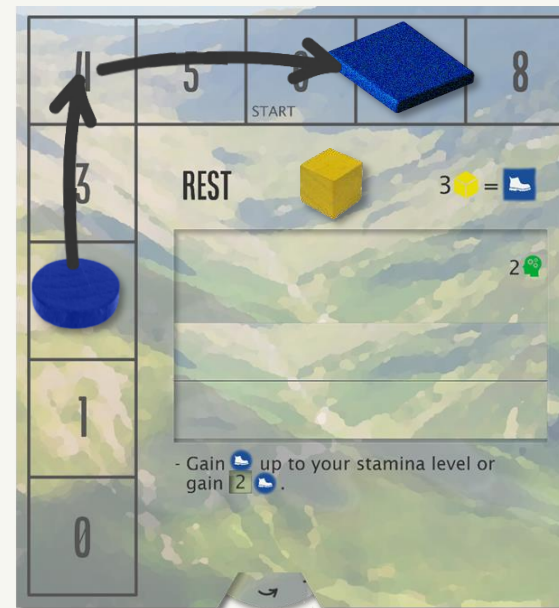
The basic actions are presented below, but it is possible to upgrade these actions with an upgrade reward (see *Rewards*).

REST

If you need more stamina to climb a mountain, choose the “rest” action. When you choose to take the “rest” action on your turn, place a player token on the action on your player mat and then:

Gain stamina up to your stamina level or gain 2 stamina.

Move your stamina tracker to the same space as your stamina level tracker on the track on your player mat. Instead, you may move your stamina tracker up 2 spaces. It is possible to have more stamina than your stamina level.



The yellow player chooses the “rest” action for their turn and places a player token on it on their player mat.

They then decide to gain stamina up to their stamina level and so move the stamina tracker from the 2 space to the 7 space.



PREPARE

If you need more mountains or some equipment, choose the “prepare” action. When you choose to take the “prepare” action on your turn, place a player token on the action on your player mat and do the following in order:

1. Gain 1 mountain.

Gain 1 mountain from the face-up display or from the top of either mountain deck and place it face up next to your player mat.

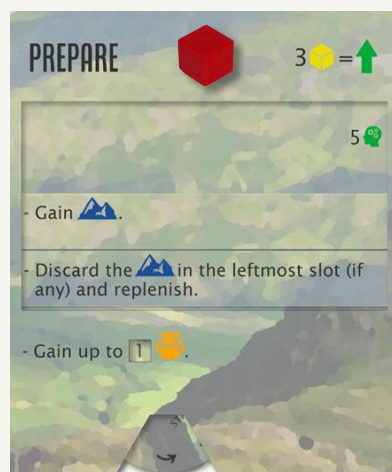
2. Discard the mountain in the leftmost slot (if any) and replenish.

Discard the mountain in the leftmost slot of the display if it hasn’t been taken. Then, slide all cards to the left and replenish the empty spaces with cards from the deck that is directly to the right of the display. The ‘A’ mountain deck is directly to the right of the display at the start of the game. This changes to the ‘B’ deck when any player’s stamina level gets to 12.

3. Gain up to 0 equipment.

Equipment is a requirement of climbing some mountains that you can’t just hike up. At the beginning of the game you won’t gain equipment, but it is possible to start gaining equipment by gaining an upgrade (see *Rewards*).

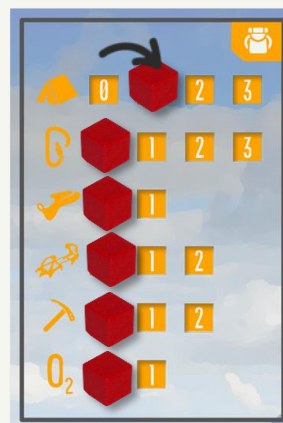
When you gain equipment, move 1 of your player tokens on equipment on your player mat to the right 1 space. This means you have 1 more of that equipment.



The red player chooses the “prepare” action for their turn and places a player token on it on their player mat. They choose to take Boby and place it face up next to their player mat.

As the leftmost mountain hasn’t been taken this turn, Rainbow Mountain is discarded. Kirkjufell is moved to the leftmost slot of the display and the 2 spaces are replenished from the A deck.

Finally, the red player has upgraded their “Prepare” action dial to 1, and so may gain 1 equipment. They choose to gain a camping equipment.



CLIMB

When you're ready to climb a mountain, choose the "climb" action. When you choose to take the "climb" action on your turn, place a player token on the action on your player mat and do the following in order:

1. Choose 1 of your mountains and either its left or right rewards.

Each mountain card has 2 groups of rewards at the bottom. You will gain the chosen group of rewards when you successfully climb the mountain (see *Rewards*).

2. You and opponents who tag along travel and pay requirements.

Opponents may decide to join in on your climbs too, whether they're invited or not! You (and opponents tagging along) must travel to or already be in the continent of the chosen mountain. To travel, move your character from your current position the continent of the chosen mountain. There are also up to 4 types of requirements for each player on the climb to satisfy in order to climb a mountain.

REQUIREMENTS



STAMINA: You (and opponents) must pay the entire stamina cost specified to satisfy this requirement. To pay a stamina cost, reduce your stamina tracker by that many spaces on your player mat.




ACCLIMATISATION: You must not have moved this turn to satisfy this requirement. Therefore, you may only climb mountains with this requirement if you were already in the right continent at the start of your turn (and opponents may only tag along if they were too!).



EQUIPMENT: To satisfy this requirement, for each equipment type on the mountain, you (and opponents) reduce the corresponding equipment on your player mat by 1.



EXPERIENCE: This requirement is satisfied together by all players on the climb rather than individually. Your experience, the experience of any opponents tagging along and the experience of each companion (yours or your opponents', see *Companions*) on this climb count towards the experience requirement.

You can still satisfy this requirement if you do not collectively meet it - but there's a risk! Roll the danger die once for each experience you are below the requirement. If any roll results in , you and any players tagging along may not gain any of the rewards underlined in green.

3. Gain 1 experience level and chosen rewards (opponents gain 1 experience level and unchosen rewards).

Gain the rewards on the side of the mountain card chosen at the start of this turn and any opponents who tagged along on the climb gain the rewards of the unchosen side. All players who climbed the mountain also gain 1 experience level. There are 6 types of rewards you can gain from climbing a mountain. Mountain cards are discarded after being climbed.

REWARDS



FLAG: Place a flag from your supply on the board in the continent shown on the mountain card.



BONUS CARD: Gain a bonus card. Bonus cards give a boost to your endgame score by increasing your flag total if you fulfil the requirement. You may instead discard them during the game to gain a smaller bonus as noted on each card.



EXPERIENCE LEVEL: Move your experience tracker on the board up 1 space. The number on the space where your tracker is is the amount of experience you have.



COMPANION: Draw 2 companion cards. Gain 1 and discard the other (see *Companions*).




STAMINA LEVEL: Move your stamina level tracker on your player mat up 1 space. If you are the first player to get to 12 stamina level, swap over the 'A' and 'B' mountain decks on the board so that the 'B' deck is on the left.



UPGRADE: Gain an upgrade. There are two ways to upgrade an action: slide up an action tile or rotate an action dial.


If you choose to rotate an action dial, rotate 1 of the 3 action dials on your player mat 1 space counterclockwise. Each time you take this action from now on, the final step will be slightly improved. Each action dial can be upgraded 3 times.

Instead, if you choose to slide up an action tile, you must first meet the experience prerequisite, which is the visible number above the tile you wish to upgrade. You must have at least this much experience to upgrade the tile. Slide 1 tile up so that it covers its experience prerequisite. Each time you take the corresponding action from now on, you will take 1 extra step.

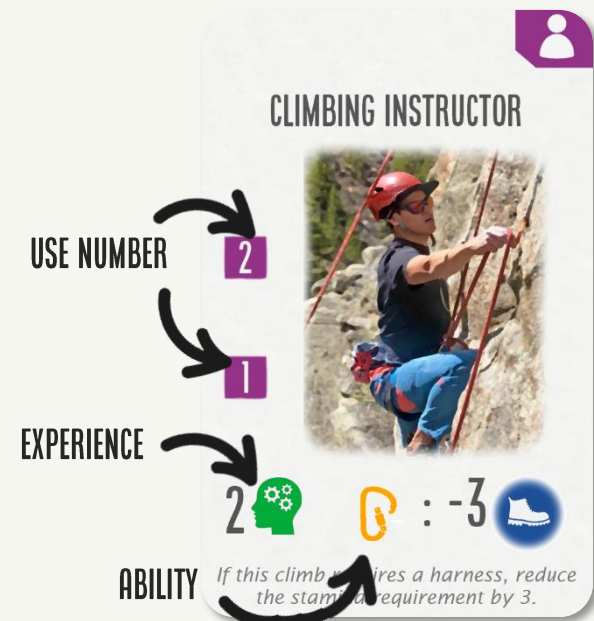
Note: You (and opponents) may only gain rewards underlined in green if no  were rolled this turn. If you didn't roll the danger die, you will still gain the rewards.

COMPANIONS

Companions help you climb mountains by adding to the overall experience requirement and giving you an ability if you use them when you climb or tag along on another player's climb.

When you gain a companion, place it on your player mat on an empty space with a  icon and place a player token on its highest use number. If there are no empty spaces on your player mat, you may either discard it, or replace an existing companion, discarding the replaced companion.

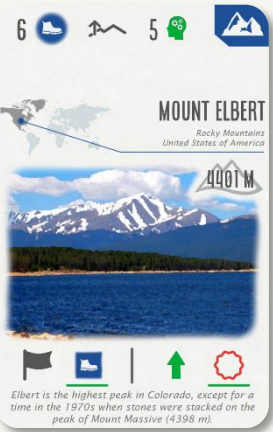
To gain access to a companion's ability and experience on a climb, reduce its use number by 1 during the "pay requirements" step, by sliding down the player token on it 1 space. If the use number of any of your companions is to be reduced to 0, instead discard it.



Each ability is explained on its card and affects only the owner of the companion. You can still bring a companion on a climb even if you can't use its ability. There is no limit to the number of companions brought on a climb.

The blue player chooses the “climb” action for their turn and places a player token on it on their player mat.

They choose to climb Mount Elbert and choose the left rewards – 1 stamina level if they do not roll any ⚠ this turn and 1 flag.



Mount Elbert has an acclimatisation requirement, so the red player may not tag along. As the yellow player is already in the right continent and has enough stamina, they decide to tag along. The blue and yellow players both pay 6 stamina. As collectively they are 1 experience below the requirement, (they have not brought any companions on the climb,) the blue player rolls the danger die once.

Their roll doesn't result in a ⚠ so the blue player places a flag in North America and gains 1 stamina level. The yellow player gains a bonus card and an upgrade. The blue and yellow players also gain 1 experience level each as the blue player has not yet upgraded their “climb” action dial.



ACTION BONUSES

When you choose an action on your turn, you place a player token on it. At the end of your turn (after executing every step of the action), if you have at least 3 player tokens on that action, you may remove all player tokens from all 3 actions to gain the action bonus listed in the top right corner of that action:



If you have at least 3 player tokens on the “rest” action, gain 1 stamina level.



If you have at least 3 player tokens on the “prepare” action, gain any 1 upgrade.



If you have at least 3 player tokens on the “climb” action, gain 3 experience level or place 1 flag in your current continent.

GAME END

The game ends at the end of a turn when a player places their 16th flag. If you would **ever** place more than 16 flags, use player tokens as a substitute. Then all players simultaneously perform the following steps in order:

1. Reveal all of your bonus cards that have a fulfilled game-end requirement. (Do not place flags on the board for these.)
2. Place 1 flag in each continent in which you have more flags than each of your opponents (ties don't count).
3. Place 3 flags in any continent if you have at least 1 flag in every continent.
4. Place flags in any continent for:

- **STAMINA LEVEL:**

If your stamina level is 18/19/20, place 1/2/3 flags.

- **EXPERIENCE:**

If your experience is 10 or above, place 1 flag.

If your experience is 13 or above, instead place 2 flags.

If you are on the last space of the track, instead place 3 flags.

- **UPGRADES:**

Place 1 flag per action with all action tiles upgraded and its action dial in max position.

Count the total number of your flags (and player tokens) in all of the continents and add the number of flags depicted on your revealed bonus cards. The player with the highest total wins!

If case of a tie, the player with the highest stamina level among the tied players wins. In case of another tie, the player higher on the experience track among the tied players wins. If players are **still** tied, the first player among the tied players to reach the summit of one of the mountains featured in this game is the winner.

OTHER IMPORTANT NOTES

NEGOTIATION: You may negotiate whether you will tag along or bring companions on a climb. You may even agree to pay part of an opponent's equipment requirement to encourage them to tag along on one of your climbs or climb a particular mountain. Any agreements are binding for that turn only.

TIMING: If any timing conflicts arise (about whether players will tag along/bring companions etc.), decide in player order from the current player.

REWARDS AND BONUSSES: Everything you gain is optional. When multiple things are gained in the same step, gain them in any order you wish.

LIMITATIONS: If any deck runs out, shuffle the discard pile of that card type, and make a new one. Player tokens and flags are not component limited. You cannot have more stamina, stamina level, equipment, or experience than the numbers indicated on your mat/the board. There is no hand limit.

NEIGHBORS: Some bonus cards reference your neighbors; these are the players sitting to your immediate left and right.



Upgrade scoring example:

The action dial isn't fully upgraded on the “rest” action, and the action tiles aren't fully upgraded on the “prepare” action, but both the action dial and action tiles are fully upgraded on the “climb” action.

So, this player places 1 flag in any continent.

