SUMMIT

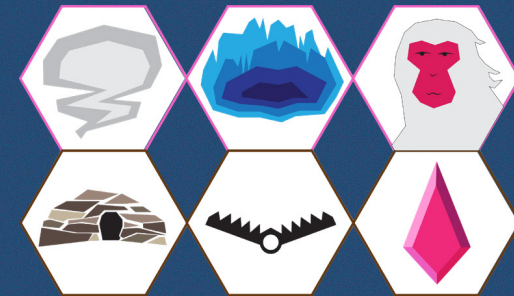## INTRODUCTION

Summit is a competitive 4-6-player game where players race to the top of a mountain and fight each other to bring the gem with them. The first player to reach the summit of the mountain with the gem in hand wins the game.

GAME BITS

- 6 lower mountain caves
  - 5 with bear traps (causes loss of 1E)
  - 1 with gem
- 6 upper mountain steam healing zones
  - 3 monkeys
  - 3 normal steam zones
- 1 Avalanche Tracker
- 1 Gem

GAME SETUP

1. All players start by picking one of the six designated starting zones marked by an x.
2. Put all mountain caves on brown circles.
3. Put all steam healing zones on pink circles.

HOW TO PLAY

1. Set the fight tracker to 0.
2. Each player draws 3 cards from their deck.
3. All players start by rolling a D6
4. The player who rolls the highest number goes first before rotating clockwise (if tie roll again.)
5. The player who rolls the lowest number decides if the game starts in day or night. (if tie roll again.)

TURNS & CARDS

ON EVERY TURN, EACH PLAYER TAKES 2 REQUIRED ACTIONS:
1. Draw a Card
2. Card Action

CHOOSE UP TO 1 TO COMPLETE PER TURN:
1. Basic Attack
2. Basic Move
3. Climb – Climb to the next level of the mountain. The player needs to be touching the next level with the current hex. The cost is 1E.   During the night, climbing costs 2E.
4. Steal– Steal the Sacred Gem from an adjacent player.

THE FOLLOWING ARE OPTIONAL ACTIONS FOR EACH TURN:
1. Collect
2. Trade
3. Move Minion

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DAY & NIGHT

The game's day and night cycle switches each round, starting with the decision of the first player.

HOT SPRINGS

Throughout the board, there are designated hot springs which serve as healing zones. When a player lands on a hot spring, the tile must be turned over. If the tile has a monkey on it the player won't gain Energy and if they are holding the Sacred Gem, it gets thrown back to its starting location. Otherwise, a player can stay in a hot spring for up to 3 turns, and they gain 1E each turn. Players in hot springs cannot attack.

Night time rule: If it is night time, the monkey is asleep. If the monkey is asleep, you can gain energy normally and leave the tile without losing the Sacred Gem.

Once revealed, hot springs keep their function.

AVALANCHE

The game starts with the avalanche tracker at 0. For every point of damage done, the tracker increases by 1. Once the tracker gets to 10, an avalanche occurs and every player is knocked down a level of the mountain and the tracker restarts to 0.

THE SACRED GEM

On the ground level of the mountain, there are 6 lower mountain cave hexes. Under one of them is the "Sacred Gem". Collecting the Sacred Gem takes up 2 inventory spaces. Under the others are bear traps. If you flip a bear trap you lose 1 Energy.

You can move max 3 spaces a turn while holding a Sacred Gem.

When a player has the Sacred Gem, it can only be stolen from them by a player on an adjacent hex. If a player attacks a gem-holding player from a non-adjacent hex, the gem will act as a shield, reducing energy lost by 1.

In order to win the game, a player has to get to the top of the mountain while holding the Sacred Gem.