

Age of Steam: Everest 2-4 players recommended

Getting to the summit is only part of the journey. Getting back to base camp alive is what really matters. Players will struggle to reach the summit, ascending and descending through the Death Zone on the most famous peak in the world. The player whose climbers summit and return to base camp first will win the ultimate goal – Age of Steam Everest Victory!

Setup: Randomly draw and place each New City tile on the map on each hex marked with a smaller inset hex. Place 4 Goods cubes on each Base Camp and 2 cubes on each of the remaining numbered Cities and New Cities on the map. Fill the Goods Display for the numbered Cities and place 1 cube in each New City column. This uses all 96 cubes.

First Turn: After bidding for player order and special action selection, each player places 2 climbers (ownership discs) on the Base Camp hexes. Each player must place 1 climber on a Base Camp on the Nepal side of the map and 1 climber on a Base Camp on the Tibet side of the map. Place each player's first climber in player order then their second climber in reverse player order.

Build Track: Track must be contiguous back to a Base Camp. A direct link between 2 Cities cannot be duplicated. Players do not place an ownership disc on completed or partial links. Partial links are available to all players to extend. Track cost is \$3 per tile.

The printed track routes to the Summit hexes can be claimed by each player. A player can only claim one space on each side of the mountain. The first 2 players to claim a route pay \$3 and the next 2 players pay \$6. Place an ownership disc on a route when claimed. This counts as 1 tile build and 1 completed link per player. In a 2-player game the first player pays \$3 and the second player pays \$6 for each route.

For each link a player completes, including Summit routes, immediately increase 1 space on the Income Track.

Move Goods: Deliveries require moving 1 of the current player's climbers along with a Goods cube. The player's climber is placed on the destination City that matches the color of the delivered cube. Return the cube to the bag. The four Base Camp hexes are dual colored and the two Summit hexes are tri-colored and accept goods of the matching colors.

Climbing Fees: Each delivery requires a \$2 fee which is paid to the supply.

Slow Plod: A climber may move down the mountain exactly 1 link without delivering a Goods cube. This counts as one of their deliveries for the turn. No income is gained. No fee is incurred.

Death Zone: Movement in the Death Zone requires additional effort. Each link used within the Death Zone uses 2 Engine Levels but only provides one income. The Death Zone is above 28,000' and is indicated on the map. A link is considered to be in the Death Zone if one of the Cities for the link is located in the Death Zone.

Hillary Step and Third Step: The Hillary Step and the Third Step function as colorless Cities that do not accept Goods cubes deliveries. They count as Cities for Engine Level required and links used for income.

Summit: When a climber delivers a Goods cube to the Summit, place a second ownership disc on this climber as an indicator that this climber has summited Everest and may now return to Base Camp. The Summit routes can only be used by players that have placed an ownership disc on the route. The Summit route counts as 1 link for deliveries.

Special Actions:

Summit Push: Complete both deliveries back-to-back at the start of the Move Goods phase.

Sherpa Action: Do not pay delivery fees this turn.

Oxygen Action: Receive a bonus +1 Engine (ownership disc). Each disc used increases Engine Level by 1 for the current delivery. After the delivery, return used discs to the supply. More than 1 disc may be used in a turn.

Resupply: Immediately draw 2 goods from the bag and place 1 directly on a location (City) on the map.

Turn Order Pass: No change.

First Move, First Build, Engineer, Locomotive, Urbanization, & Production. Not used.

Game End:

The player who is first to reach the Summit with both climbers and return both of their climbers to Base Camp wins. If this occurs on the same turn for more than 1 player, then highest score wins. Tiebreaker is the player to return both climbers first.