

HIGH RISK™

CREDITS

Creators: Trevor Benjamin & Brett J. Gilbert

Illustrator: Biboun

Product Line Manager: Ludovic Papaïs

Project Lead: Ludovic Papaïs

Graphic Designer: Romain Rémusat

Rules Editor: Xavier Taverne

Translator: Timothy Marcroft

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Made in China, Shanghai, by Whatz Games.

For North America: IELLO USA LLC - 5550 Painted Mirage Rd. Suite 320 - Las Vegas, Nevada

89749 USA • Phone: 702-818-1789
info@iellogames.com

For Europe: IELLO - 9, av. des Érables -

Lot 341 - 54180 Heillecourt France

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TREVOR BENJAMIN & BRETT J. GILBERT

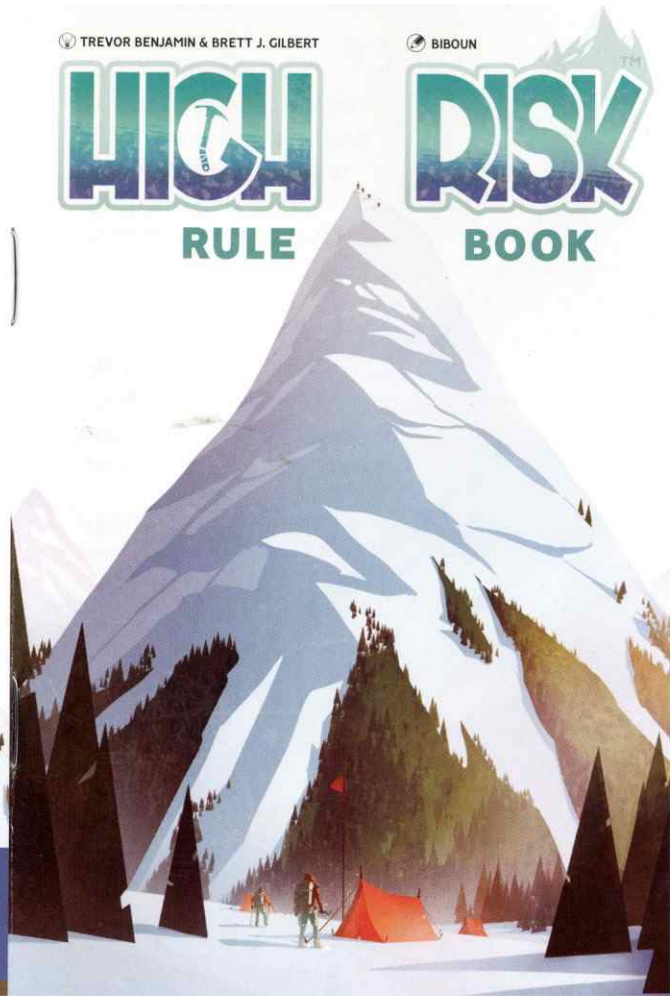
BIBOUN


HIGH

RULE

RISK

BOOK





Climb if you will, but remember that courage and strength are nought without prudence, and that a momentary negligence may destroy the happiness of a lifetime.

Do nothing in haste; look well to each step; and from the beginning think what may be the end.

Edward Whymper
British Mountain Climber
and Illustrator

GAME COMPONENTS

- ▲ 1 Mountain board
- ▲ 16 Climbers
(4 in each of the 4 colors)
- ▲ 6 dice



OVERVIEW AND OBJECT OF THE GAME

In **High Risk**, take the lead in an expedition during the golden age of mountain climbing. On your turn, roll the 6 dice in search of the Ascend symbols you'll need to advance one of your climbers.

A Weather symbol isn't of much use to you, but is much less dangerous than a Danger symbol. If you get nothing but Danger symbols your lead climber will fall, getting further away from the summit.

Will you be satisfied to advance safely but maybe too slowly? Or will you try to move as fast as possible at the risk of falling far down the mountain? Bring all of your climbers to the summit and victory will be yours.



GAME ELEMENTS

Mountain board

The Mountain board represents the mountain that you're trying to climb. The board is divided into several spaces:

▲ **The Basecamp** is all the way at the bottom of the board, at the foot of the Mountain. The Climbers begin the game in this space.

▲ **The Summit** is all the way at the top of the board. Your Climbers must reach this space for you to win the game. Multiple Climbers can be in this space at the same time.

▲ **Bivouacs** are the 3 wide spaces. Multiple Climbers can be in these spaces at the same time.

▲ **Cliffs** are the 6 round spaces. Only one Climber can be in each of these spaces at one time.

Mountain board



Climbers

Your Climbers represent the members of your expedition. They are roped together, and can keep their teammates from falling all the way down the Mountain. Your goal is to reach the Summit with all of your Climbers before the other teams.



Dice

The dice are all identical and have 3 different symbols:



DANGER (x3)

Your highest Climber is at risk of falling.



ASCEND (x2)

One of your Climbers can move up the Mountain.



WEATHER (x1)

Nothing happens.

SET UP

- 1 Place the Mountain board in the middle of the table.
- 2 Place the 6 dice next to the Mountain board.
- 3 Each player chooses a color and takes the number of matching Climbers shown in the table below. Place them in the Basecamp. Put the unused Climbers back in the box.

| Number of players | 2 | 3 | 4 |
|-------------------|---|---|---|
| Climbers | 4 | 3 | 2 |

- 4 Pick a first player at random and give them the 6 dice.

Example of a 3 player set up



GAMEPLAY

The game is played over a series of turns until one player wins the game by moving all of their Climbers to the Summit.

A PLAYER'S TURN

On your turn, follow these steps in order:

1 Roll

At the start of your turn, roll all 6 dice. If you are pushing on and rolling again, pick up all of the ⚡ you rolled last time and re-roll them.

2 Check for Fall

If all of the dice you just rolled show ⚡ skip ahead to **END OF TURN** **FALL!**

3 Climb or Push on

Set aside all dice showing ⚙️ or ☁️. If you have now set aside all 6 dice, well done! Immediately skip ahead to **END OF TURN** **BOOST!**

Otherwise, you must now choose to either:

Skip ahead to **END OF TURN** **CLIMB!**

OR

Push on and return to step 1

END OF TURN

Your turn can end in one of three ways:

FALL! **CLIMB!** **BOOST!**

FALL! All of the dice you just rolled show ⚡ : Move your **highest** Climber down the Mountain, to the first Bivouac or unoccupied Cliff below your **next highest** Climber.

A Climber on the Summit is safe and cannot fall.

If you only have one Climber on the Mountain, they fall all the way down to the Basecamp! If all your Climbers are in the Basecamp, nothing happens.

Your turn is now over. Pass all 6 dice clockwise to the player on your left.


EXAMPLES **FALL!**

The blue player chooses to push on and re-roll all the dice they have not set aside, but rolls only ⚡. In each example their highest Climber falls down the Mountain to the first open space below their other Climber.




CLIMB!

You have chosen to end your turn and climb:

Move one of your Climbers up the Mountain exactly as many spaces as the number of  you rolled. Count every space. Don't skip over spaces with other Climbers.

If your Climber ends its move on a Cliff space that already has a Climber on it (including one of yours), your Climber causes the one that was there first to fall!

Move the other Climber down the Mountain to the **first** Bivouac or unoccupied Cliff below them. (They only fall to the first open space below them, **not** to the first space below their next highest teammate.)

Your Climber can reach the Summit even if you rolled **more**  **than you needed.** The rest of the movement is lost. Once a Climber reaches the Summit they are safe and cannot fall.







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
BOOST!


You have now set aside all 6 dice:

Proceed just as in **CLIMB!**, but afterwards do not pass the dice to the next player. Instead, keep them and immediately play another turn.

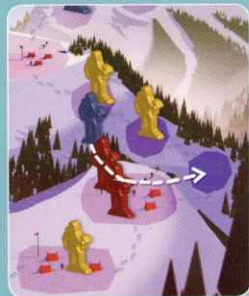
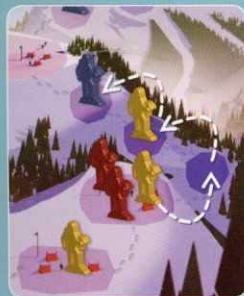
EXAMPLES BOOST!

The yellow player rolls 3 , 1 , and 2 . They set aside the  and  and decide to push on and re-roll the 3 .

Great news! They roll 2  and 1  and can set aside all the dice, getting a **BOOST!**

They rolled a total of 3  and move one of their Climbers 3 spaces up the Mountain, landing on a Cliff occupied by a blue Climber. The blue Climber falls down to the first open space below.

Because the yellow player got a **BOOST!**, they now get another turn and immediately roll all 6 dice again.



END OF THE GAME

The first player to move all of their Climbers to the Summit wins the game.

