



EVEREST CONQUEST

RULE BOOK



Let's explore what's
in the box



- ☐ Playing Board x 1
- ☐ Weather Dice x 1
- ☐ Rule Book x 1
- ☐ Player Tokens x 6
- ☐ Player Info Cards x 6
- ☐ Wild Cards x 40
- ☐ Everest Dollars x 64
- ☐ Oxygen Tokens x 75
- ☐ Movement Cards x 114
- ☐ Resource Cards x 184



Welcome Adventurers!!!

Ready to climb Mount Everest?

Let's familiarize ourselves with the different characters you can embark on this journey with!



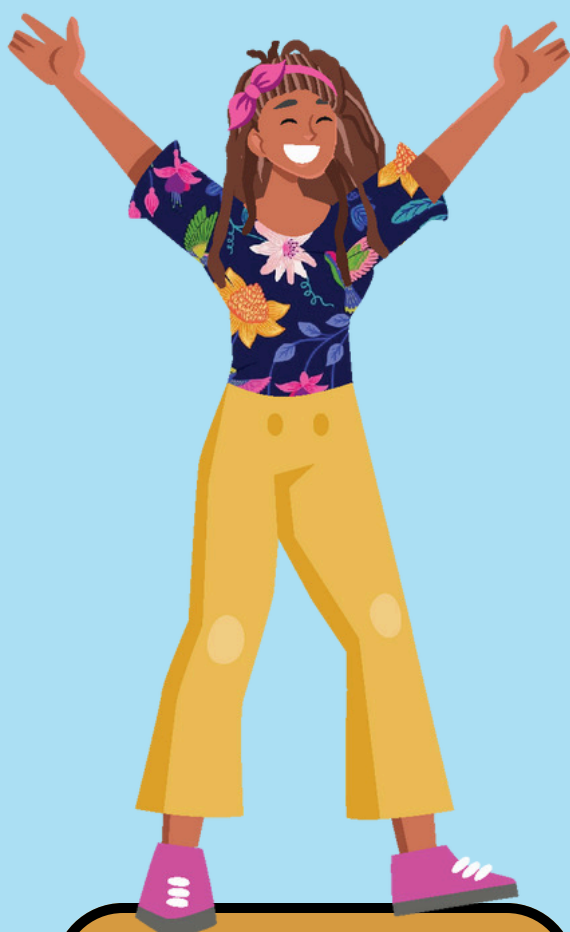
ARMY VETERAN



COLLEGE KID



PHOTO JOURNALIST



INFLUENCER



DOCTOR



ENTREPRENEUR

Select a character to begin the game. Each has its own story to tell. You will find in the box a player token and a player information card corresponding to each character.



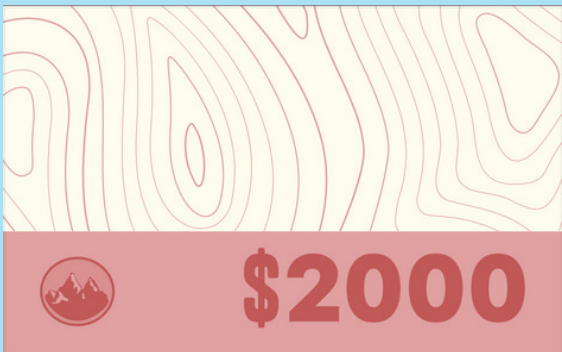
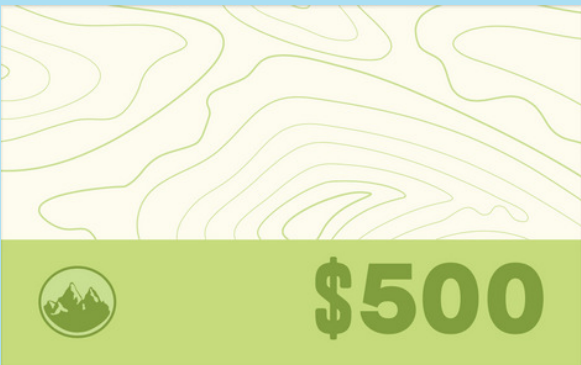


Everest Dollars

To climb Everest
you'll need cash!!!



Everest Dollars are available in
different denominations

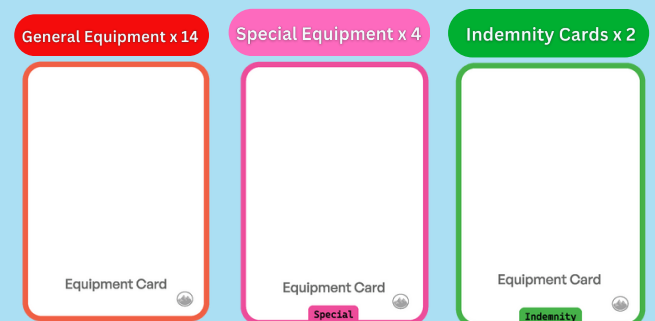




At the start of the game, each player is given \$20,000 to buy Resources and to keep some for future use.

The money has the following uses:

- Buy Resource Cards: To buy General and Special Equipment cards, and Indemnity cards that a player might require to navigate scenarios they encounter enroute or upon drawing the Movement cards. The player can buy Resource cards (except the Power cards) at all the 5 Shops (at differing prices) located at various places enroute the summit.
- Buy O2 Tokens: To buy O2 tokens for use in the O2 zone i.e., Camp 2 and beyond, or for resolving a scenario encountered upon drawing a particular Movement card. One O2 token is required to be used per turn in the O2 zone.
- Pay for Express Routes: To pay for a helicopter or plane ride to cut short the main route.
- Pay for Misc. Expenses: To make miscellaneous payments such as royalty fees, permits costs, donations or to cross obstacles that the player encounters enroute the summit.



You can make money in the game by selling Resource cards (except Power cards and Indemnity cards) at any of the Shops or on receiving grants and rewards during the game upon draw of Movement cards or Wild cards.





Use the money to buy
Resources and get
ready for the
expedition!!!



Resources

- Any combination of Resources can be purchased at the beginning of the game by a player.
- Resources can be bought or sold during the game at any of the Shops located enroute the summit. These can also be won or lost during the game upon drawing certain Movement cards or Wild cards.
- The Resources become more expensive as the player moves from one Shop to another along the route as denoted by the price multiplier attached to the respective Shop.





“
There are 4
category of
Resource cards
”


General Equipment x 14

Ladder | 500



Equipment Card

Harness set | 500



Equipment Card

Ascenders and Carabiners | 500



Equipment Card

Sleeping bag | 500



Equipment Card

Ropes | 500



Equipment Card

Sunglasses | 500




Equipment Card

ICE AXE | 500



Equipment Card

HELMET | 500



Equipment Card

Anchor | 500



Equipment Card

Snow Pants | 300



Equipment Card

RADIO SET | 300



Equipment Card

Windproof Suit | 300



Equipment Card

Down Suit | 1000



Equipment Card

Climbing Boots | 1000



Equipment Card

Special Equipment x 4

Blizzard tent | 2000



Equipment Card

Special


Frostbite Ointment | 2000



Equipment Card

Special


PULLY SYSTEM | 2000



Equipment Card

Special

Avalanche Bag | 2000



Equipment Card

Special

Indemnity Cards x 2


INSURANCE | 1500



Equipment Card

Indemnity

Medical Training | 1500



Equipment Card

Indemnity

RESCUE TEAM



Call in case of an emergency

Power Card

Immunity



1 equipment of your choice

Power Card

Energy Drink



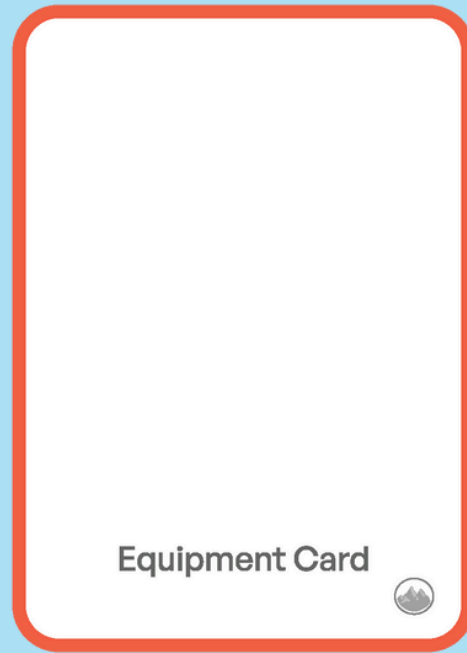
Power Card

Remember, the money is limited, and not enough to buy everything at the start. Make strategic combinations to manage risks effectively.





General Equipment Cards



**Red border denotes
General Equipment card**

- The General Equipment cards can be purchased and sold at any of the Shops located enroute the summit.
- A General Equipment card is consumed and surrendered after a single use. For example, when a player is faced with a “Crevasse Crossing” scenario on drawing a Movement card, he will need to use the “Ropes” Equipment card to negotiate the scenario and move forward. The Ropes card will have to be surrendered to the game after use. If the player does not have a Ropes card, he has to go back to the nearest Shop and purchase the Ropes card; and resume his journey from the Shop in his next turn.

Special Equipment Cards



**Pink border denotes
Special Equipment card**

- The Special Equipment cards can be purchased and sold at any of the Shops located enroute the summit.
- A Special Equipment card can be used multiple times and is not required to be surrendered to the game after use.
- The Special Equipment cards have 2 use cases – (i) upon drawing a particular Movement card, a Special Equipment might need to be used to negotiate a stated scenario, and (ii) upon arriving at a particular tile on the Board, a Special Equipment might need to be used to overcome a specific scenario mentioned in the accompanying tile instructions.



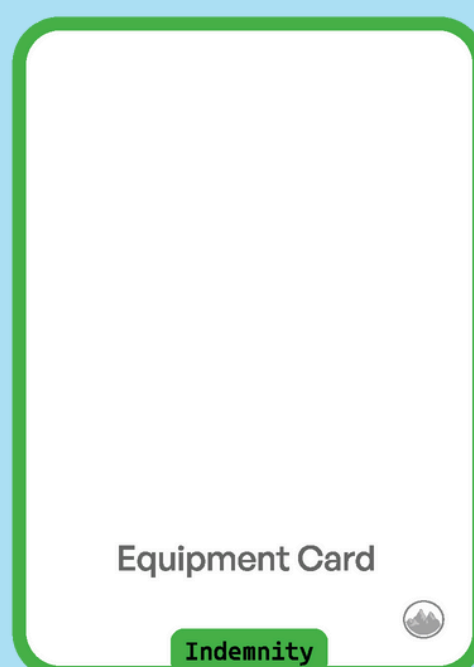
Power Cards



Blue border denotes
Power card

- The Power cards cannot be purchased or sold at any of the Shops and can only be won during the game upon drawing certain Movement or Wild cards. These cards are single-use and are required to be surrendered to the game after use.
- The Energy Drink card, enables a player to move an extra tile; however, it cannot be used at or beyond the Camp 4 tile.
- Rescue Team card enables a player to receive five bottles of O2 or any one General Equipment card anywhere on the Board. However, if the player does not own Insurance, he will have to pay \$500 to call in the rescue.
- Immunity card protects a player against any undesirable card scenario with respect to an equipment or oxygen shortage. However, it does not protect against the health check cards (AMS, HAPE or HACE) or any adverse Board tile scenarios.

Indemnity Cards




Green border denotes
Indemnity card

- The Indemnity cards can be purchased at any of the Shops located enroute the summit but cannot be sold.
- As with the Special Equipment card, an Indemnity card can be used multiple times in the game and is not required to be surrendered to the game after use.



- The Insurance card can be exchanged for one General Equipment card or three O2 tokens at any of the Shops. It also enables a player to negate the “Rest Day” Board scenarios and allows a player who runs out of oxygen in the O2 zone to be airlifted back to the “Camp 2” tile where he can replenish his O2 supplies.
- The Medical Training card can be used to negate the compulsory 2 days’ rest at the “AMS Area” tile. It can also be used to take up the “Training Job” scenario, and can be redeemed to reduce the penalty of health check cards (AMS, HAPE or HACE) by one step.




Remember, without
oxygen
you can't survive !!!

O₂ Zone

O2 Tokens

- The O2 zone starts from Camp 2. The O2 zone consists of 10 tiles on the main route, or 11 tiles, when including the side expedition.
- A player is required to use one O2 token per turn to move in the O2 zone. However, in case a player moves more than one tile in a single turn, for example, by use of an Energy Drink Power card,, the player will use only one O2 token.
- The O2 tokens can be purchased and sold at any of the Shops located enroute the summit.
- Additional O2 tokens may be offered or used to save fellow climbers or if a player's SPO2 level drops (both are Movement card scenarios).



The O2 tokens can be purchased and sold at any of the Shops located enroute the summit.

SHOP

\$x2.5



- O2 tokens can also be won during the game upon drawing certain Movement cards or Wild cards or Rescue Power cards.
- A player will be required to use one O2 token per turn irrespective of whether he moves ahead, falls back or remains at the same tile.
- In case a player who has taken the Insurance card runs out of O2 tokens in the O2 zone, he can be airlifted back to Camp 2 (i.e., the starting point of the O2 zone) where he can replenish his supplies. In case the player does not own the Insurance card, he will not be able to survive if he runs out of O2 tokens in the O2 zone. He will not be allowed to retreat to the nearest Shop and purchase additional O2 tokens.

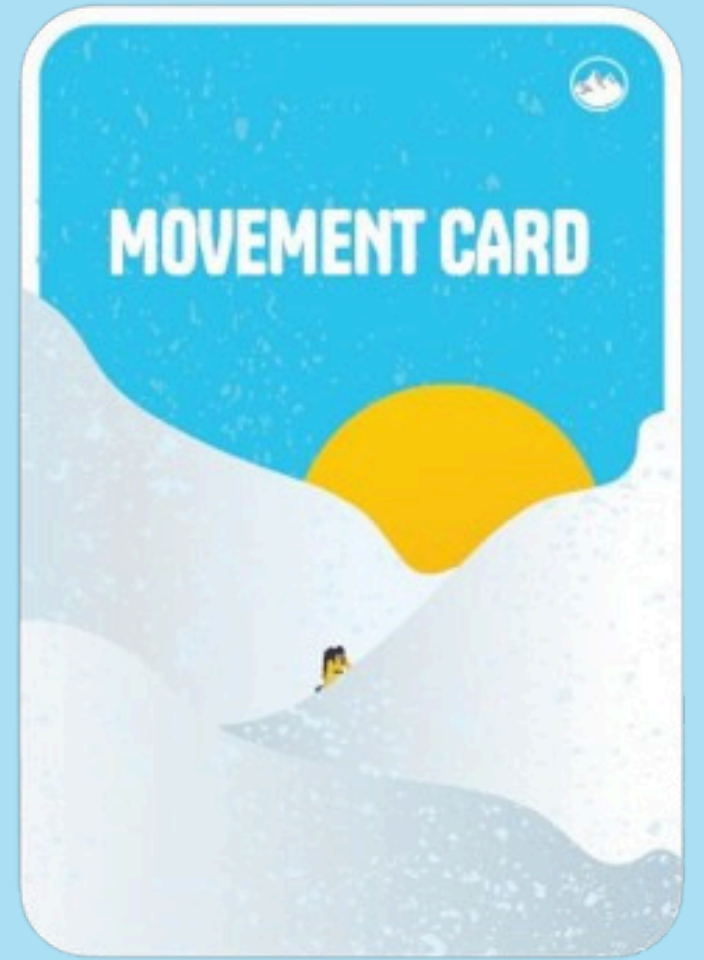
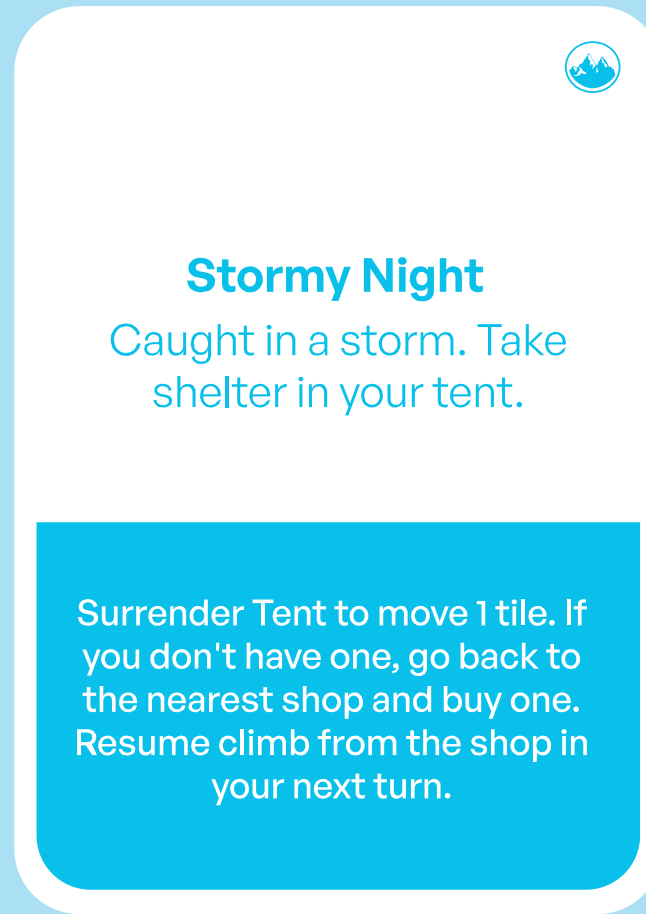


Remember, one O2 token is used per turn and not per movement; a single token can be used even if a player moves more than one tile in a single turn





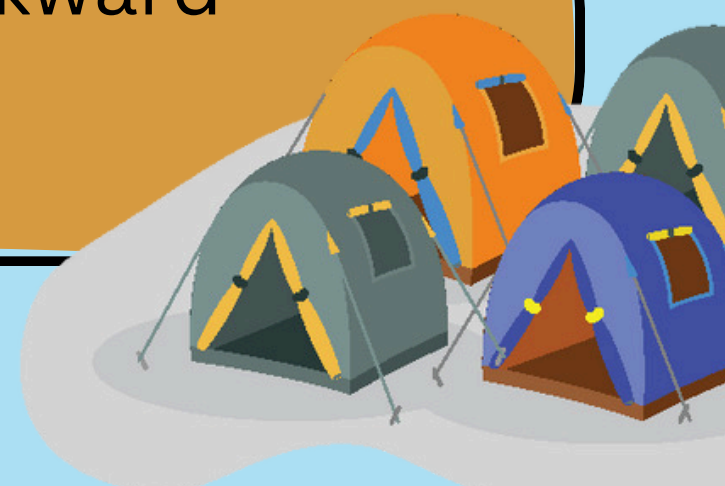
The only way to conquer the mountains is to keep moving!!!



Movement Cards

- There are 2 sets of 57 unique Movement cards. Each of them captures a distinct scenario and a movement instruction.
- The scenarios may require the use of a particular Equipment card – General or Special.
- The movement instructions are of 4 types –
 - Do not move
 - Move one tile
 - Move two tiles
 - Move three tiles
- Some Movement cards may also require a player to fall back 2 or 3 tiles, for example, health check cards require players to retreat multiple steps.

A player can choose to move forward or backward along the route.





- When a player is standing on a Blue Tile, he is required to draw a Movement card. Upon drawing a card, a player is required to undertake a desired action or use a particular Resource card or O2 token according to the card's instructions.
 - In the event the player completes the desired action or uses the particular Resource card or O2 token, the player moves according to the movement instruction on the Movement card.
 - In the event the player fails to complete the desired action or is unable to furnish the desired Resource card or O2 token, the player retreats to the nearest Shop (i.e., goes back down) and purchases the required Resource and resumes his expedition from the Shop in his next turn.

No matter what,
keep moving to get to the
summit





Fortune favours the brave. Unravel the hidden rewards concealed within the Wild cards.



Wild Cards

- There are 2 sets of 20 unique Wild cards.
- Wild cards are bonus cards carrying a lot of promise and some exciting rewards. Do note that not all Wild cards are positive; some might leave the player wanting.
- When a player is standing on an Orange Tile, he is required to draw a Wild card. The Wild cards might reward the player with a helicopter ride to the nearest tile ahead of him having a helipad. In another case, he might be rewarded with a huge cash amount or grant, or an option to choose any 2 or 3 Equipment cards from the game free of cost.



When a player is given the option of choosing 2 or 3 Equipment cards, he cannot take 2 of the same Equipment.



Everest Base Camp



draw a wild card



Each character has a unique story to tell!!



PLAY YOUR TURN
Step 1 If standing in the O2 Zone, expend 1 O2 Token to proceed to Step 2. If not in the O2 Zone, move directly to Step 2.

Step 2 Check Tile over which you are standing for any accompanying instructions. Comply with instructions, if any, to proceed to Step 3. If there are no instructions, move directly to Step 3.
OR
If standing over a Shop Tile, buy or sell Resources as deemed necessary and then proceed to Step 3.

Step 3 If standing in the Weather Dice area, roll dice. Move to Step 4 only if you roll a "Good Weather Day" outcome. Do not move if you roll a "Bad Weather Day" outcome. If outside the Weather Dice area, move directly to Step 4.

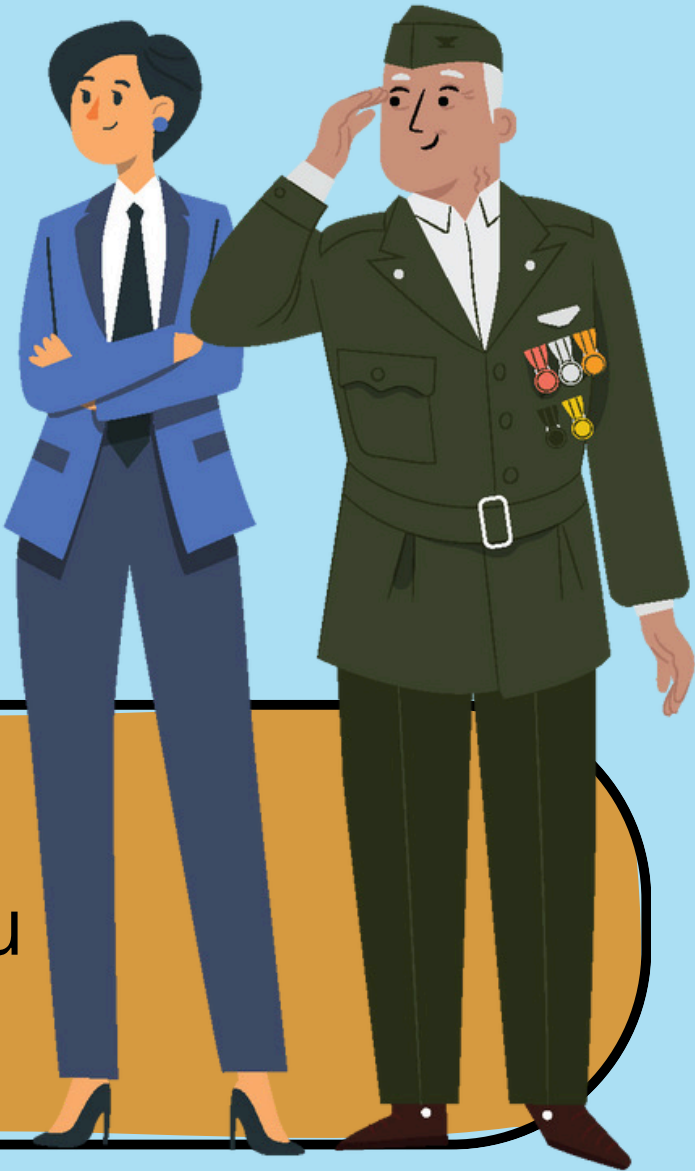
Step 4 If standing on a Blue Tile, draw a Movement card & undertake desired action as per the card's instructions.
OR
If standing on an Orange Tile, draw a Wild card and undertake desired action as per the card's instruction.

RATE CARD
Shop 1 - Price x 1
Shop 2 - Price x 1.5
Shop 3 - Price x 2
Shop 4 - Price x 1.5
Shop 5 - Price x 2
*Items can be sold at a price of shop one level lower.

EQUIPMENT	PRICE	EQUIPMENT	PRICE
Blizzard Tent	5000	Ropes	500
Frostbite Ointment	2000	Ladder	500
Pulley System	2000	Anchor	500
Avalanche Bag	2000	Sleeping Bag	500
Insurance	1500	Ascender & Carabiners	500
Medical Training	1500	Helmet	500
Down- Suit	1000	Oxygen Tokens	300
Boots	1000	Wind Proof Suit	300
Sunglasses	500	Radio Set	300
Ice Axe	500	Snow Pants	300
Harness Set	500		

Player Information Cards

- Player Information cards carry a short characterization of each player, emphasizing its key traits and its motivation to climb the highest mountain in the world.
- The cards will also capture the complete Resource list along with their corresponding cost price at Shop 1 (Kathmandu), and the various Shop multipliers.
- The cards will also carry a quick guide on how to take a turn.



You can always look at the list on the player information card to see which equipment you don't currently have.





Weather Dice

- The Weather Dice comes into play in the last phase of the climb starting from the “AMS Area” tile. Each player is required to roll the Weather Dice to move forward in this phase of the climb.
- The Weather Dice is made in such a way that the outcome of the dice roll can be one of two possibilities:
 - Good Weather Day – If a player rolls this outcome, he is permitted to draw a Movement Card and proceed with the rest of his turn.
 - Bad Weather Day – If a player rolls this outcome, his turn comes to an end i.e., he is not allowed to draw a Movement Card.
- Since the Weather Dice area is in the O2 Zone, the player is required to use one O2 token per turn irrespective of the outcome of the dice roll.



Example - On a Bad Weather roll, the player is not allowed to move from his current tile, but he will have to use one O2 token to stay there.





How To Set Up the Game?




Upto 6 people can play this game!

One of you can assume the role of the Game Master, who is incharge of the Shop and handles all the games Resources and Currency.



- Spread the Board on a flat surface.
- Stack the Movement cards and Wild cards in separate decks.
- Each player is given their choice of Player token along with the corresponding Player Information card and \$20,000 from the Shop.
- Each player is required to purchase Resources of their choice from the Shop and keep the balance money, if any.
- Each player shall place their Player tokens at the Start tile i.e., Kathmandu.
- The players are free to choose who starts the game.



A player can choose a combination of Resources from the General Equipment, Special Equipment, and Indemnity cards, and O2 tokens. Keep some balance money for unforeseen situations during your expedition and to pay for shortcuts.



How to Play Your Turn?



Following are the steps:

- **Step 1: O2 Zone or not** - Check whether the player is in the O2 zone or not. If in the O2 zone, the player is required to surrender an O2 token to the game before proceeding to the next step. In case a player runs out of O2 tokens in the O2 zone, he shall be airlifted back to “Camp 2” tile to replenish his supplies only if he has Insurance. If he does not possess Insurance, the game ends for that player immediately.
- **Step 2: Shop Tile or Instructions Tile** - Check the tile on which the player is standing and if there are any accompanying instructions written alongside:

a) In case there are instructions written on the Board tile, the player is required to comply with the same before proceeding to the next step.

- The instructions may require a player to incur a particular expense. For example, when the Player arrives at “Khumbu Icefall” tile, he is required to pay \$2000. In case the player is unable to make the particular Board expense, he is required to fall back to the nearest Shop and sell one or more Resources and collect the requisite money. He will resume his expedition from the Shop in his next turn.

Khumbu Icefall

Pay the “Khumbu Icefall Doctors” fee for use of safety ropes ahead.

-\$2000



- The instructions may also require a player to use a particular Indemnity card or Special Equipment card to avoid rest day(s). In case the Player does not own the requisite Indemnity card or Special Equipment card, he will have to face the consequence of losing the mandated number of turns/ rest days. For example, players require the “Pulley System” at the “Crevasse Field” tile. Players who do not have a Pulley System are required to lose 2 turns/ rest 2 days at the tile.



OR

b) In case the player is standing on a Shop tile, the player can purchase and/or sell Resources as he wishes (keeping in mind the price multiplier attached to that particular Shop for both buying and selling) before proceeding to the next step.



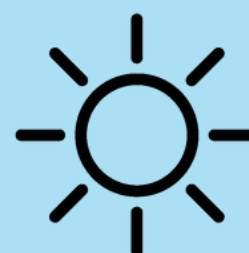
- **Step 3: Weather Dice or not** - Check whether the player has reached the Weather Dice area which starts from the “AMS Area” tile. The player is required to roll the Weather Dice to check whether he can proceed to the next step.



- In case the player rolls a Good Weather Day outcome, he is permitted to proceed to the next Step.
- In case the Player rolls a Bad Weather Day outcome, he remains on the current tile and his turn ends immediately.



Clouds indicate
bad weather



Sun indicates
Good weather

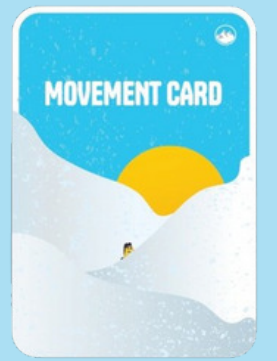
Even on a ‘Bad Weather’ roll, the player has to surrender one O2 token.





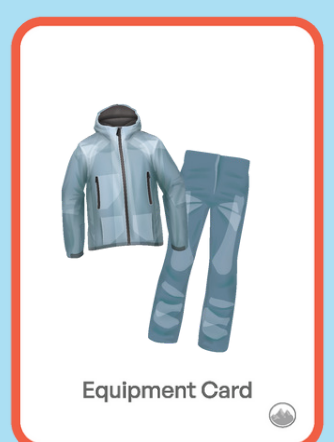
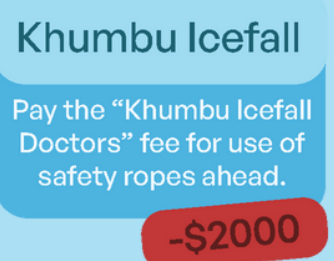
- **Step 4: Movement Card or Wild Card** - Check whether the player is standing on a Blue tile or an Orange tile.

a) If standing on the Blue tile, the player draws a Movement card. Depending upon the demands of or rewards offered by the Movement card, the player has to undertake the desired action:



Old Trail

- *Incur Expenses* – In case the Movement card requires the player to incur a certain expense, the player must meet the expense to move the instructed number of tiles on the Board. In case the player is unable to make the payment, he is required to fall back to the nearest shop and sell one or more Resources and generate the requisite money. The player's turn is over, and he will resume his expedition from the Shop in his next turn; or
- *Use a Resource* – In case the Movement card requires the Player to use a General Equipment card, Special Equipment card or O2 token, the Player must surrender the required Resource card (except the Special Equipment or Indemnity cards, which can be used multiple times) to move the instructed number of tiles on the Board. In case the player does not own the required Resource card, he is required to fall back to the nearest Shop and purchase the required Resource card and retain the Resource for future use. He may sell other Resource cards to generate the money for purchasing the required Resource. The Player's turn is over, and he will resume his expedition from the Shop in his next turn; or



There are some Evil Cards in the deck to make it more fun!





- *Collect the Reward* – In case the Movement card rewards the player with extra money or additional Resource card(s), the player will collect the same from the Shop and move the instructed number of tiles on the Board and end his turn; or
- *Comply with Instruction* – In case the Movement card requires the player to complete a certain act, the player must comply in order to move the instructed number of tiles and end his turn.

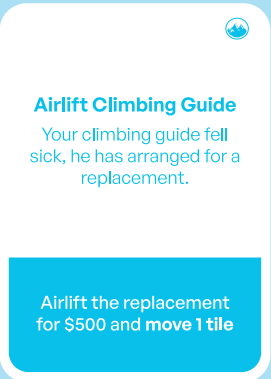
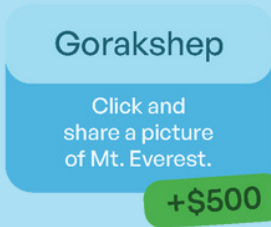
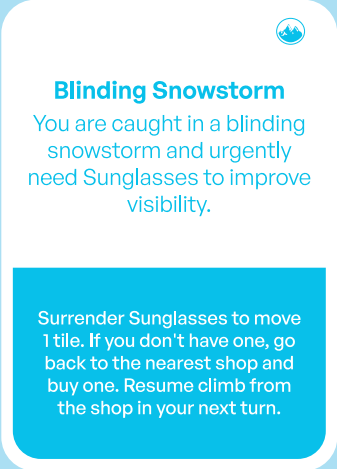


Illustration for Reference:

Player draws a Movement card that reads -
“*Blinding Snowstorm: You are caught in a blinding snowstorm and urgently need Sunglasses to improve visibility. Surrender Sunglasses to move 1 tile. If you don’t have one, go back to the nearest Shop and buy one. Resume climb from the Shop in your next turn.*”



Action: Player surrenders the “Sunglasses” Equipment card if he owns one and moves one tile (forward or backwards as he desires). If the player does not own the “Sunglasses” Equipment card, he falls back to the nearest Shop and buys the “Sunglasses” card (at the price x multiplier of the shop). The player retains the card and ends his turn. He will resume his journey from the shop in his next turn.

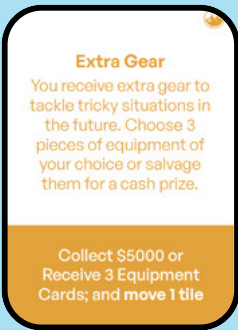




b) If standing on the Orange tile, the player draws a Wild card. Depending upon the instructions on or rewards offered by the Wild card, the player has to undertake the desired action:



- *Collect the Reward* – In case the Wild card rewards the player with extra money or additional Resource card(s), the player will collect the same from the game and move the instructed number of tiles on the board and end his turn; or
- *Comply with Instruction* – In case the Wild card requires the player to complete a certain act, the player must accordingly comply in order to move the instructed number of tiles and end his turn.
- *Take a Helicopter Ride* – In case the Wild card rewards the player with a helicopter ride, the player moves ahead to the nearest helipad tile and ends his turn.



How does the Game end?

The game ends when one player reaches the top of the summit or if all players run out of O2 tokens.

Whoever reaches the summit first wins!





Supplementaries

You can buy and sell Resources only at the Shops!



1. Shops & Transactions

- Players can buy or sell/exchange (*as the case may be*) Resources i.e., General Equipment cards, Special Equipment cards, Indemnity cards and O2 tokens only at the 5 Shops located enroute to Everest.
- Each Shop has a price multiplier attached to it i.e., the Resources become more expensive as you move higher from one Shop to another along the route.
- The Resources can also be sold at a higher price at each subsequent Shop along the route. However, the selling price at a given Shop is equivalent to the purchase price of the particular Resource at the previous Shop. For example, at Shop 3 (i.e., at the “Everest Base Camp” tile), a player can buy a particular Resource at [cost x 2] price but can sell the Resource only at [cost x 1.5] price.
- The price multipliers at the various Shops are as follows:

Shop	Buy	Sell	Shop
Shop 1 - Kathmandu	1	0.5	
Shop 2 - Namche Bazaar	1.5	1	
Shop 3 - Everest Base Camp	2	1.5	
Shop 4 - Camp 2	2.5	2	
Shop 5 - AMS Area	3	2.5	



Side missions come with exciting rewards but at the cost of extra steps.



2. Side Missions

- There are 2 side missions in the game, with the routes marked in Brown. These can be embarked upon at the following sites – “Glacier Walk” and “Camp 2”.
- Side missions are optional.
- Side missions provide an additional opportunity to players to reach Wild card tiles (marked in orange) and draw Wild cards.

3. Helicopter / Airplane Rides

- Players have the option of cutting short their journeys by choosing to take the following rides:
 - Airplane ride from “Kathmandu” to “Lukla” on payment of \$200.
 - Helicopter ride from “Namche Bazaar” to “Everest Base Camp” on payment of \$400.

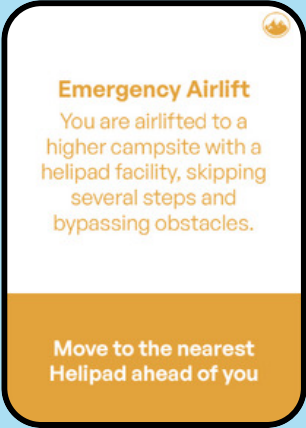


Remember, a player is required to rest a day (skip a turn) at Everest Base Camp for acclimatization should he take this route.





- In case a player draws an “Emergency Airlift” card from the Wild cards, he will be transported to the nearest helipad ahead of him on the route (denoted by the helipad symbol).
- If a player draws an “Emergency Airlift” card at “Camp 3” tile, the same will be treated as a null card as there are no helipads beyond this point.



A player cannot use the “Emergency Airlift” card to go down the route i.e., in reverse direction.





Faced with a Conflict Situation? See if it's clarified here

If you seek clarity, you
have come to the right
place!



- Players are allowed to move forward or backward along the route, except in the case of an airlift, where the player can only move forward.
- Resources cannot be traded or exchanged amongst players.
- All the transactions at the Shop can only happen when the player lands on the Shop tile and only in his turn.
- In case a player runs out of O2 tokens in the O2 zone, he can be airlifted back to “Camp 2” to replenish his supplies only if he possesses the Insurance card. If he does not possess the Insurance card, his game ends there immediately. He will not be allowed to retreat to the nearest Shop and purchase additional O2 tokens.
- If a Player is unable to make a particular payment during the game, he will have to retreat to the nearest Shop and sell some Resources.

For example, if a Player skips over the “Kumbhu Icefall” tile, the player is not required to pay the 2,000 Everest dollars. However, if he returns to the tile, he will have to make the payment.


Khumbu Icefall
Pay the “Khumbu Icefall
Doctors” fee for use of
safety ropes ahead.

-\$2000





- When a Player uses a 2 or 3 tiles Movement card to skip over tiles, the scenarios of those tiles do not apply to the Player. For example, if a Player skips over the “Khumbu Icefall” tile, the Player is not required to pay the \$2000 cost. However, if he returns to the tile in a subsequent turn, he will have to make the payment.
- Once a player has made a Board expense, for example, \$2,000 at “Khumbu Icefall”, the player will not have to repay the expense in case he lands on that tile again after a possible fall etc. This is, however, not the case for Airplane or Helicopter rides, which are required to be paid for every time they are utilized.
- When a player gets a Wild card which gives him the option of choosing 2 or 3 Equipment cards, he cannot take 2 of the same Equipment. All Equipment cards ought to be different.
- A player opting for a Helicopter ride from “Namche Bazaar” to “Everest Base Camp” on payment of \$400 will be required to rest one day (skip a turn) at “Everest Base Camp” for acclimatization.
- A player can reduce a rest day(s) or acclimatization day by using an Energy Drink(s) or a 2 or 3 tiles Movement card as the case may be.



In case the players run out of Movement cards or Wild cards, they can reshuffle the used cards and re-deck them.



- In case a player is required to miss one or more turns in the O2 zone, the player will have to use an O2 token for every such miss turn i.e., to remain on the same tile. This is the case even if the player rolls a “Bad Weather Day” on the Weather Dice. O2 tokens are used even if the player stays at the same location.
- For using a Rescue Team card, a player needs to have Insurance. If he does not have Insurance, he will need to pay \$500 to call in the rescue.
- Immunity card cannot be used to negate health check scenarios (AMS, HAPE or HACE) or any adverse Board tile scenarios.



Suggested Approaches

Higher the risk,
higher the return !!



Purely for reference, we suggest the following combinations of resources depending upon the risk-taking appetite of a particular player.

- **The Realist:** Blizzard Tent + Pulley System + Down-Suit + Climbing Boots + Sunglasses + Windproof Jacket + Ice-Axe + Harness-Set + Ropes + Ladder + Anchor + Sleeping Bag + Ascender and Carabiners + Insurance + Medical Training + Radio Set + Helmet + Snow-Pants + leftover Everest dollars.
- **The Veteran:** Pulley System + Avalanche Bag + Frostbite Cream + 10 O2 tokens + Down-Suit + Climbing Boots + Sunglasses + Windproof Jacket + Ice-Axe + Harness-Set + Ropes + Ladder + Anchor + Sleeping Bag + Ascender and Carabiners + Insurance + Medical Training + Radio Set + Helmet + Snow-Pants + leftover Everest dollars.
- **The Maverick:** Blizzard Tent + Pulley System + Avalanche Bag + Frost-Bite Cream + 5 O2 tokens + Down-Suit + Climbing Boots + Insurance + Helmet + Sunglasses + Ice-Axe + Harness-Set + leftover Everest dollars.

These combinations may yield varying results under different circumstances.

It is advisable to make your own combinations.



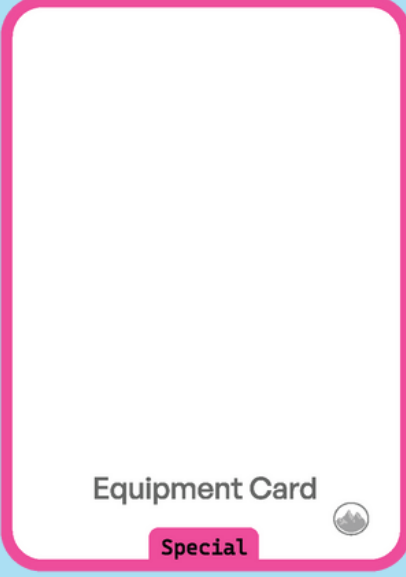
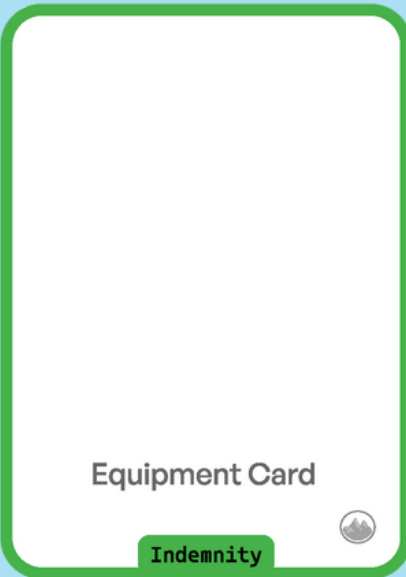


Resources List

S. No.	Resources	Use-Case	Unit Cost at Start (in Everest \$)
1	O2 tokens	Use to take a turn for moving in the O2 zone i.e., beyond “Camp 2”.	300
Special Equipment Cards			
2	Blizzard Tent	Use to endure “Blizzards” and “Stormy Nights” and to cross the “Blizzard Area”.	5000
3	Frostbite Cream	Use to treat “Severe Frostbite” and to cross “Camp 4”.	2000
4	Pulley-System	Use to haul a “Heavy Load” up a steep incline and to navigate the “Crevasse Field”.	2000
5	Avalanche Bag	Use to navigate an “Avalanche-Prone Slope” and to cross the “Avalanche Area”.	2000
Indemnity Cards			
6	Insurance	Use to negate “Rest Day” Board scenarios and to airlift you back to “Camp 2” if you run out of oxygen. Remember, it can’t be sold but can be exchanged for one General equipment at any Shop.	1500
7	Medical Training	Use to take up “Training Job”, negate rest at “AMS Area” and reduce penalty of health check cards (AMS, HACE or HAPE).	1500
General Equipment Cards			
8	Down-Suit	Use to endure the “Extreme Cold”. Player without a Down-Suit risks getting hypothermia.	1000
9	Climbing Boots	Use to navigate a “Steep Slope” and “Icy Terrain”. Player without Climbing Boots risks slipping and falling.	1000
10	Sunglasses	Use to improve visibility during a “Blinding Snowstorm”. Player without Sunglasses has reduced visibility and can lose his way.	500
11	Ice-Axe	Use to climb an “Ice-Wall”. Player without an Ice-Axer struggles to negotiate an ice wall.	500
12	Harness Set	Use to climb a “Long Steep Cliff”. Player without a Harness Set risks falling when ascending the steep cliff.	500
13	Ropes	Use to negotiate a “Crevasse Crossing”. Player without Ropes risks falling through the crevasse.	500



S. No.	Resources	Use-Case	Unit Cost at Start (in Everest \$)
14	Ladder	Use to cross a vast "Bottomless Crevasse". Player without a Ladder is unable to cross the bottomless crevasse.	500
15	Anchor	Use to protect against an “Unstable Ice Shelf”. Player without an Anchor risks falling through an unstable ice shelf.	500
16	Sleeping Bag	Use to rest at a “High-Altitude Camp”. Player without a Sleeping Bag faces difficulty in resting at high altitudes.	500
17	Ascender & Carabiners	Use to climb a “Vertical Rock Face”. Player without these struggles to ascend a vertical rock face.	500
18	Helmet	Use to protect from “Falling Debris”. Player without a Helmet risks getting hurt from falling rocks and ice.	500
19	Radio Set	Use to get timely “Weather Updates”. Player without timely updates can get caught in bad weather.	300
20	Snow Pants	Use to navigate through “Deep Snow”. Player without Snow Pants struggles to move through deep snow.	300
21	Wind-Proof Suit	Use to move against “Strong Winds”. Player without a Wind-Proof Suit can get destabilised by strong winds.	300
Power Cards			
22	Energy Drink	Gives you the strength to move an extra tile. Remember, it can't be used at or beyond “Camp 4”.	Can only be won during the game
23	Immunity	Provides you immunity against any undesirable card scenario with respect to equipment or O2 shortage. Remember, it doesn’t work against health check card scenarios (AMS, HACE or HAPE) or any adverse Board tile instructions.	Can only be won during the game
24	Rescue Team	Can airdrop one piece of General equipment or five O2 tokens on demand anywhere on the mountainboard. Remember, if you don’t have Insurance, you will have to pay \$500 to call in the rescue.	Can only be won during the game





About the Game Designer



First he climbed the Everest. Then he made the game.



As a seasoned mountaineer, I bring real-world authenticity to "Everest Conquest."

In 2013, I successfully summited Mount Everest, a highlight among the 15 major peaks I have climbed. These experiences have shaped my understanding of high-altitude challenges and strategies, which I have woven into this game.

My goal is to offer players a realistic glimpse into the exhilarating world of mountaineering.



Game designer : Prem Kumar Singh



About the Game

"Everest Conquest" is a meticulously crafted strategy game that immerses players in the thrilling and challenging world of high-altitude mountaineering. Drawing from real-life experiences and the complexities of scaling the world's highest peaks, the game offers an authentic portrayal of the physical and mental demands faced by mountaineers.

"Everest Conquest" is more than just a game; it's an invitation to embark on a virtual adventure where every choice can mean the difference between triumph and defeat.



Let the Adventure Begin !!!





We are very digitally
savvy in the
mountains



‘How to play video?’



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