

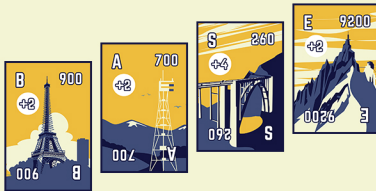
FIRST JUMP COURSE



GOHIGHER

THE GREAT GAME OF BASE

- 1** AS A BASE JUMPER IN THIS GAME, YOUR GOAL IS TO SUCCESSFULLY JUMP ONCE FROM EACH TYPE OF EXIT



1 x **B**UILDING
1 x **A**NTENNA
1 x **S**PAN OR BRIDGE
1 x **E**ARTH OR CLIFF

- 2** SEPARATE THE **CONSEQUENCE CARDS** FROM THE **MAIN DECK**

PUT BOTH DECKS FACE DOWN IN THE MIDDLE OF THE TABLE

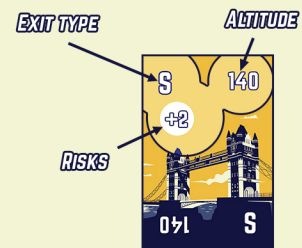
LEAVE SPACE FOR A DISCARD PILE



- ➔ EACH PLAYER STARTS THE GAME WITH 3 CARDS IN HAND FROM THE MAIN DECK

- 3** FIRST LOOK FOR EXIT CARDS

TO HAVE A CHANCE TO JUMP, YOU HAVE TO FIND AN EXIT, REACH THE EXIT ALTITUDE AND ASSESS THE RISKS USING YOUR SKILLS



- 4** PLAY AN EXIT CARD IN FRONT OF YOU TO START A PILE

- ➔ ADD CARDS IN PILES UNTIL YOU DECIDE TO JUMP

YOU CAN BUILD MULTIPLE PILES IN FRONT OF YOU BUT ONLY ONE PER TYPE OF EXIT



- 5** PLAYERS TAKE TURNS IN A CIRCLE

- ➔ ON YOUR TURN, PICK 2 MORE CARDS FROM THE MAIN DECK

- ➔ PLAY 2 CARDS FROM YOUR HAND IN YOUR PILES OR IN THE DISCARD PILE



- ➔ YOU SHOULD FINISH YOUR TURN WITH 3 CARDS IN HAND

- 6** TO BE SUCCESSFUL ON THE JUMP, YOU MUST :

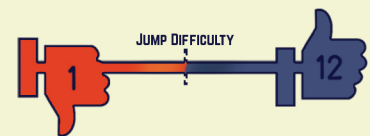
PLAY A JUMP CARD,



ROLL THE 12 FACE DIE,



AND GET A GREATER NUMBER THAN THE JUMP'S DIFFICULTY



- 7** IF YOU BEAT THE JUMP'S DIFFICULTY (ROLL > DIFFICULTY)

YOUR JUMP IS SUCCESSFUL!

KEEP THE EXIT CARD NEXT TO YOU AS A TOKEN OF YOUR SUCCESS



DISCARD THE REST OF THE PILE

- 8** IF YOU DO NOT BEAT THE JUMP'S DIFFICULTY (ROLL <= DIFFICULTY)

YOUR JUMP IS A FAILURE....



DISCARD THE WHOLE PILE, THEN PICK A CONSEQUENCE CARD



- 9** THE WINNER OF THE GAME IS THE FIRST PLAYER TO SUCCESSFULLY JUMP ONCE FROM EACH TYPE OF EXIT AND COLLECT THE TOKENS TO PROVE IT!



WHEN YOU PLAY

SCOUT A NEW EXIT POINT BY
PLAYING AN EXIT CARD



CLIMB TOWARDS THE TOP BY
PLAYING AN ALTITUDE CARD



OR

FLY DIRECTLY TO THE TOP BY
PLAYING A HELI RIDE CARD



MINIMIZE THE
DIFFICULTY OF A JUMP BY PLAYING
A SKILL CARD



(CAN BE PLAYED PREEMPTIVELY AS A DEFENCE)

INCREASE THE
DIFFICULTY OF A JUMP BY
PLAYING A RISK CARD
IN ONE OF YOUR OPPONENT'S PILES



TAKE THE LEAP
BY PLAYING A JUMP CARD



SPICE UP THE GAME
BY PLAYING AN ACTION CARD
(AT ANY GIVEN TIME, EVEN IF IT IS NOT YOUR TURN!
...THEN PICK A NEW CARD)



WHEN YOU JUMP



YOU HAVE ACCUMULATED
ENOUGH (OR MORE) ALTITUDE
TO REACH THE TOP OF AN EXIT POINT

AND

YOU ARE CONFIDENT YOU CAN BEAT THE
JUMP'S DIFFICULTY



THE JUMP'S DIFFICULTY IS
THE TOTAL OF RISKS
FROM THE EXIT CARD AND
ALL RISK CARDS IN THE PILE

DIFFICULTY



= 5

MATCHING RISKS AND SKILLS CAN BE DISCARDED

DIFFICULTY



= 2

RISKS vs SKILLS



FINAL CHECK

IF THE DIFFICULTY IS TOO HIGH
OR IF YOU DON'T LIKE AN EXIT,
YOU CAN DOWNCLIMB AND START OVER
BY DISCARDING THE WHOLE PILE
(INCLUDING THE EXIT CARD).

HAVE FUN ON THE WAY,
PLAY WISELY,

AND DON'T FORGET TO SMILE.

