

# Summit

THE BOARD GAME

## FREQUENTLY ASKED QUESTIONS

Q: How can I make the game easier?

A: Decrease the difficulty from to to to to to as needed. Add any/all Event Cards. Remove any/all Sherpas. Choose your starting items. Add the "4+ Player Blizzard Marker." Bring extra Sherpas. Just climb to the Summit.

Q: How can I make the game harder?

A: Increase the difficulty setting from to to to to to as needed. Remove any/all Event Cards. Include any/all Event Cards. Remove the "4+ Player Blizzard Marker." Remove any/all items from the game. Climb unassisted – meaning with no Sherpa. Add the **Yeti** expansion.

Q: Can be higher/lower than a Character's max/min?

A: cannot be higher than a Character's max, if it is, they must immediately drop something (Item, Oxygen, Food) to bring their down. cannot be lower than zero, it's starting value.

Q: Can be higher/lower than a Character's max/min?

A: Yes, Item and Event Cards can grant temporary effects to increase/decrease a player's . A player can exceed their max , but can never have less than zero .

Q: Can be doubled twice in the same turn?

A: No, can only be doubled once per turn.

Q: For Items/Supplies picked up or received by cards, are there any penalties for players who pick them up?

A: No, players can simply travel across the tile, pick them up, equip, (adjust for weight/speed) and keep going.

Q: Can I use my "Removal" action on another player?

A: No, players may only use that action on themselves.

Q: How do I know if my character is protected by their ability?

A: On each Karma Card, below the cost, there is an icon showing what the card is targeting. Use this icon as a quick reference to know if your character is protected.

*Example 1:* If you tried targeting Vince with a negative Karma Card that would cause him to gain (and the icon is there) he would be immune. However, if you gave/took and that food changed his he would not be immune.)

*Example 2:* Connor can use 1 less than HIS weather die roll. If he rolls the blizzard he consumes one less . If another player rolls a blizzard Connor consumes the full requirement.

Q: What happens if there is another player on my tile when I draw the "Contagious" Event?

A: The card text states: "No one can enter a tile that you occupy, and vice versa." So it's fine because the other player isn't ENTERING the tile. Although as soon as they are separated they can no longer share a tile with the contagious player.

Q: What happens if a player is over their tile/card hand size?

A: Any player may be over their hand size due to a Karma or Event Card, they simply do not draw cards/tiles until they are under their hand size.

Q: How do Sherpas resupply at Base Camp?

A: For EACH "resupply" a player would like to preform, they must skip their movement. So to resupply themselves AND 2 Sherpas in a solo game, a player would need to spend 3 turns skipping their movement, resupplying and resolving the dice.

Q: How do I rotate a tile with the "Quick Draw" Item?

A: If one side of the tile is still where a side had been, then it was properly rotated. It still has to abide by placement rules so it can't go over another tile or connect long edge to short edge.

Q: What happens if my question isn't on this list?

A: Check out [www.insideupgames.com/summit-faq/](http://www.insideupgames.com/summit-faq/) for a regularly updated list. Ask in the Summit Facebook Group. Or email us at [info@insideupgames.com](mailto:info@insideupgames.com)