LHOTSE

RULEBOOK

K2: Lhotse is an expansion for the game *K2*, introducing a completely new board to the game, which lets your team of climbers take on the challenge of the fourth highest peak on Earth: Lhotse.

Lhotse is a mountain that is part of the Everest massif. It is south of the world's highest peak, hence the name "Lhotse", which means "Southern Peak" in Tibetan. It owes its name to Charles Howard-Bury, the leader of the first British expedition to this uncharted region. Lhotse's southern wall, a very steep and dangerous approach, is over 3000 meters high. So far probably only one team has successfully conquered Lhotse's peak from the south. To reach Lhotse's peak from the north, there is an easier safer path: the South Col, which also leads to nearby Everest.

You need the base game *K2* to play. This expansion uses components from the base game.
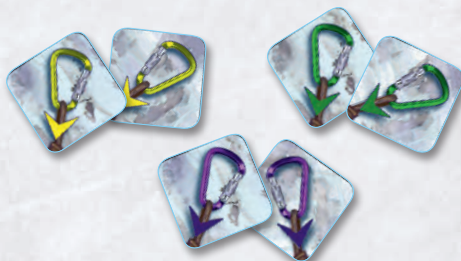
BOX CONTENTS

Two-sided game board

The South Face
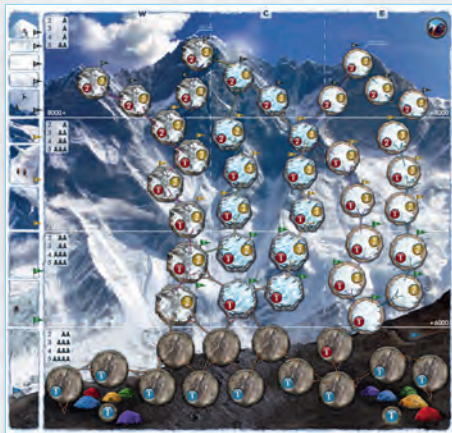
South Col Race

10 weather tiles

5 pairs of fixed rope tokens

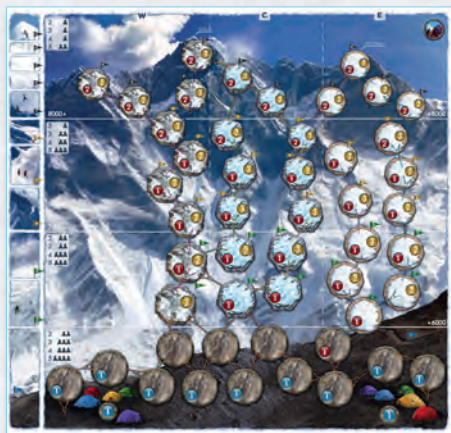**Before the first game, carefully punch out the tokens.**

SCENARIO 1: *THE SOUTH FACE*

🌐 GAME PREPARATION

Game preparation is the same as in the base game *K2*, except for the following changes:

1. Place the *Lhotse* board with the South Face side up, as shown in the illustration.

2. Use the *Lhotse* weather tiles, not the base game weather tiles. Deal 2 weather tiles face down to each player. Each player chooses one of their tiles to keep in the game and discards the other face down to the box. In a game for 2–4 players, draw 4, 3, or 2 from the remaining weather tiles, so that there will be a total of 6 weather tiles in the game. In a game for 5 players, draw 1 random tile from the 5 discarded tiles, so that there will be 6 in the game. Shuffle the 6 selected weather tiles and place them near the board as in the base game.

3. Each player chooses a color, and takes all the components in this color from the base game: a deck of cards, 2 pairs of climber pawns, a pair of tents, a player board, and two acclimatization markers, as usual. Each player also takes a pair of fixed rope tokens from the *Lhotse* expansion.
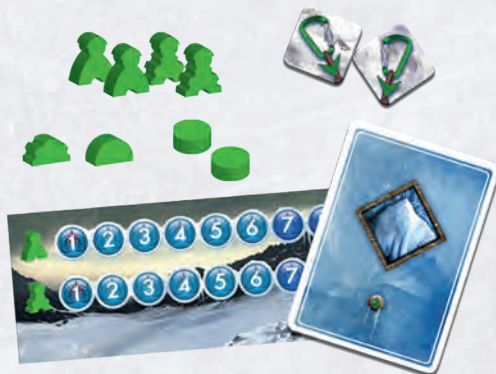
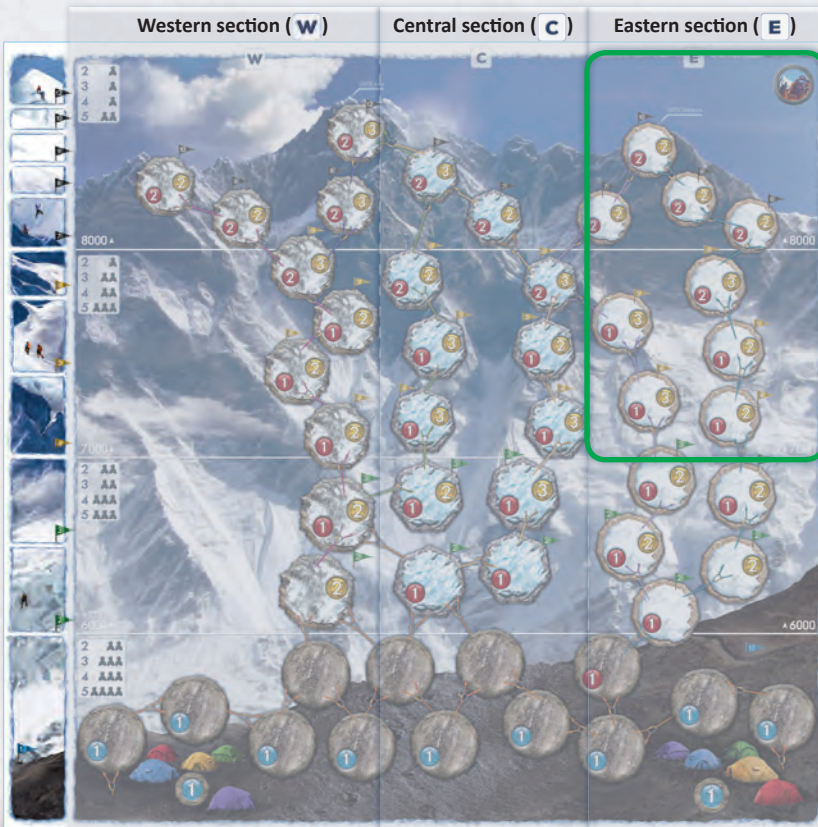Each player puts one of their climbers on each of the two starting spaces.

SEQUENCE OF PLAY

The game is played according to all the rules of *K2*, except for the following changes:

Weather influence

K2: Lhotse introduces new weather tiles. Unlike weather tiles in the base game, the *Lhotse* weather tiles distinguish different weather in the 3 sections of the map: the western ("W"), central ("C") and eastern ("E") sections of the South Face. The weather in each section varies depending on altitude. The weather tiles have 3 values, one for each section.

Example: *This icon shows that acclimatization drops by 1 for climbers above 7000 meters, but only in the eastern section ("E").*

Western section (**W**)   Central section (**C**)   Eastern section (**E**)

Landslide

A landslide is a new effect appearing on weather tiles. It is resolved in the acclimatization phase, after modifying all climbers' acclimatization. Each climber in a landslide section loses 2 additional acclimatization points, even climbers in tents. Each climber and each tent in the landslide slides 1 space down, along printed map connections (not along fixed ropes).

Apply the landslide effect starting from the lowest affected spaces, then resolving successively higher spaces. If a piece could slide down to 2 possible lower spaces, then it must slide to a space in the same section. If there are still 2 eligible lower spaces (i.e. in the same section), then the piece's owner decides where the piece goes.

When sliding down, ignore the normal maximum number of climbers on a space!

◄ Example of a landslide on a weather tile. This landslide only affects spaces which are above 6000 meters in the eastern section ("E").

Fixed rope tokens

During the action phase, a player with an active climber above 6000 meters may place a pair of fixed rope tokens, which links the climber's space with another space. Each player has only 1 pair of fixed rope tokens in their color. Once placed, fixed rope cannot be moved.

2 spaces which each have a fixed rope token of the same color are considered connected. A climber moving from one space to the other pays the cost of the space being entered as usual. Players can use fixed ropes placed by other players.

The climber must spend 1 movement point to place the pair of fixed rope tokens. This movement point is spent as usual as part of the climber's movement, and 1 of the tokens must be placed on the space which the climber occupies, similar to pitching a tent.

Connections between fixed rope tokens don't count as printed board connections. Fixed ropes can cross other fixed ropes. More than 1 fixed rope token can be placed on the same space.

To connect 2 spaces by fixed rope, the spaces must meet these requirements.

- The difference in the 2 spaces' victory point values must be at most 1.

- The spaces must be on 2 different adjacent paths. **A path** is a series of spaces connected with ropes in the same color. Two paths are **adjacent** if there is no other path between them. The fixed rope connection cannot cross a printed board connection or space, but the fixed rope does not have to be visualized as a straight line; it can curve as needed.

- Both spaces must be above 6000 meters.

Example: *Here are 2 legally placed fixed ropes. They each connect spaces on adjacent paths, all above 6000 meters, and the victory point difference between each connected pair is at most 1.*

*These are **illegal** connections.*
Example 1: *Spaces are not on a path adjacent to the climber's path.*
Example 2: *Connected space is on the same path as the climber.*
**Example 3:** *Connected space has too large victory point difference.*

Fixed rope tokens should be placed to indicate which space is higher. A space with a higher victory point value (in the flag) is always higher, and its token's arrow should point down. The lower value space should have its token's arrow pointing up. If both spaces have the same victory point value, then both fixed rope tokens should point sideways at each other. This matters when moving with a **rope card** which has 2 values (up and down). If you move from a higher space to a lower space, then you use the larger value for downward movement, as usual. If you move sideways (between spaces at the same altitude), then this is treated as upward movement.

Example: *The player whose climber is seen in this example wants to use fixed rope to move to the eastern path (which is adjacent to the path where his climber is). Marked spaces can be connected with the space occupied by the climber. At the beginning of his turn, the player chose these cards:* 🟢,🟢 *and* 🔵.

Example 1: *If he chose the top space, he would have to place the tokens in such a way that the space worth more points is higher. Placing the tokens costs him 1 movement point. For his remaining points 🟢, he can move to the connected space by spending 2 upward movement points.*

Example 2: *In this case, the tokens are placed sideways, as the spaces are worth the same amount of points. Placing the tokens costs the player 1 movement point. The remaining points 🟢 are not enough to use the new connection.*

Example 3: *When the player chooses a space below his current space, he places the first fixed rope token with the arrow pointing downwards on his space and the second token pointing upwards on the target space. Placing the tokens costs the player 1 movement point. For his remaining points 🟢, he can move to the connected space.*

END OF THE GAME

The game ends after the last day of the sixth weather tile. The player with the most victory points wins.

In case of a tie, the tie is broken by whichever player first reached the top of Lhotse (the middle peak). If no tying player reached the peak, then the tie remains a tie.

SCENARIO 2: *SOUTH COL RACE*

GAME PREPARATION

Game preparation is the same as in the base game *K2*, except for the following changes.

1. Place the *Lhotse* board with the South Col side up, as shown in the illustration.

2. Choose the set of winter or summer weather tiles from the base game *K2*. Shuffle the 6 tiles face down and randomly discard 1 without revealing it, leaving a deck of 5 tiles. The remaining weather rules are the same as in the base game *K2*. Alternatively, you can draw 5 tiles from the Lhotse expansion, and treat the entire board as the central section ("C").

3. Each player chooses a color, and takes all the components in this color from the base game *K2*: a deck of cards, 2 pairs of climber pawns, a pair of tents, a player board, and 2 acclimatization markers, as usual. Players in this variant have tents, but not fixed ropes.

Each player discards 3 cards into the box: one each of acclimatization cards with values 2, 1 and 0.

More experienced players can agree instead that each player secretly chooses which of their 3 cards to discard, then all players simultaneously reveal their chosen cards. Thus each player has a deck of only 15 cards in the game.

SEQUENCE OF PLAY

The sequence of play is the same as in the base game *K2*.

END OF THE GAME

The game ends after the last day of the fifth weather tile. Each player gains additional victory points based on the cards they discarded during setup. Each player sums the acclimatization points on their 3 discarded cards. Each 2 discarded acclimatization points give 1 additional victory point.

The player with the most victory points wins.

In case of a tie, the tie is broken by whichever player first reached the summit. If no tying player reached the summit, then the tie remains a tie.

Example: *The yellow player scored 18 points on the map. During setup, Yellow discarded the following cards: 🔵, 🔵 and 🔵. Therefore, Yellow gains no additional victory points.*
The Green player scored 17 points on the map. During setup, Green discarded 🔵, 🔵 and 🔵. Therefore Green gains 1 additional VP, tying with Yellow. Green reached the summit before Yellow, and therefore wins!

SOLO GAME

The solo rules are the same as in the base game *K2*. The player compares their score with the table below to determine their victory level.

	☀	❄
HIMALAYAN MOUNTAINEER	20 VP	17–20 VP
ALPINIST	16–17 VP	15–16 VP
HIKER	11–15 VP	10–14 VP
SAILOR	< 11 VP	< 10 VP