Sherpa Life Rules

Context

You control a Sherpa in the Himalayas, making a good buck off of tourists by guiding them

through the mountains and especially to the top. Being employed by Sherpa Tours Inc. means

that the faster you finish the tour guide, the more you get payed. However, the tourists attracted

to this job are all really annoying and have a lot of requests before you can bring them to the top.

The requests are as such:

"I wanna eat some red berries"

"Show me blue sheep, those are exotic!"

These tourists need to all be satisfied for you to finish the job. Now can you do it before the other

tour guides of the mountain complete their goals?

The Goal

Fulfill all three tourist requests and reach the peak of the mountain before the other player.

Lose Condition

The other player reaches the top of the mountain with all three tourist requests fulfilled before

the player.

Player Turn

- At the beginning of a turn, the player **receives a benefit** according to the Bonus chart **if

  they fulfilled a request** on their **previous turn**.

- The player rolls a virtual **4-sided die**.

- The player moves any amount of spaces they rolled on the die.

- While moving, the player can **stop at any time**. If an item within the player's sight when they stop, the item is revealed.

    o   If the player **sees an animal or tree** that is related to their tourist request, that request is completed

    o   If the player **stops on the space of a berry or flower** that is related to their tourist request, that request is completed

- The player ends their turn, and the other player begins their turn.

Player

Each player controls a Sherpa tour guide character and can move that character during their turn.

Each player starts with three tourist requests, received at the beginning of the game.

Movement

The player moves during their turn by rolling a die, then moving that amount of spaces or less. The player can move to spaces that are in both **cardinal** (up, down, left, right) and **diagonal** directions. However, the player cannot move through **rocks and ridges**.
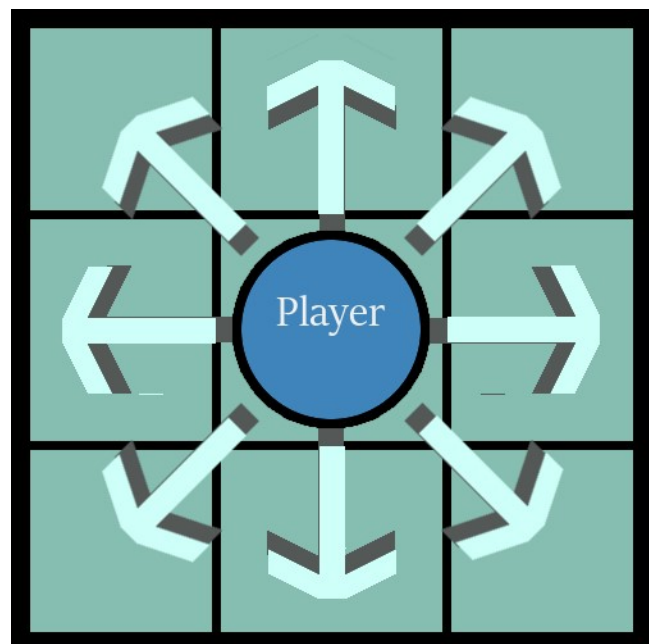
Sight

The player has a certain range of sight for items. This range is **one space around the player character**, very similar to the movement range (up, down, left, right, diagonal). If the range were to be increase, the player would see two spaces above, to the right, diagonally, etc. Items within this range will be revealed to both players, after a player has finished moving.
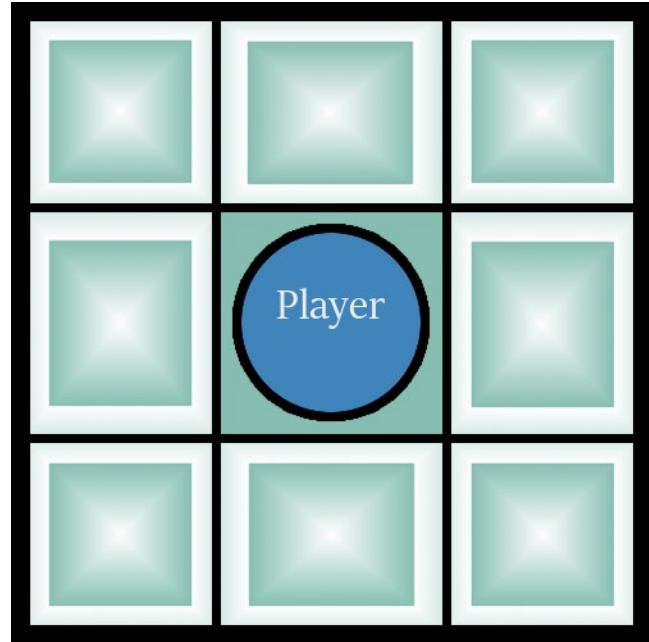
Tourist Requests

Tourist requests require the acquisition of an item or the sighting of something. The player is given four requests at the beginning of the game. The categories and items of requests are shown below.

Items to collect		Things to see	
Flowers	**Berries**	**Animals**	**Trees**
To collect the Cobra Lily	To collect Red Berries	To see the Himalayan Monal	To see the Pine tree
To collect Double-Spike Bluethread	To collect Blue Berries	To see the Blue Sheep	To see the Oak tree

Players can collect **Flowers and Berries** by **stopping on a space** that has them.

Players can show **Animals and Trees** to tourists by stopping at a space with **them in the**

player's sight.

Request Bonuses

When a request is fulfilled, depending on the

item collected or seen, a bonus is given. The

bonus related to each request is seen to the

right.

Item	Bonus
Flowers	+1 Movement on next movement roll
Berries	+1 Movement on next movement roll
Animals	+1 Sight during next turn
Trees	+1 Sight during next turn

Avalanches

At the end of every player turn, there is a 1 in 6

chance for an Avalanche to trigger. This avalanche

goes off after two player turns and pushes the

player AWAY from the peak and towards the start

by two blocks diagonally. How this looks can be

seen in the diagram to the right.
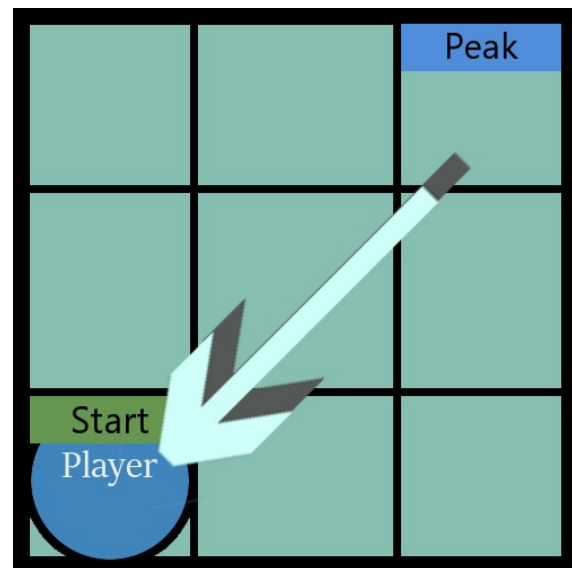
Mountain Stages

In this prototype, there are two mountain stages. Both players start on the base mountain stage in

a corner. In the middle of the base mountain stage there is a space that, when landed on, causes

the player to move to the "Start" position of the next mountain stage. Players can move

backwards as well on these mountain stages.

The peak lies at the end of the last mountain stage, on the space marked by "End."