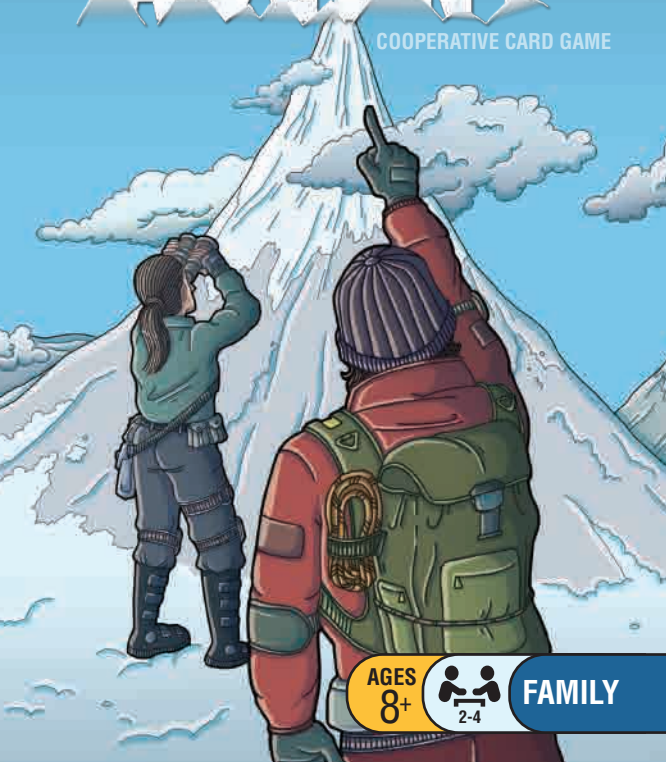


# FURIOUS ASCENT™

COOPERATIVE CARD GAME



AGES  
8+



FAMILY

# FURIOUS ASCENT™

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## Introduction

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Sitting at base camp, you go over your gear one more time. You know it's all there, but you want to make certain. Each day as you rise you look towards the icefall, and you know that just beyond lies Camp 1 where you can catch your first glimpse of the summit far above, icy and windswept, looking just as it always has in your dreams.

You and your team have been at base camp for some time now, planning your course, and acclimatizing to the altitude. As you look around at their faces, you wonder whether they feel the same mix of fear and exhilaration that you do. You do your best to focus on the exhilaration and ignore the sense of foreboding, but this isn't your first climb and you know there are dangers to face. Will you and your team have the strength and skill to accomplish what few others have done before you?

Soon you will know. You pack the last of your gear, take a deep breath, and set out with the others across the icefall to Camp 1. And so it begins...

## Objective

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Furious Ascent is a cooperative game for 2 to 4 players. The object of the game is for all players to progress as a team through four ascents to reach the mountain summit. If all players are still alive when the summit is reached, the game is won. Any deaths occurring during the game will result in an immediate loss.

## Card Types

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The cards used in Furious Ascent are divided into three types: Ascent, Game Deck, and Event Deck. Ascent cards define the objective for reaching the next camp or summit. Game Deck cards are used to form each team member's hand, from which each then plays during his or her turn. Event Deck cards will present obstacles you must overcome to achieve your goal. The cards that make up these types are described in more detail below.

### Ascent Objective Cards

The game consists of four Ascents. You begin each game at Camp 1. Place the Camp 1 card in the center of the play area and follow the instructions on the card to ascend to the next camp. To ascend, players use rope and/or wild cards that meet the specified requirements. Once you complete the ascent, you have reached the next camp. Each ascent is played in sequence from Camp 1 to the Summit.

For example, when you complete the requirements on the Camp 1 card to ascend to Camp 2, you'll gather up the cards you played to reach Camp 2 and place them on top of the Camp 1 card and place the Camp 2 card on top of the pile. Then, you'll follow the instructions on the Camp 2 card for the ascent to Camp 3.



### **Camp 1**

To ascend to Camp 2, your team must play rope or wild cards in order from 1 to 10. The color of the cards played does not matter.

### **Camp 2**

To ascend to Camp 3, your team must play rope or wild cards in order from 1 to 8. You may only play rope cards of three colors, though it does not matter which three colors you use.

### **Camp 3**

To ascend to Camp 4, your team must play rope or wild cards in order from 1 to 6. This time, you may only play rope cards of two colors, though, again, it does not matter which two colors you use.

### **Camp 4**

To reach the summit, your team must play rope or wild cards in order from 1 to 4 using a single color.

### **Summit**

When you reach the Summit, you have won the game.

## Card Types (cont.)

### Event Deck Cards

Climbing is not without its dangers. The Event Deck contains cards that present obstacles you must overcome to achieve your objective. You must draw a random event card any time a player ends his or her turn without making progress in the ascent by playing a rope card. There are two types of Event cards: ailment cards and crisis cards.

### Ailment Cards

These cards represent various ailments which may befall you while ascending the mountain. Each ailment has points ranging from 10 to 80 points, depending on how severely it affects the climber. If any player receives too many ailment points at a time, the player dies and the game is lost. This point limit (the Fatality Threshold) is based on the number of players on the team.

Number of Players	Fatality Threshold
2	200
3	150
4	100





## Crisis Cards

These cards are significant events that may greatly impact your team's progress on its ascent. Some of these crises may be prevented and others may not. There are four crisis events that can occur:

### **Avalanche!**

Your worst nightmare has happened and it cannot be prevented. Discard all Rope and Wild cards played towards the current ascent and the team returns to the last camp reached. In addition, all players discard their hands and are dealt five new cards. Ailments are not removed in this process and remain in effect.

### **Blizzard!**

Not as severe as an Avalanche, but still unpreventable. Discard all Rope and Wild cards played towards the current ascent and the team returns to the last camp reached.

### **Yeti!**

If any player has a Rifle card in hand, he or she may play it to negate the effects of the attack, even if it is not his or her turn. If no Rifle card is played, discard all Rope and Wild cards played towards the current ascent and return to the last camp reached.

### **Lost!**

If any player has a Sherpa card in hand, he or she may play it to negate the effects of getting lost, even if it not his or her turn. If no Sherpa card is played, discard all Rope and Wild cards played towards the current ascent and return to the last camp reached.

## Card Types (cont.)

### Game Deck Cards

The Game Deck contains cards that you will draw into your hand and that you may play to make progress on your ascent, prevent crisis events, or treat ailments you or your teammates may experience.



### Numbered Rope Cards

Rope cards are needed to ascend from a camp to the next objective. Rope cards are numbered from one to ten in each of four colors. Some ascents restrict the number of colors that you can use to reach the next objective, so read the camp's ascent requirements carefully before you play Rope cards.



## Wild Cards

You can substitute a Wild card for any numbered Rope card as a way to fill in where you are missing the next card in a sequence. Some Wild cards have a specific color and can only be substituted for a Rope card of that color. The deck also contains multicolored Wild cards that you can use as any color. Try to use the Wild cards sparingly; they may come in handy at the more difficult higher elevations.



## Card Types (cont.)

### Treatment Cards

Use these cards to remove ailment cards from yourself and your teammates. You can treat only one ailment card per treatment card, but if you have more than one treatment card, you may treat more than one player (or the same player multiple times) during your turn. Use discretion in applying treatment; you may want to wait until a player really needs help.





## Prevention Cards

These cards are used to prevent certain crisis events that can occur on your climb. They may be played by any player even if it is not their turn.



### STRATEGIC TIP:

Consider not using your Rifle or Sherpa cards if you haven't progressed very far toward the next objective. You may want to hold it for later when you would lose a lot of progress.

## Playing the Game

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### Beginning the Game

Remove the five Ascent cards from the deck. Separate the remaining cards (if necessary) into the Event Deck and the Game Deck (you can identify the cards in these decks by their card backs).

## Playing the Game (cont.)

The number of multicolored Wild cards used in the Game Deck is determined by the number of players on the team. Before beginning the game, remove multicolored Wild cards, if necessary, from the Game Deck until the proper number are used, as in the table shown. (Note that you can also adjust the number of multicolored Wild cards you use to make the game easier or more challenging.)

Number of Players	Multicolored Wild Cards Used
2	3
3	2
4	1

Choose one player to be the dealer, who then shuffles both decks separately. The dealer then places the first ascent card (Camp 1) near the center of the play area and then places the Event Deck face down to one side of the play area as a draw pile. Next, the dealer deals each player five cards from the Game Deck and then places the remaining Game Deck cards face down on the other side of the play area as the Game Deck draw pile.

Each player then places their hand face up in front of them so that all team members can see the cards held by each of the other players. The play area should look like the example in Figure 1 as play begins, starting with the player to the dealer's left and continuing clockwise thereafter.

## Taking Your Turn

At the beginning of your turn, draw one card from the Game Deck. Remember that all cards in your hand should be placed face up in front of you so all your teammates can see them.



**Figure 1 - Table layout after deal in a 2-player game.**

*The Game and Event Decks are shuffled and in place, as is the Camp 1 card with the instructions for the first ascent. Players A and B have been dealt their hands which are placed face up on the table with an area to the left for any ailment cards they draw. The Rope and Wild cards for the next ascent will be placed in the area aside the Ascent card.*

After you have drawn, you may play as many valid Rope or Wild cards as you like toward the current ascent. Rope and Wild cards must be played in numerical order, starting with 1, and must meet the color guidelines for the ascent as defined on the current Ascent card. If you have a playable Rope or Wild card, you may choose not to play it, but if you do not play at least one Rope or Wild card during your turn, you must draw an Event Card at the end of your turn (see Ending Your Turn, on the next page).

At your discretion, during your turn, you may also choose to play any treatment cards you possess to cure ailments you or your teammates have accumulated during the game.

## Playing the Game (cont.)

### Playing a Rope Card

If you have a Rope card in your hand that matches the next number in the sequence and meets the ascent's color requirements, you may place it face up on top of the current ascent's Rope card pile. Once a Rope card has been played, it cannot be withdrawn.

### Playing a Wild Card

You may play a Wild card just like a Rope card as it can substitute for any Rope card as long as the color of the Wild card meets the ascent's requirements (note that multicolored Wild cards can be used as any color and you must declare a color for the card when you play it). Like a Rope card, once a Wild card has been played, it cannot be withdrawn or changed.

### Playing a Treatment Card

If you have a Treatment card in your hand corresponding to an ailment afflicting you or any of your teammates, you may choose to play it to negate the effects of the ailment on that player. To do so, discard the Treatment card to the Game Deck discard pile and place the Ailment card in the Event Deck discard pile. You may treat only one Ailment card per Treatment card.



#### **STRATEGIC TIP:**

Choose carefully when deciding which cards to play. You may find it wiser to wait in playing certain cards, depending on the game situation. For example, Wild cards can be more valuable later in the game when the color requirements are more stringent. Likewise, you may want to consider holding on to treatment cards until a teammate is in some danger of reaching the Fatality Threshold.

## Finishing an Ascent

If you play a card during your turn that completes the current ascent, fold up the current Rope card pile and place it on top of the current Ascent card. Then, place the next Ascent card on the top of the pile.

Reaching any camp gives your team time to rest and heal, so all players may discard any Ailment cards they have received by placing them in the Event Deck discard pile. Then read the requirements for the next ascent from the new Ascent card and continue your turn as usual. When you complete the final ascent to the Summit, you and your team have won the game!

## Ending Your Turn

If you hold more than five cards at the end of your turn, you must discard. If you played a Rope or Wild card during this turn, your turn is now complete and play passes to the next player to your left. If you did not play a Rope or Wild card during this turn, you must draw one card from the Event Deck and proceed as follows before the next player begins their turn:

### Ailment Card

If you draw an Ailment card, place the card face up to the left of your hand in the play area. No Treatment cards can be played on any Ailment cards at this time. Add up the points for all Ailment cards you possess. If the total meets or exceeds the Fatality Threshold for the game, you die and the game ends immediately as a loss. If not, play continues with the next player to your left. Beginning with the next player's turn, all ailments can be treated again as usual.

## **Playing the Game (cont.)**

### **Crisis Card**

If you draw a Crisis card, read it aloud to your teammates and follow the instructions. You or any of your teammates may now play a Prevention card in their possession matching the Crisis card to negate its effects. To do so, the player puts the Prevention card in the Game Deck discard pile and the Crisis card in the Event Deck discard pile. Your turn then ends without incident.

Unless prevented, Crisis cards will cause you to lose all progress in your current ascent. Fold up the current Rope card pile and place it in the Game Deck discard pile. Ailment cards are not affected by crisis events and remain in effect.

Some Crisis cards also require that all players discard their hands. In that case, all players fold up their hands and place them on top of the Game Deck discard pile. Then, the dealer shuffles the Game Deck and its discard pile together and deals five new cards to each player.

Once you have dealt with the effects of the Crisis, your turn ends and play continues with the next player to your left.

### **Draw Piles and Reshuffling**

Whenever you exhaust the Game Deck or Event Deck draw piles, reshuffle its associated discard pile to create a new draw pile.

### **Game Strategies**

As this is a cooperative game, players may offer advice to each other during the game. Players should also try to remember what cards and colors have been played for each objective in order to strategize the final ascents.

### **Losing the Game**

If you ever find yourself reshuffling the game deck draw pile more than two times without any progress toward the current ascent, the game is a loss. Your previous choices of ropes and wild card usage were not good enough to reach the summit.





**Figure 2 - Table layout later in the game.**

Later in the game, as seen in Figure 2, the players have played three cards toward their current ascent to Camp 2. Player A, at the bottom, has 30 points of accumulated ailments, while Player B has 20 points. Player A has drawn already for his or her turn, and has several play options: play the blue 4 Rope card toward the ascent, play the multicolored Wild card (as a 4) toward the ascent, play the blue 4 Rope card and then the multicolored Wild card (as a 5) toward the ascent, and/or play the Rest Treatment card to remove the ailment on Player B. Player A may choose to make one or more of these plays or none of these plays. If player A decides not to make progress toward the ascent objective, however, he or she must discard down to five cards and then end his or her turn by drawing an event card.

## Winning the Game

If any player plays the final card needed to reach the Summit, you and your teammates win the game!



