

# ASSAULT ON MT. ON EVEREST

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## INTRODUCTION

Assault on Mt. Everest is a strategy/simulation game that involves all the basic elements of the first conquest of the world's highest peak by British climbers in 1953. You are competing against the mountain itself, and the game is thus well suited for one-person play. Additional interest may be added, however, by two players (representing British and Swiss expeditions) conducting simultaneous and competing ascents. If a number of people wish to play, you may assign various responsibilities (for assault strategy, record keeping, etc.) to each team member.

The object of the game is to reach as high on the mountain as possible within the time allowed. The game begins on April 12, 1953, and is played through 47 day-long "turns" concluding on May 29, 1953.

The game is divided into two phases, a *Buildup Phase* and an *Assault Phase*. The object of the *Buildup Phase* is to move your climbers and provisions into the best position from which to launch your assault. As you move through a succession of eight camps, you must deal with problems of illness, weather, and the objective dangers posed by the mountain itself.

In the *Assault Phase*, the scale of the game narrows to one of hour-by-hour tactics as you move toward the summit.

## GAME EQUIPMENT

### The Game Board

A *Game Map* provides a perspective of the Everest region, and outlines the route you will use to the top. Features of the map are authentic. The route itself and the selection of camps were the result of a Swiss reconnaissance expedition in 1952, and were known to the British before their 1953 expedition. On either edge of the *Game Map* are *Expedition Date/Turn Indicators* and *Assault Hour Indicators*, which are used together with markers to keep track of game turns.

### Playing Pieces

Colored markers are used as indicators and to represent your climbing party and camp equipment. Each team has the following markers:

- 12 *Climbers*, each identified by name
- 12 *High Altitude Sherpas*
- 4 Teams of 7 *Low Altitude Sherpas*
- 18 Sets of *Camp Equipment*, each capable of supporting a party of four. Each piece represents a composite of tents, stoves, radios, air mattresses, etc.,—nonconsumable equipment items required to set up camp.
- 7 *Route Established Markers*, used to indicate that the route to the various camps is prepared and ready to be travelled by your party.
- 1 *Expedition Date* marker
- 1 *Assault Hour* marker

### Record Sheets

Three types of record sheets are used with the game, a *Provisions Record*, a *Climber Status Sheet*, and an *Assault Record*. Use of these records are described later in the rules.

## Chance Scenarios

The element of chance is incorporated into the game through the use of Chance "scenarios." Descriptions of these "scenarios" may be found on the back of these instructions.

## SEQUENCE OF PLAY

We suggest that you first read through the following material step-by-step, with your game equipment laid out in front of you, before you begin the game in earnest.

After playing the game once or twice, you should begin to evolve a strategy for reaching high on the mountain in spite of adverse chance effects.

### Step 1. Preparation for Play

Place all of your markers into position as follows:

- a. Place your *Climbers* and *Sherpas* in the box labeled "Camp I."
- b. Place your 18 *Camp Equipment* markers into position at Camp I in the boxes labeled "Camp Capacity." Note that you have enough equipment initially to provide for your starting Base Camp complement of 52 plus five additional markers.
- c. Place your seven *Route Established* markers into the position indicated at the edge of the game board.
- d. Place your *Expedition Date* marker on "April 12" and your *Assault Hour* marker on "7 A.M."

Each expedition will initially need one copy of the composite form containing the *Provisions Record*, *Climber's Status Sheet* and *Assault Record*. Additional *Assault Records* may be required later in the game.

### Build-up Phase (Camps I-VIII)

#### Step 2. Establish Starting Date

Camp I (Base Camp) is assumed to be established on April 12. The game begins with the establishment of Camp II. In order to determine the starting date, roll one die and move your *Expedition Date* marker ahead the number of days indicated by the roll. Now place your *Route to Camp II Established* marker into position at Camp II.

**Example:** A roll of "4" would indicate the game begins for your party with the establishment of Camp II four days after April 12. Move your *Expedition Date* marker ahead to April 16, place your *Route to Camp II Established* marker into position at Camp II and proceed to Step 3.

#### Step 3. Reconnaissance and Route Preparation

This step simulates the uncertainty in time required to locate an acceptable route between camps, and then to prepare it with handholds, improved footings, etc., making a "track" for the Sherpas and Climbers to follow. You will begin with the route between Camps II and III. The step is accomplished as follows:

a. Roll one die to determine the number of days required for route preparation.

b. To mark this date, place your next *Route Established* marker ahead on the *Expedition Date/Turn Indicator* the number of days indicated by the roll of the die.

c. Do not repeat Step 3 again until the marked date is reached. When you do reach the date, move the *Route Established* marker into position at the appropriate camp and repeat Step 3a and 3b again for the next camp.

**Example:** You have completed Steps 1 and 2, and have a starting date of April 16. In this step you roll the die again and receive a "6". Set your *Route to Camp III Established* marker six days ahead on "April 22." Then continue repeating Steps 4-9 until April 22 is reached. On that date, move your *Route to Camp III Established* marker into position at Camp III and roll the die again to determine when the route to Camp IV will be established.

#### Step 4. Determine Chance Scenario

There are many factors which affect the outcome of the expedition aside from the party's skill in climbing, or basic adeptness in handling problems of complex logistics. Weather, illness, and uncontrollable changes in the route due to natural occurrences all work to impede the expedition's progress and test the flexibility of the party's strategy. For this step, on each turn you are to roll a pair of dice to ascertain which of a number of chance factors, if any, has come into play on this day. These factors are outlined for you in a list of "Chance Scenarios," each identified by a particular code number. After you have rolled the dice, look up the code number from the table below, then find and implement the condition outlined in the appropriate scenario.

		RED DIE					
		1	2	3	4	5	6
WHITE DIE	1	1	2	3	4	5	6
	2	7	8	9	10	11	12
	3	13	14	15	16	17	18
	4	19	20	21	22	23	24
	5	25	26	27	28	29	30
	6	31	32	33	34	35	36

After determining the scenario for the day, proceed to Step 5.

#### Step 5. Movement of your party

Sherpas and Climbers may move at will up and down the mountain within the following limitations:

- a. Movement is initially possible only into Camp II. As the routes to other camps are established in accordance with Step 3, these latter camps may also be occupied.
- b. All parties of Sherpas moving between camps must be accompanied by at least one Climber.
- c. Sherpa Teams (Low Altitude Sherpas) may only move among Camps I-IV. High Altitude Sherpas and Climbers may move among all camps.
- d. Time required for movements between camps is as follows (also indicated on game board):

From Camps		From Camps
I to II	} ½ day each	VIII to VII
II to III		VII to VI
III to IV		VI to V
IV to V	} ¼ day each	V to IV
V to VI		IV to III
VI to VII		III to II
VII to VIII	1 day	II to I

**Example:** In a single day it would be possible to move from Camp III to V and return to Camp IV. (III to IV - ½ day, IV to V - ¼ day, V to IV - ¼ day. Total Time = 1 day.)

e. You must observe overnight maximum camp capacity limitations as follows (this is indicated on the game board):

Camp II - 16 persons	Camp VI - 20 persons
Camp III - 24 persons	Camp VII - 20 persons
Camp IV - 32 persons	Camp VIII - 12 persons
Camp V - 20 persons	

If this rule is violated, you must remove from further play those of your party which exceed the limitations, together with an equivalent value in "Camp Equipment" (one marker for each four or fewer of your party removed).

f. Sufficient "Camp Equipment" and consumable provisions must be in place to support your party during an overnight stay.

g. Climbers must not remain overnight above Camp IV for more than five consecutive nights. (This rule does not apply to High Altitude Sherpas.) No later than the sixth day Climbers must return to Camp IV or below and remain a prescribed time before again ascending above Camp IV. Rest periods required are as follows:

Days above Camp IV	Rest Period Required
1	None
2	None
3	3
4	4
5	5

If this rule is violated, the Climbers involved must be removed from further play together with an equivalent value in "Camp Equipment" (one marker for four or fewer climbers removed). A *Climber Status Sheet* is included to record the number of days your Climbers have remained above Camp IV as well as the length of rest periods.

Within the limitations above, move your climbing party as you wish and proceed to Step 6.

#### Step 6. Movement of Camp Equipment & Provisions

Three types of packs may be carried by your Sherpas (Climbers may carry loads above Camp IV, but not below).

**Camp Equipment Pack** - Represented by a marker, this pack consists of a composite of tents, stoves, mattresses, radios and other nonconsumable equipment. The marker represents a load of approximately 50 lbs., sufficient to support a camp party of four. There are 18 of these markers.

**Consumable Provisions Pack** - Represented by a grid square on your *Provisions Record*, this pack consists of food, fuel, medical supplies, and other consumable items required to support your party in Camps II-VIII. One grid square represents a load of approximately 40 lbs., sufficient to support a party of eight for one night. There are 80 of these packs available at Camp I at the beginning of play.

**Assault Pack** - Represented by a grid square labeled with an "A" on your *Provisions Record*, this pack consists of oxygen, as well as food and other consumable items. One grid square represents a load of approximately 50 lbs., and will support one party member climbing above Camp VIII for a period of ten hours. There are 10 of these packs available at Camp I at the beginning of play.

After completing the movement of your party in Step 5, you may move provisions among the various camps corresponding to the movement of your Sherpas. Note that Sherpa "teams", represented by a single marker, are comprised of 7 members. Each Sherpa may carry one *Camp Equipment Pack*, one *General Provisions Pack*, or one *Assault Pack*. *General Provisions Packs* and *Assault Packs* may only be moved up the mountain, and cannot be returned to lower camps. Climbers may carry loads only above Camp IV.

**Example 1:** Seven Sherpas were moved from Camp I to Camp II during Step 5, carrying two *Camp Equipment Packs*, and five *General Provisions Packs*. You first move two "Camp Equipment" markers on the game board from Camps I to II and then record the movement of the five *General Provisions Packs* as indicated on the sample *Provisions Record* below.

PROVISIONS RECORD			
Camp I	Camp II	Camp III	Camp IV

The diagonal slashes shown for Camp I indicate the total game availability in Camp I of 90 packs (80 General Provisions and 10 Assault). In our example we X'd out the five packs moved from Camp I and placed slashes in Camp II to indicate their placement in that camp.

After you have moved provisions corresponding to the movement of your climbing party, proceed to Step 7.

#### Step 7. Consumption of Provisions

Camp I is assumed to have a separate store of provisions outside those indicated on your *Provisions Record*. For each eight people in Camps II through VIII each night, you are now to "X" out one *General Provisions Pack* from the respective camp on your *Provisions Record*. If a *General Provisions Pack* is not available, you must "X" out one *Assault Pack*, if available. If neither is available, you must remove from play those persons unsupplied (as well as a corresponding amount of Camp Equipment—one marker for each four or fewer people removed). Provisions must be "consumed" in even packs. Thus nine people in a camp, for example, would require consumption, or "X'ing" out of two *General Provisions Packs*.

**Example:** The sample *Provisions Records* below show the "before" and "after" notations on a particular day for the following party deployment: Camp I - 27 people; Camp II - 8 people; Camp III - 17 people.

Before

PROVISIONS RECORD			
Camp I	Camp II	Camp III	Camp IV

After

PROVISIONS RECORD			
Camp I	Camp II	Camp III	Camp IV

Now proceed to Step 8.

#### Step 8. Opponent's Challenge

At this point in your turn, your opponent, at his option, may review and challenge any of your movements or camp strength situations that may not be in accordance with the rules. Illegal movements or illegal camp capacity situations will result in the party members involved being removed from play along with associated Camp Equipment. Provisioning actions by illegal moves must be corrected.

#### Step 9. Adjust Date Marker

Now set your date marker ahead one day.

After you complete Step 9, return to Step 4 (or Step 3 in the event the route to one of your camps is established on

this day and you are ready to set the time for establishment of the next) and continue to repeat Steps 4 through 9, alternating after each series of steps with your opponent, until such time as you are ready to enter the Assault Phase.

### Assault Phase (Above Camp VIII)

#### Step 10. Determine Weather Acceptability Above Camp VIII

During the winter months, a fierce, cold wind of up to 150 mph in intensity scours the Everest summit from the northwest—making all movement on the mountain impossible. After a short lull, generally in late May, the winter wind is replaced by the early summer monsoon which brings heavy and impenetrable snow conditions to the upper reaches of the mountain. Springtime movement high on the mountain is thus limited to a brief interval in May, set for the purposes of this game during the period May 15 to May 29. Thus no moves above Camp VIII are possible before May 15.

Even during this period, however, the weather is not certain to allow movement and the probability of finding an acceptable weather opening diminishes as you near the end of the period. As your assault party members are in position and ready to leave Camp VIII, a die must first be rolled to determine whether weather conditions on that particular day are acceptable for movement.

If the date you propose to move from Camp VIII falls in the period:

Movement on this day is possible only with a die roll of:

May 15 thru May 22	2, 3, 4, 5 or 6
May 23 thru May 25	3, 4, 5 or 6
May 26 thru May 27	4, 5 or 6
May 28	5 or 6
May 29	6

If you are prepared to leave Camp VIII and have obtained an acceptable die roll (above) for movement, you may proceed with Steps 11, 12, 13, and 14. Place the assault party members into the *Assault Party* box of the gameboard.

#### Step 11. Set Hour Marker

On your first turn in the Assault Phase, set your hour marker at "7 A.M." of the "1st Day." On each succeeding turn, move the marker forward one hour as you repeat this step.

#### Step 12. Determine Chance Scenario

*Chance Scenarios* are determined in the same general manner used earlier in the Buildup Phase. At this point, you now roll one die to determine the assault scenario code number for the hour from the table below. Look up the code number in the list of "Chance Scenarios" and implement the action required.

FIRST ROLL		SECOND ROLL		THIRD ROLL	
Roll of	Scenario Code	Roll of	Scenario Code	Roll of	Scenario Code
1	37	1	42	1	47
2	38	2	43	2	48
3	39	3	44	3	49
4	40	4	45	4	50
5	41	5	46	5	51
6	Roll Again	6	Roll Again	6	52

After determining the scenario for the hour, proceed to Step 13.

**NOTE:** In Steps 13 and 14 you will need to record data on your *Assault Record*, one sheet for each new party moving from Camp VIII.

Start your record by noting the date, the number of party members who will make the assault, and the number of *Assault Packs* that they will carry. Party members may carry less than one pack each if you wish. Those *Assault Packs* committed to the assault should be marked off "Camp VIII" on your *Provisions Record*.

From this point on *Assault Packs* will be converted into "climbing units" with each pack equivalent to 10 climbing units. One unit will be necessary for each hour of climbing.

Example: Your assault team is comprised of 2 climbers carrying 1½ assault packs (15 climbing units) between them. The date is May 15. Your *Assault Record* will initially look like this:

ASSAULT RECORD					
		Date <u>MAY 15</u>	No. of assault packs <u>1½</u>		
		No. of climbers <u>2</u>			
Altitude	Ascend/Descend	Reached	Assault Units (1 Assault Pack = 10 Units)		
			Consumed	Picked-up	Dropped
Start		25,900'			15
7 AM					
8 AM					
9 AM					
10 AM					
11 AM					
12 PM					
1 PM					
2 PM					
3 PM					
4 PM					
Overnight					
7 AM					
8 AM					
9 AM					
10 AM					
11 AM					
12 PM					
1 PM					
2 PM					

**Step 13. Movement of your Party**

Climbers and High Altitude Sherpas may both move above Camp VIII; however, parties of Sherpas must be accompanied by a Climber. Your party must move in groups of two or more at all times. Party members moving above Camp VIII may do so only once; on return to Camp VIII, they must continue to descend to camps lower on the mountain.

Your movement is now in hourly intervals with your ascent (or descent) in any one hour dependent upon your starting altitude and the average load which your party members are carrying. Your movement potential is determined from the table below and should be recorded each hour in your party's *Assault Record*. You may move less than the indicated height if you choose.

Example: You are ready to leave Camp VIII, having received an acceptable die roll in Step 10. You received a "no event" scenario on Step 12. Your team of two climbers are carrying 15 units (1½ *Assault Packs*) between them. Your move during the first hour is 400 feet since your average load per person is over 5 units and your initial altitude at Camp VIII is 25,900 feet. Record the altitude "26,300 feet" (25,900 feet + 400 feet) on your *Assault Record* in the 7 A.M. position and proceed to Step 14.

**Step 14. Adjustment of Assault Provisions**

Recall that 1 *Assault Pack* = 10 climbing units. Each climber will consume 1 unit for each hour of movement and 2 units for an overnight stay. Note the units you have consumed on your *Assault Record*. At any point you may drop part of your load; however, you must retain sufficient provisions to enable your climbers to return to Camp VIII, otherwise your ascent mark is invalid and any provisions dropped must be removed from play. Assault provisions dropped are to be noted on your *Assault Record* at the altitude the drop took place. Later assaults may pick up previously dropped provisions as your assault party passes through the altitude the drop took place. When the provisions are picked up they should be marked off the earlier records.

Example 1: You leave Camp VIII with two climbers and 15 units. After three hours of climbing they drop 5 units and return to Camp VIII. The record of their assault will appear as follows (if no ill effects are caused by Step 12).

ASSAULT RECORD					
		Date <u>MAY 15</u>	No. of assault packs <u>1½</u>		
		No. of climbers <u>2</u>			
Altitude	Ascend/Descend	Reached	Assault Units (1 Assault Pack = 10 Units)		
			Consumed	Picked-up	Dropped
Start		25,900'			15
7 AM	+400	26,300	2		13
8 AM	+400	26,700	2		11
9 AM	+400	27,100	2		9
10 AM	-1000	26,100	2	5	2
11 AM	-1000	Camp VIII	2		0
12 PM					
1 PM					
2 PM					
3 PM					
4 PM					
Overnight					
7 AM					
8 AM					
9 AM					
10 AM					
11 AM					
12 PM					
1 PM					
2 PM					
3 PM					
4 PM					

  

Provisions Available From Previous Assaults	
Altitude	Quantity Available (in Units)

Example 2: On a subsequent assault, two climbers initially carrying 10 units pick up the previously dropped assault provisions. Their record will appear as follows as they pass through the third hour (presuming again, no ill effects from Step 12).

ASSAULT RECORD					
		Date <u>MAY 16</u>	No. of assault packs <u>1</u>		
		No. of climbers <u>2</u>			
Altitude	Ascend/Descend	Reached	Assault Units (1 Assault Pack = 10 Units)		
			Consumed	Picked-up	Dropped
Start		25,900'			10
7 AM	+600	26,500	2		8
8 AM	+600	27,100	2	5	11
9 AM	+300	27,400	2		9
10 AM					
11 AM					
12 PM					
1 PM					
2 PM					
3 PM					
4 PM					
Overnight					
7 AM					
8 AM					
9 AM					
10 AM					
11 AM					
12 PM					
1 PM					
2 PM					
3 PM					
4 PM					

  

Provisions Available From Previous Assaults	
Altitude	Quantity Available (in Units)
27,100	5

If you are at or within 50 feet of the following altitude:	You can ascend the following altitude in one hour:		You can descend the following altitude in one hour regardless of load:	The minimum time to descend to Camp VIII from this Point is:
	Carrying up to 5 units (½ pack) /person	Carrying between 5 and 10 units/person		
25,900 (Camp VIII)	600	400	1000	—
26,000	600	400	1000	1 hour
26,100	600	400	1000	1 hour
26,200	600	400	1000	1 hour
26,300	600	400	1000	1 hour
26,400	600	400	1000	1 hour
26,500	600	400	1000	1 hour
26,600	600	400	1000	1 hour
26,700	600	400	1000	1 hour
26,800	600	400	1000	1 hour
26,900	600	400	1000	1 hour
27,000	600	400	1000	2 hours
27,100	500	300	1000	2 hours
27,200	500	300	1000	2 hours
27,300	500	300	1000	2 hours
27,400	500	300	1000	2 hours
27,500	500	300	1000	2 hours
27,600	500	300	1000	2 hours
27,700	400	300	1000	2 hours
27,800	400	400	900	2 hours
27,900	400	400	900	3 hours
28,000	400	400	800	3 hours
28,100	400	400	800	3 hours
28,200	400	400	800	3 hours
28,300	400	400	800	3 hours
28,400	300	300	700	3 hours
28,500	200	200	600	4 hours
28,600*	100	100	500	4 hours
28,700*	100	100	400	4 hours
28,800*	100	100	300	5 hours
28,900*	128	128	300	5 hours
29,028*	—	—	328	5 hours

\*Scenario code 42 does not apply at these altitudes.

After completion of Step 14, return to Step 11 and continue to repeat Steps 11 - 14 until your party has returned to Camp VIII or you reach the "overnight" position on the *Assault Hour Indicator*. You will then complete Steps 4 through 9 for the day to accomplish whatever moves which may be necessary lower on the mountain. After your opponent's turn, you may proceed again into the Assault Phase for the second day. Step 10 must be acceptably completed to launch the next assault. Step 10, however, has no effect on continued moves from the "overnight" position. (Just set your hour marker to 7 A.M. on the second day and proceed with Steps 11 - 14.) Your climbers must return to Camp VIII by 4 P.M. on the second day or their ascent record is invalidated.

**CONCLUSION**

You may continue to launch as many assaults above Camp VIII as time, provisions, and available climbers permit. Each assault may build on provisions dropped from previous assaults. The game thus continues until time runs out or you reach the summit of Everest and safely return your climbers to Camp VIII. Your best height achieved during the game becomes your score in competition.

*Photo Credit:* All photographs used in cover and inside illustrations were taken by, and have been used with the permission of Richard Pownall, a member of the 1963 American Everest Expedition.

# CHANCE SCENARIOS

## Build-up Phase (Camps I-VIII)

		RED DIE					
		1	2	3	4	5	6
WHITE DIE	1	1	2	3	4	5	6
	2	7	8	9	10	11	12
	3	13	14	15	16	17	18
	4	19	20	21	22	23	24
	5	25	26	27	28	29	30
	6	31	32	33	34	35	36

- | Code | Scenario   |
|------|--|
| 1    | One of your climbing party is suffering from high altitude sickness and cannot participate further in the expedition. Roll one die again to determine affected member and remove appropriate marker from play. This scenario may be ignored if Climber is presently located above Camp VIII.   |
|      | Roll of:    British Climber:    Swiss Climber:   |
|      | 1        Hillary                    Dittert  |
|      | 2        Tenzing                    Roch   |
|      | 3        Evans                      Lambert  |
|      | 4        Lowe                        Chevalley   |
|      | 5        Noyce                        Aubert   |
|      | 6        None affected            None affected  |
| 2    | Same as scenario code '1'  |
|      | Roll of:    British Climber:    Swiss Climber:   |
|      | 1        Band                        Flory   |
|      | 2        Gregory                    Asper  |
|      | 3        Bourdillion                Hafstetter   |
|      | 4        Wylie                        Bouzio   |
|      | 5        Westmacott                Reiss   |
|      | 6        None affected            None affected  |
| 3    | No event   |
| 4    | No event   |
| 5    | An avalanche from the walls of Nuptse has created havoc with your route through the Icefall (Camps I to III). You must repeat reconnaissance and route preparation efforts (see instructions, Step 3) before further movements among these camps are possible (either ascending or descending). This scenario may be ignored if route preparation is currently in progress between Camps II and III. Reconnaissance efforts which may be in progress above Camp III are unaffected. <b>This scenario is not applicable if you are using the 'Simplified Instructions.'</b> |
| 6    | No event   |
| 7    | One 'Assault Pack' from a previous expedition is found at Camp VII and may be added to your provisions complement at that camp. This action may be taken whether or not you have yet reached Camp VII. This scenario may only occur once during each expedition.   |
| 8    | No event   |
| 9    | Very active movement in the 'Atom Bomb' area between Camps I and II requires that the route between these camps be prepared again (See instructions, Step 3) before further movement between these camps is possible (either ascending or descending). Reconnaissance efforts which may be in progress above Camp II are unaffected. <b>This scenario is not applicable if you are using the 'Simplified Instructions.'</b>  |
| 10   | No event   |

- | Code | Scenario   |
|------|--|
| 11   | Heavy snow and poor visibility prevents any movement during the day between Camps I and II.  |
| 12   | No event   |
| 13   | Unstable glacial conditions prevent any further use of Camp II throughout the remainder of the expedition. You have one day to remove any provisions or camp equipment which may be located at this camp. Stores at Camp II which cannot be relocated are to be removed from play.   |
| 14   | No event   |
| 15   | Problems among your party requires your expedition leader (Hunt, British; Wyss-Dunant, Swiss) to return immediately to Base Camp and remain overnight. This scenario may be ignored if your expedition leader is above Camp VIII or no longer in play.   |
| 16   | No event   |
| 17   | Illness among your party requires your expedition physician (Ward, British; Gross, Swiss) to return immediately to Base Camp and remain overnight. This scenario may be ignored if your expedition physician is above Camp VIII or no longer in play.  |
| 18   | No event   |
| 19   | A major crevasse has opened above Camp III temporarily blocking either ascending or descending movement between Camps III and IV. Further movement between these camps is not possible until such time as 4 climbers can move from Base with necessary bridging materials. Movements may proceed the day following their arrival at Camp III. If none of your expedition has yet moved into Camp III, the scenario may be ignored. |
| 20   | No event   |
| 21   | Heavy snow and poor visibility prevent any movement during the day between Camps III and IV.   |
| 22   | No event   |
| 23   | There is considerable illness among your Sherpas. One Sherpa Team and 1 High Altitude Sherpa may not participate further in your expedition and must be removed from play together with 2 'Camp Equipment' markers.  |
| 24   | No event   |
| 25   | All reconnaissance and route preparation efforts now in progress are delayed because of severe weather. All 'Route Established' markers presently on the 'Expedition Date/Turn Indicator' must be moved forward 2 days.  |
| 26   | A large rock and snow slide off the face of Lhotse has destroyed Camp VI. Any 'Camp Equipment' or provisions in place at this camp must be removed from play. Party members at this location must immediately move to adjacent camps until such time as new 'Camp Equipment' may be moved into position to reestablish camp. This scenario has no effect if you have not yet occupied Camp VI.                                     |
| 27   | No event   |
| 28   | Extremely cold temperatures at Camp VII requires additional 'Camp Equipment' to counteract. If you now occupy or have occupied Camp VII, you must now immediately double up on 'Camp Equipment' to support current or future parties (1 marker for each 2 people in camp). This scenario may be ignored if you have not yet occupied Camp VII. This scenario is not applicable if you are using the 'Simplified Instructions.'     |

- | Code | Scenario  |
|------|---|
| 29   | No event  |
| 30   | Excellent weather and route conditions today allow all movements to be made in half the time normally necessary.  |
| 31   | No event  |
| 32   | Poor conditions high on the mountain prevent any movement to or from Camps V, VI or VII today.  |
| 33   | No event  |
| 34   | No event  |
| 35   | No event  |
| 36   | Roll one die again.   |
|      | Roll of:  |
|      | 1    No event   |
|      | 2    No event   |
|      | 3    No event   |
|      | 4    No event   |
|      | 5    No event   |
|      | 6    If you made any moves in the Icefall region (Camps I-III) yesterday, either ascending or descending, you have suffered a major accident with the loss of all party members, provisions and 'Camp Equipment' being moved. Remove all affected party members and supplies from play. |

## Assault Phase (Above Camp VIII)

FIRST ROLL		SECOND ROLL		THIRD ROLL	
Roll of	Scenario Code	Roll of	Scenario Code	Roll of	Scenario Code
1	37	1	42	1	47
2	38	2	43	2	48
3	39	3	44	3	49
4	40	4	45	4	50
5	41	5	46	5	51
6	Roll Again	6	Roll Again	6	52

- |       |   |
|-------|---|
| 37    | If this scenario occurs at 7 AM of the first day of your assault, damage to oxygen equipment delays your first movement to 12 PM. Move your hour marker ahead to 12 PM and proceed. This scenario may be ignored if your party is beyond 7 AM when the scenario occurs. |
| 38-41 | No event  |
| 42    | Poor weather severely hampers your climb, reducing your ascending or descending progress by 1/2 during this hour.   |
| 43-46 | No event  |
| 47    | Blocked by a rock step some 40 feet high (subsequently to become known as 'Hillary's Chimney'), your climbing party may not exceed 28,900 feet during this assault.   |
| 48    | Any supplies which may have been dropped for you above your present location have been lost. These supplies must be removed from your 'Assault Record.'   |
| 49    | Difficulty with your oxygen gear restricts your upward movement for the remainder of this assault to 1/2 of the value given by rate of movement tables.   |
| 50-52 | No event  |