

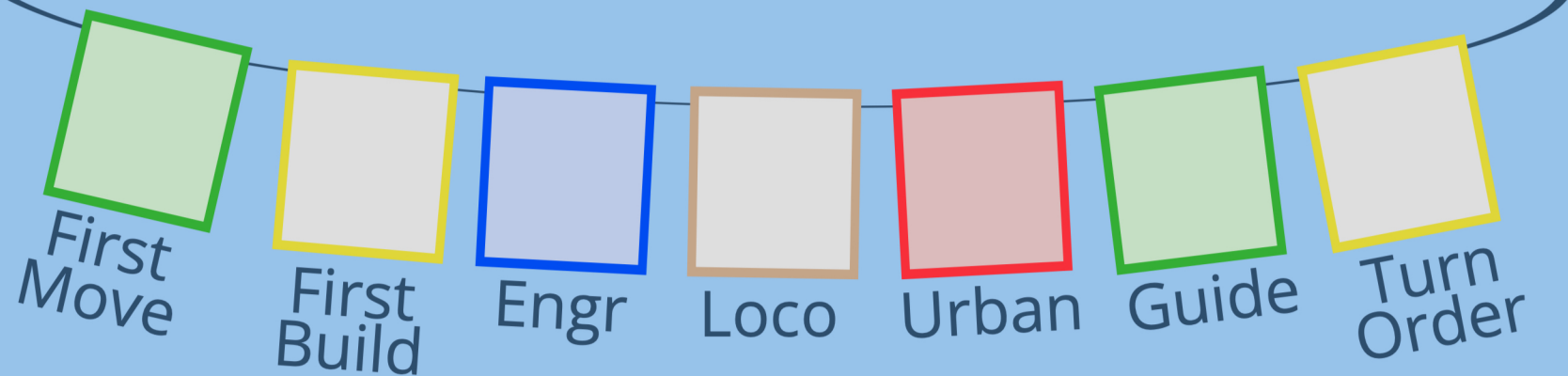
AoS

Himalayan Expedition

Setup Summit (Black City) starts empty.
Place 2 goods at all other Cities.

Fill regular City queues in Goods Display.
Do not fill New City queues in Goods Display.

Place all remaining cubes
in a visible general supply.



Summit

Build Track

Player must carry a good (climber) on your railhead to extend track. If completing a link, the good will be left in the newly connected city/town. On dangling link, good will be left on player's token (may not be used by any other player). If dangling link abandoned, return good to nearest city/town. Two dangling links cannot connect (a dangle may be abandoned during build). Goods in towns or on player tokens may not be delivered.

Guide

"Guide" action allows build track without carrying a good. Replaces "Production" action.

Move Goods

Goods may not pass through Base Camps. Goods delivered to Base Camps are removed from board; goods delivered to any other city are replaced with a new cube from supply (player's choice, cannot be same color as the start or end city of delivered route).

Any delivery which includes a Base Camp to Summit route (or a Summit to Base Camp route) also reduces outstanding shares by 1 (to a minimum of 2 outstanding shares).

Goods Growth

Roll #d6 equal to player county. Place cubes from left-side columns first; when empty, place cubes from right-side columns.

Play one fewer round than standard rules.

\$2 \$4

