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Padasaurus Games PAN202116

Trek 12 Himalaya Board Game Instruction Manual

Brand: Padasaurus Games | Model: PAN202116

INTRODUCTION

Welcome to Trek 12 Himalaya, a roll-and-write adventure board game designed for 1-50 players, ages 8 and up, with a playtime of 15-30 minutes. Embark on a thrilling journey through the majestic Himalayas, mapping the terrain, planning your routes, and setting your lines to become a legendary climber. This manual provides detailed instructions for setting up, playing, and scoring the game.

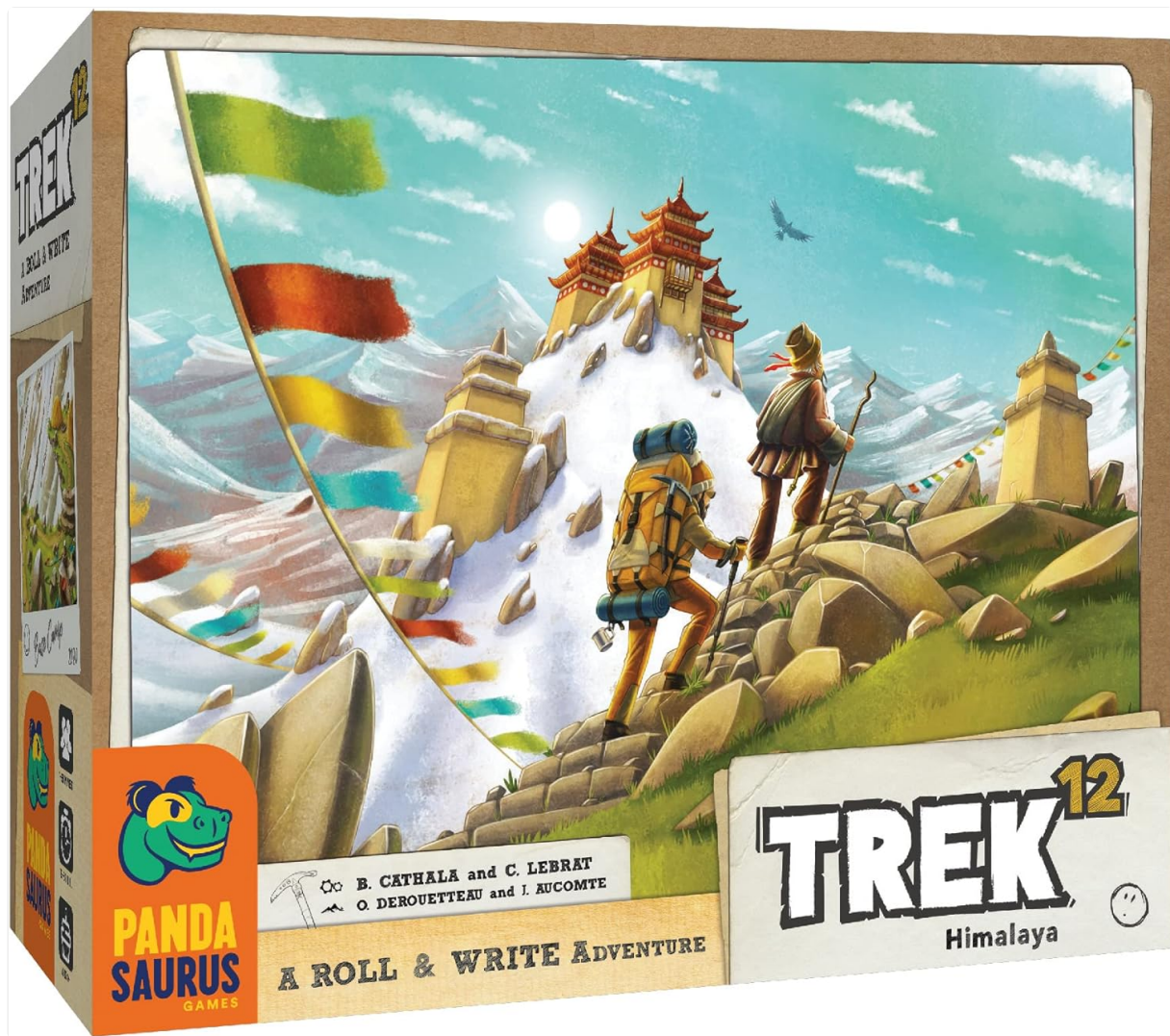


Figure 1: The Trek 12 Himalaya game box, featuring two climbers ascending a snowy mountain peak with prayer flags.

WHAT'S IN THE BOX

Verify that all components are present before beginning play:

- 3 Mountain pads (50 sheets each)
- 16 Assist cards
- 2 Wooden dice
- 6 Challenge envelopes that include additional content
- 1 Rulebook (this manual)



Figure 2: All game components laid out, including the game box, mountain pads, dice, and sealed challenge envelopes.

SETUP

1. Each player takes one sheet from any of the three Mountain pads. These sheets serve as your personal climbing map.



Figure 3: Close-up view of the three different mountain pads (Dhaulagiri, Kagkot, Dunai) used as player maps.

2. Place the two wooden dice where all players can easily reach them.
3. Shuffle the 16 Assist cards and place them face down to form a draw pile.
4. Keep the 6 Challenge envelopes sealed until instructed by the game's progression (Expedition Mode).



Figure 4: The six sealed challenge envelopes, which contain additional game content to be discovered during gameplay.

OPERATING (HOW TO PLAY)

Trek 12 is played over a series of rounds. In each round, players will roll dice, choose an operation, and mark a number on their map.

1. Roll the Dice

At the start of each round, one player rolls the two wooden dice. One die has faces numbered 0-5, and the other has faces numbered 1-6.



Figure 5: The two wooden dice (red 0-5, yellow 1-6) and various Assist cards, which provide special abilities.

2. Choose an Operation

After the dice are rolled, all players simultaneously choose one of five operations to perform using the two rolled numbers:

- **Lower:** Use only the lower number rolled.
- **Higher:** Use only the higher number rolled.
- **Subtract:** Subtract the lower number from the higher number.
- **Add:** Add the two numbers together.
- **Multiply:** Multiply the two numbers together.

3. Mark Your Map

Once you've chosen an operation and calculated your number, you must write that number into an empty circle on your mountain map. The number must be placed adjacent to a previously marked number, forming a continuous path up the mountain.

The goal is to create "Fixed Lines" (sequences of ascending or descending numbers) and "Mapped Zones" (groups of identical numbers).

GAME MODES

Trek 12 offers three distinct game modes:

Trek Mode

This is the quick and easy single-climb mode, ideal for beginners or when you have limited time. Players complete one mountain map, focusing on optimizing their score for that single ascent.

Expedition Mode

This mode involves three back-to-back ascents. Players collect new gear and meet rope companions

(unlocked content from Challenge envelopes) to help them along the way. This mode offers a deeper, more narrative experience as you progress through multiple mountains.

Solo Mode

In Solo Mode, you face off against a seasoned alpinist opponent. This mode is perfect for individual play, allowing you to hone your strategies and challenge yourself without other players.

SCORING

Scoring in Trek 12 is based on the Fixed Lines and Mapped Zones you create on your map. The longer your Fixed Lines and the larger your Mapped Zones (especially with higher numbers), the more points you will earn. Be mindful of leaving isolated numbers, as these can result in negative points.

Detailed scoring rules, including specific point values for different line lengths and zone sizes, are provided in the rulebook included in the game box.

MAINTENANCE

To ensure the longevity of your Trek 12 game, follow these maintenance guidelines:

- **Storage:** Store the game in a cool, dry place away from direct sunlight and extreme temperatures.
- **Cleaning:** Use a soft, dry cloth to gently wipe down game components if they become dusty. Avoid using abrasive cleaners or liquids.
- **Handling:** Handle cards and map sheets with clean, dry hands to prevent damage and wear.

TROUBLESHOOTING

If you encounter any issues while playing Trek 12, consider the following:

- **Missing Components:** Refer to the "What's in the Box" section to confirm all parts are present. Contact Pandasaurus Games support if components are missing.
- **Rule Clarification:** Re-read the relevant sections of this manual or the full rulebook for clarification on specific rules or operations.
- **Scoring Discrepancies:** Double-check calculations and ensure all players understand the scoring criteria for Fixed Lines and Mapped Zones.

SPECIFICATIONS

Feature	Detail
Product Dimensions	3.15 x 6.3 x 7.87 inches
Item Weight	1.98 pounds
ASIN	B09C2L42B3
Item Model Number	PAN202116
Manufacturer Recommended Age	8 years and up
Release Date	October 12, 2020
Manufacturer	Pandasaurus Games

WARRANTY & SUPPORT

For information regarding product warranty or technical support, please visit the official Pandasaurus Games website or contact their customer service directly. Contact details can typically be found on the game box or their official website.

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