

Game Overview

I've won. Now what? Three decades of ambition have led me to this moment. After what feels like an eternity of thought, I return to the edge I was so eager to climb just an hour ago and begin my descent.

The Mountain is a board game experience for one player. You navigate the mountain while exploring a pensive man's thoughts as he contemplates about the unknown abyss that lies exactly after the biggest accomplishment of his life.

There are five exit points on the board, one for every element that will affect your journey - frost, sun, wind, sky and horizon. As you try and find the path down, you learn more about yourself through the story cards, divided into five different story lines that affect you as a protagonist.

However, the path down is not immediately obvious. Your movement subdues and stimulates the elements. If three or four elements are acting, you start suffering from ennui; a feeling that perhaps getting to the bottom of the mountain is not that important after all. If all five elements are raging, you will succumb to nature and die.

Traverse through the safest path and take care of yourself. This could be either the most important journey of your life, or your last.

Rules

A. Set Up

I dreamt of this moment since i was a little kid, That someday i'd make it to the peak. But... Now that i'm here, now... What?

Set apart the six decks; one for every element and the ennui deck. Set aside the two ending from each element deck and the single ending from the ennui deck. Shuffle the six decks individually. Place the ennui ending at the bottom of the ennui deck. Leave the ten removed endings aside. The element cards are the stories that you will encounter as you go along.

Set the five element controller cards in front of you in a pentagonal shape as shown in diagram A. Make sure that all the controller cards are subdued (*with the brown side facing up*) and not raging (*with the grey side face up*)

Place the board behind the controller cards and the character token in the middle starting space that is empty of all elements.

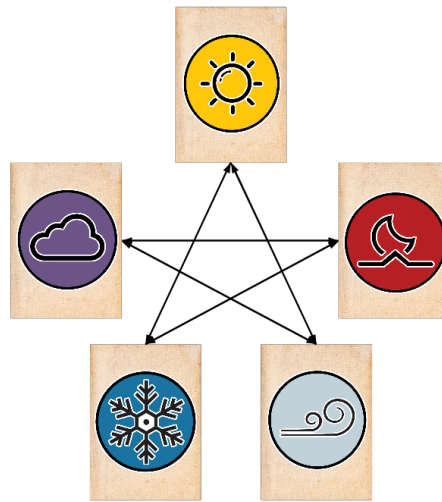


Diagram A

B. Game Turn

I planted my national flag at the apex of the mountain. I felt a patriotic pride, but was also glad to be rid of the thing and its weight.

Your turn is divided into three phases

- Movement
- Story
- Ennui

Movement

Movement is performed using the controller cards. To move, you need to flip over the element you are moving to and the two elements not immediately adjacent to the element. *For example, if you are moving to a sun element, you flip over the sun, wind, and frost controller cards.* Move your character token accordingly.

You can only move to a subdued element. If there are no possible movements, you may draw an ennui card. If you do, you get to flip one controller card for free and end your turn. When you flip a controller card by this method, you only flip that card, and not the ones that are non-adjacent as you do on movement. You may also draw an ennui card if any of the available moves would cause you to lose the game.

You may not at any point move back to the peak of the mountain (ie. your starting position)

Story

Draw a card from the appropriate deck. *For example, if your character token has moved onto a sun element this turn, draw a card from the sun deck.* Each card will reveal a short reflection that is going through your mind as you navigate the mountain (see diagram B).

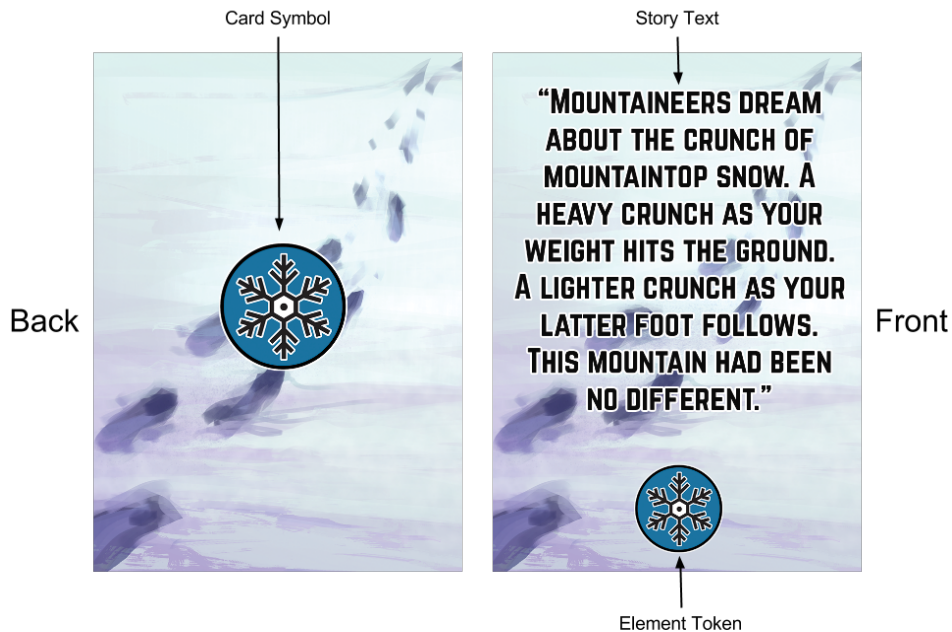


Diagram B

Cards drawn from the decks are placed on top of each other, hiding the previous card's text but keeping the previous card's symbol in view; so as to be able to easily see the string of symbols you have encountered (see diagram C). If you have three elements of the same type throughout your whole stack, flip that element's controller card. You only flip a card again once you have encountered the element 3 more times (so after you have encountered that element 6 times)



Diagram C

Ennui

After your movement, if you have three adjacent raging elements (cards on their greyed out side), you draw and read an ennui card. If you have four adjacent raging elements, you draw and read two ennui cards one after the other. You do not need to place ennui cards onto the stack as ennui cards do not have a symbol. If there are no ennui cards left to draw, the man resigns to the reality that there is no point in reaching the bottom, and gives up the descent, leading to his eventual and inevitable freezing cold death. The game ends.

Finally, read the story and plan your next move.

C. End of the Game

"Can't see a darn thing," my colleague observed, as a thick mist settled over the mountaintop. "We'll head off as soon as it clears," he continued. I nodded, but remained unsure. Do I want to leave? After all, this is exactly where I've desperately wanted to be for the past decade.

If you are on an element at the edge of the mountain's border and you have revealed at least one each of the 5 symbols in your stack, you may choose to end your journey and take one of

the endings. Count the element tokens on your drawn story cards. If you have the most symbols of the element you are on, draw the first ending of the appropriate deck. Otherwise, draw the greyed (alternate) ending of that pile.

For example. if you finish the game on a sun element and you have 4 sun symbols and 3 frost symbols, you should draw the first sun ending. However, If you have 4 frost symbols and 3 sun symbols, you should draw the second sun ending.

The game also ends if you run out of Ennui Cards.