

Peak Performance Team Roles



Teamwork is the key to a successful expedition. To be successful, it is crucial that you assign each of the expert roles below to team members. Each role has two or more specialist functions. If you have more than 4 people in a team, 2 people can share one role taking a specialist function each. This is a challenging activity, but it is achievable when approached as a team. No one needs to know everything, the details, instead, rely on expert knowledge and teamwork to maximize their results.

1. Team Leader

POINTS SYSTEM

NEWSFEED

2. Movement Champion

MOVEMENT &
ICEFALL

CAMPS

3. Client Champion

GUIDES AND
EQUIPMENT

NUMBER OF GUIDES
ON A NODE

4. Weather Champion

ACCLIMATISATION

WEATHER &
OXYGEN

Team Leader – Points System

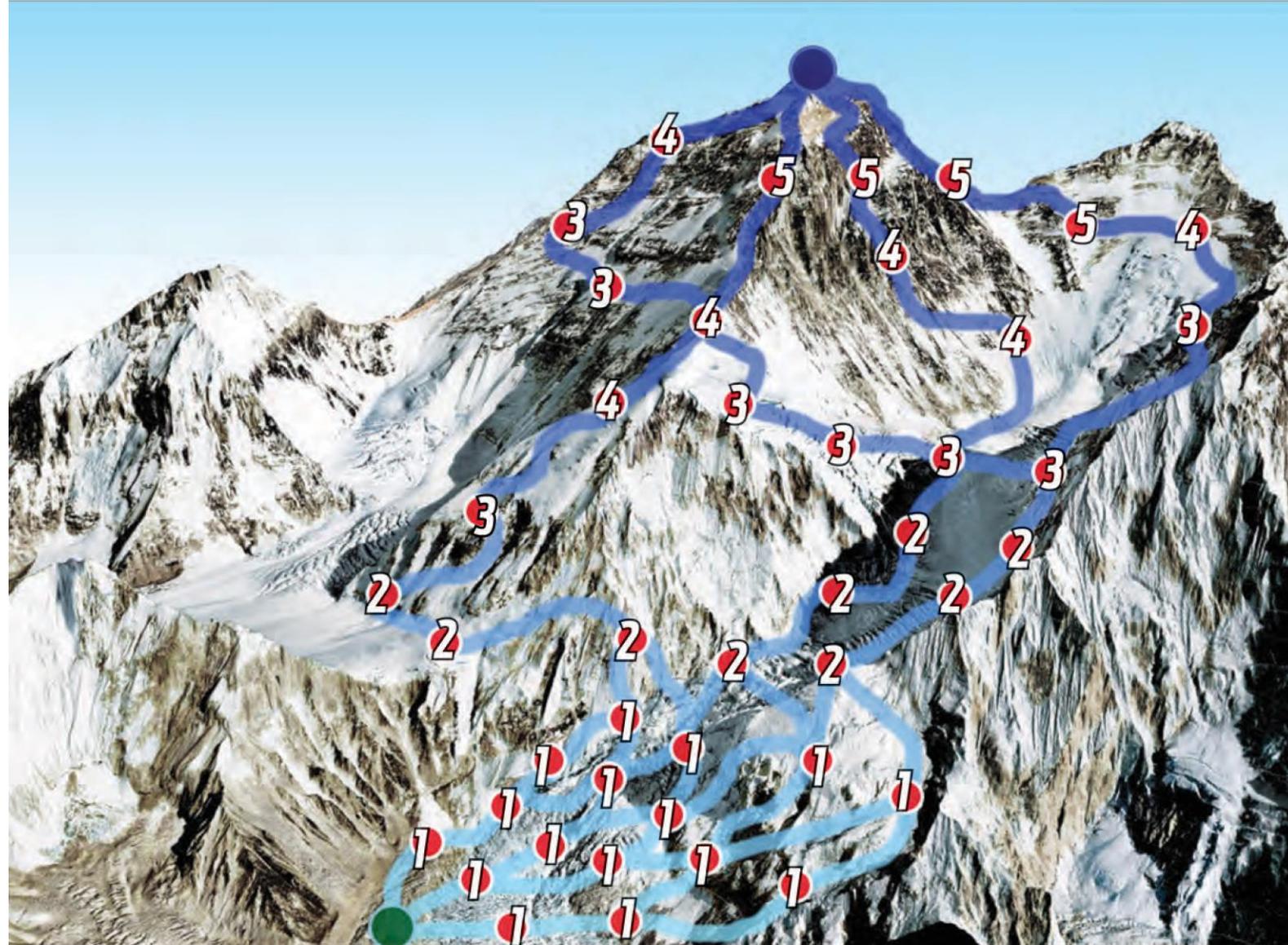


There are 4 types of Points

1. Expedition Points
2. Summit Points
3. Return Points
4. Rescue Points (Penalty)

Earn points by taking clients up the mountain and returning them safely to base camp.

Each of your guides can make multiple trips up and down the mountain with multiple groups of clients to maximise your points.



Team Leader – Points System

1. Expedition Points

Your team earns expedition points each time your CLIENTS move on the mountain. You earn points for each node your client enters, including the node on which your clients end their move and any nodes they pass through during that day. The value of expedition points increases higher up the mountain. Refer to the points map to see the points for each node.

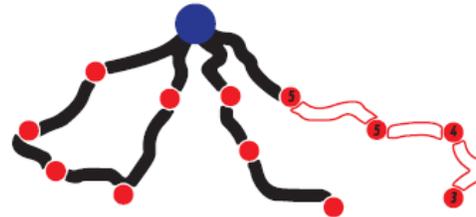
Example: Your guide is moving UP the mountain with TWO clients following the route above. $4+5+5$ points per client = 28 expedition points for this move. Note the starting space is not counted, so if you take two clients down the mountain using the same route in reverse, your team will receive: $5+4+3$ points per client = 24 expedition points.

3. Return Points

Return points are awarded for each CLIENT who SAFELY returns to base camp after reaching the summit:

- 150 points for an experienced client
- 250 points for an inexperienced client

Return points are not earned by rescued clients or by clients who did not reach the summit.



2. Summit Points

Summit points are awarded for each CLIENT who safely reaches the summit:

- 300 points for an experienced client
- 400 points for an inexperienced client

You are not required to spend the night on the summit to earn summit points.

Due to the harsh summit conditions it is

suggested that you just pass through or retrace your steps.

Note each client can only earn summit points once. To earn more summit points, return to base camp and pick up more clients.

4. Rescue Points (Penalty)

Take care managing the acclimatisation of your clients:

- If a client reaches zero acclimatisation they require an immediate rescue.
- The client is taken from their current location, airlifted to safety and removed from the game.
- Your team loses 250 points for each rescue.

Note: Your points cannot go below zero, so if you only have 200 points, and you lose 250 points, your score will be set to zero.

Team Leader – News Feed

The newsfeed on the left hand side of the main game projector screen shows an up to date list of major events during the activity. New information appears at the top of the newsfeed.

Use the newsfeed to keep track of other teams' progress.

On Day 7, Team Two safely returned client(s) to basecamp after a successful ascent to the summit.



On Day 6, Team One had a client rescued.



On Day 6, Team One and Team Two both reached the summit.



On Day 5, Team Two moved first and earned a risk token.



On Day 4, Team Two set up a camp.



On Day 1, Team One hit a crevasse.



Team Leader – Risk Tokens

The team who moves first on any given day earns a risk token:



A risk token can be used to swap out an undesired movement token by dragging it onto the undesired movement token.

- *Risk tokens will replace one of your move tokens with a high value move token.*
- *Each risk token can only be used once.*
- *A maximum of 4 risk tokens can be held at any time.*



Movement Champion – Movement

Movement Tokens

Guides move up and down the mountain following established routes marked on the map. To make any move requires movement tokens:

There are 4 types of movement tokens:



Move in any direction



Move only down the mountain



Move only up the mountain



Move up AND down the mountain

(in this example, make 3 movements up the mountain and/or 1 movement down the mountain.)



- You can select a maximum of 3 movement tokens in any one day by pressing on the tokens.
- Deselect any movement token by pressing it again.
- Drag your guides across the map.
- Your guides will not actually move until you hit the green tick button.
- If you do not have enough movement points to make a move, an error message will appear on screen when you hit the green tick button. You can then either cancel the move or select different movement tokens and hit the tick button again.
- You are not required to use all your movement points each time you move.
- If you have not made your move by the end of the day, your movement tokens and routes will remain selected the following day.
- You can only click the green tick button ONCE PER DAY so movement of the guide/s must be made before you confirm your move for the day.

Movement Champion – Movement



- If you would like to change your route, hit the red cross cancel button and start again.
- Avoid continuous hitting of the green tick button as this may create a backlog of on screen messages.
- You can click on screen messages to manually remove them.
- Note that each team receives identical movement tokens.
- Movement can also be affected by weather conditions.
- You can choose to retrace your steps within a single move. This can be particularly useful at the summit where conditions are harsh, so it is suggested you either pass through or drag your guide back down the same route before hitting the green tick button.



Note: You still require 'down' movement tokens to get off the summit.

You are NOT required to have your guides and clients back to base camp by the end of Day 20. Your guides and clients can be on the mountain and earning points until the end of the game.

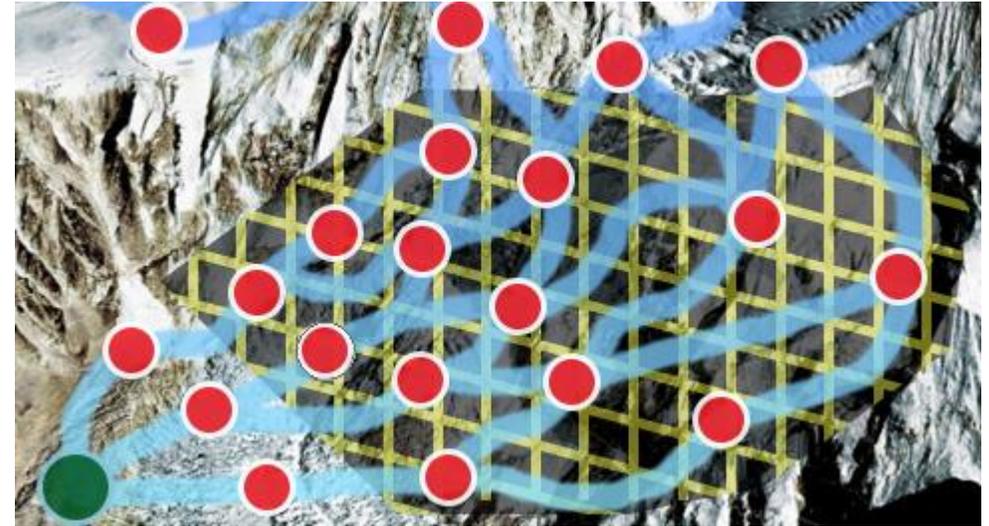
Bear in mind that your clients will still require sufficient acclimatisation points to survive the duration of day 20.

Movement Champion – Icefall

The Khumbu Icefall is at the head of the Khumbu Glacier and the foot of the Western Cwm. The icefall is found at 5,486 metres on the Nepali slopes of Mount Everest not far above Base Camp and southwest of the summit. The yellow and grey marked zone on the map indicates the Khumbu Icefall.

- Several of the nodes in the icefall are impassable crevasses.
- These crevasses are only revealed when a guide moves onto the node for the first time.

The node changes from  to  indicating a crevasse.



- Crevasses remain in place for the duration of the game.
- If one of your guides reaches a crevasse for the first time, the guide will stop at the node prior to the crevasse and a new route around the crevasse will be required on the following day. All of the movement tokens selected will be consumed even though the move is not fully completed.
- After a crevasse is revealed, you can no longer attempt to cross it.
- If you have already dragged your guide to make a move, and a crevasse is then revealed by another team hitting it, make sure you hit cancel move and alter your path. If you attempt to cross the crevasse you will stop on the node prior to the crevasse and all the movement tokens you selected will be consumed.

Movement Champion – Camps

Naturally every client will have a tent which can be used for overnight stays on the mountain. However, your team can also set up a maximum of two camps. These offer more protection from the elements and a place to store equipment.



- 1 A guide who is carrying a camp can set it up on any node except the summit or base camp.
 - To set up a camp, drag it from the guide to the node. You can only drag to the node where the guide is currently located.
- 2
 - If a camp is pitched on a node, the node has a green circle.
 - Click a node to display the contents of the camp.
 - There is no limit to how many camps can be set up on any one node (eg 10 teams may all put a camp in the same node).
 - Once a camp is set up it will stay there for the remainder of the game.
 - Be very careful when you set up your camps, you CANNOT move a camp once it has been placed on a node.
 - Your team can set up a maximum of two camps.
 - Clients who spend the night at a camp get +2 acclimatisation. This applies to all clients on the same node as a camp, even if they have not been moved to the camp inventory.
 - There is no limit to how many times a camp can be used.
 - Weather does not negatively affect clients' acclimatisation on nights spent in camps.
 - Clients can be left unattended at camps. Their acclimatisation will continue as normal.
 - There is a limit of 6 spaces within each camp, ie you can leave a total of 6 clients or equipment in a camp.

Movement Champion – Camps



To move clients or equipment into a camp:

1. Ensure that your guide is on the same node as the camp.
2. Click on the node to open the camp inventory.
3. Drag equipment or clients to the camp inventory.

A similar method can be used to move clients or equipment from a camp to your guide.

Note that the effects of camps are in addition to the effects of oxygen and position. Eg if your clients are on a -2 node, the net effect would be 0. If you are in a -1 node, the net effect is +1.

Example: Client arrives at the camp on day 6, leaves on day 8, and the camp is pitched on a -1 node:

End of day 6 +1

End of day 7 +1

End of day 8 depends on the next mode you move to plus weather conditions.



Client Champion Role – Guides and Equipment



Your team has two guides who start at base camp. Each guide can take equipment and clients on the mountain up to a maximum of 4 UNITS.

So, for example, a guide could take one of the following options:

- 1 camp (3 units) and 1 client (1 unit) = 4 units
- 1 oxygen (2 units) and 2 clients (1 unit each) = 4 units
- 2 oxygen (2 units each) = 4 units

Overloaded guides cannot move.

Guides can only get equipment and clients at base camp, so plan carefully before they leave. There are unlimited amounts of oxygen and clients at base camp, but you can only set up a maximum of two camps.

While at base camp you can drag equipment and clients onto your guides, or remove equipment and clients by dragging to the bin icon.

If both of your guides are on the same node, they can exchange equipment and/or clients by dragging them on the app, provided that the guide receiving the items has spare capacity.

Exchanges cannot be done in the middle of a movement (eg if the guides' paths cross) only if they have both stopped on the same node at the end of a movement turn. Exchanges can be completed any time before the guides move off the node.

Inexperienced Client



1 Unit

Experienced client



1 Unit

Oxygen



2 Units

Camp



3 Units



Client Champion Role – Number of Guides on a Node

The number of guides allowed on each node decreases with altitude. For your game, the maximum number of guides on each node is shown on the projector, eg:

Note, that the actual numbers are set automatically depending on the number of teams, so REFER TO THE PROJECTOR FOR THE NUMBERS.

Note this limit applies to the individual nodes, it is not a total for the whole altitude zone. You can see how many guides are on any given node on the projector at any time.

A single icon means one guide, eg



A number means multiple guides, eg



If you attempt to enter a node which already has the maximum number of guides, your move will be rejected with an error message.

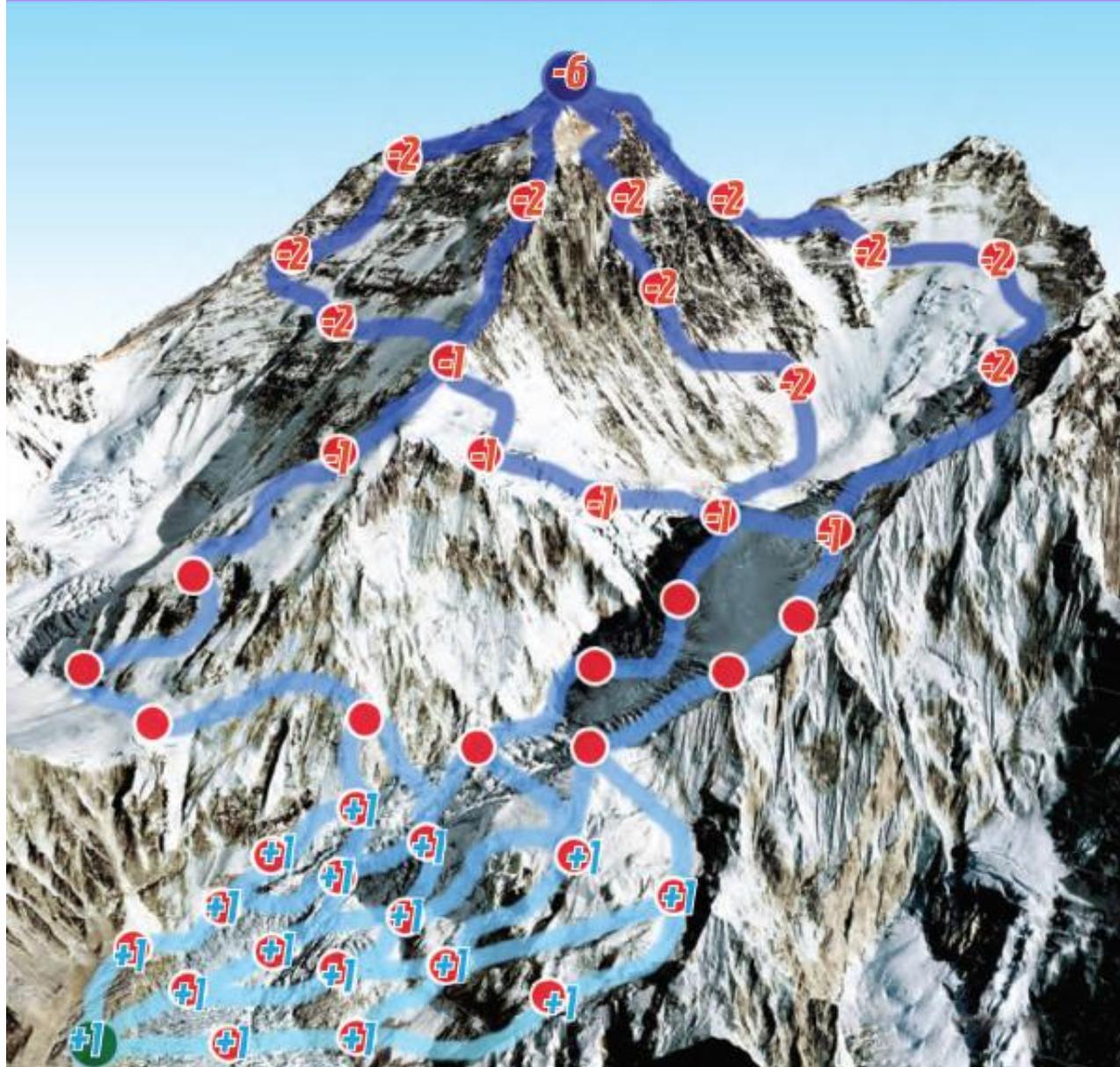
Your options are:

- Choose a different route, or
- Wait until a guide has left so you can enter the node.

The game is very dynamic, so even if a node is accessible, by the time you hit the tick button it may not be anymore. Watch the projector closely.



Weather Champion – Acclimatization Map



Each client's current acclimatisation level is shown as a number below their icon on the tablet:



Keep your clients' acclimatisation at level one or above – if it hits zero the client will be rescued and your team will lose points.

Clients all begin with acclimatisation level 1.

Weather Champion – Acclimatisation

Clients all begin with acclimatisation level 1.

Clients can gain acclimatisation by:



Spending the night at lower altitudes or at base camp. The blue numbers on the map show the gain in acclimatisation for each night a client spends on that node.



Spending the night in a camp.



Using oxygen.

Note: It is advisable not to spend the night on the summit due to extreme loss of acclimatisation

Clients lose acclimatisation by:



Spending the night at higher altitudes. The red numbers on the map show the loss in acclimatisation for each night a client spends on that node.

Spending the night in adverse weather conditions.



There is a maximum limit on the level of acclimatisation clients can reach

Experienced clients max acclimatisation = 8

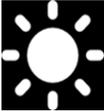


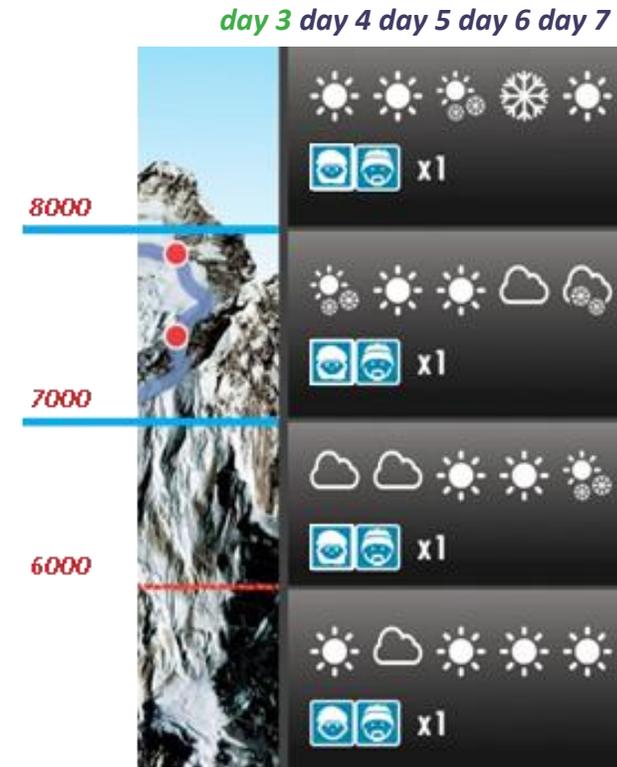
Inexperienced clients max acclimatisation = 6

Weather Champion – Weather

Weather is dependent on altitude. A 5 day forecast for each altitude zone is displayed on the projector.

Weather will affect your ability to move and acclimatise on the mountain. It is important to pay close attention the weather forecast.

	Fine	No Effect
	Cloudy	Loss of 1 acclimatisation point for each client spending a night in this weather.
	Fine with Snow	Require 1 additional movement point for each node you pass through or move to with this weather.



Effects of weather on acclimatisation are in addition to all other effects (oxygen, location etc). Take into account the LOSS of acclimatisation points and/or the ADDITIONAL cost of movement due to the weather when planning how to move. Make sure you plan ahead using the forecast.

Weather Champion – Oxygen

Guides can carry oxygen on the mountain. This can be used to assist with acclimatisation points of accompanying clients and can also be stored and used in camps.

- 1 A guide with oxygen can drag the oxygen directly to one of his clients to increase acclimatisation points of that client.
- 1 If a guide is on the same node as a camp, he can drag oxygen to the camp inventory for storage, and can drag oxygen from the camp inventory.
- 2 If a client is left at a camp, oxygen can be dragged from the camp inventory onto the client icon in the camp inventory to increase acclimatisation points. Each oxygen tank can only be used once.

*The effect of oxygen on the client depends on the altitude where it is used:
Above 8000m +3 acclimatisation points
7000–8000m +2 acclimatisation points
6000–7000m +1 acclimatisation points
Below 6000m +0 acclimatisation points*

Effects of oxygen on acclimatisation are in addition to all other effects (weather, camps, location etc).

