Priceless crystals have been discovered on the peak of a mysterious mountain. Can you strategically maneuver your company of 6 explorers and retrieve the treasure before your rival?

To claim one of the crystals, you must push it down and off any edge of the board. The first to collect 3 wins!

Plan carefully! Moving reduces the strength of your explorer, limiting their reach and leaving them vulnerable to being pushed around by others.

**Setup**

For the standard board arrangement, stack the 7×7, 5×5, 3×3 and “x” board pieces on top of one another to create a pyramid shape. Set the unused board pieces aside - these can be used for future creative board arrangements.

Place the 5 crystals on the top most squares. Separate the 6 dark and 6 light dice into separate “basecamps” - these are each player’s explorers. The player using the light dice will go first.

**Turn Actions**

On your turn, you may either...

**Place an Explorer**

Add one available explorer to the lowest level (outer edge) of the board on any unoccupied space. Be sure the side with 6 pips is facing up, indicating the initial strength of that explorer.

**Or Move an Explorer**

Your explorers have limited strength, indicated using the pips on the dice.

Moving costs 1 strength per space moved. Explorers can move as far as desired in a single turn, provided they have the required strength.

Diagonal moves are not allowed.

Climbing to a bordering space of a higher elevation must not be more than 1 level up. There is no elevation restriction when descending.

Components

- 6 light colored dice
- 6 dark colored dice
- 5 crystals
- 4 standard board pieces
- 7 extra board pieces
Turn Action: Move an Explorer (continued)

Explorers only push crystals in front of them, in their direction of travel.

This explorer could push the crystal to here or here

Explorers cannot push a crystal into another crystal, or into another explorer.

The explorers can push others off a space they are moving to, provided they have equal or greater strength. However, pushing an explorer situated at, or up to, a higher elevation is never allowed.

Crystals can be pushed uphill, provided the space is completely unoccupied and explorer movement rules are followed.

An explorer that is pushed out of the way does not lose any strength.

A string of explorers can be pushed back, provided the explorer moving has strength equal (or greater) than the total strength of all the explorers in the way.

An explorer that is pushed off the edge of the board is returned to basecamp. It can be placed back on the board, at full strength, on another turn.

An explorer may also move themselves off the edge of the board if they wish to return to basecamp.

Exhausted Explorers

At the end of your turn, if your explorer has only 1 strength remaining, they are immediately returned to basecamp.

They can be placed back on the board, at full strength, on a future turn.
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Game End

The game is won by the first player to successfully push 3 crystals off any the edge of the board.

Both players have collected 2 crystals each. Who will push the final one off and win the match?

The game may also end in a draw upon agreement by both players, or when none of the crystals have been moved after 20 combined turns.

Customizable Board Arrangements

To add variety and almost limitless replayability, try stacking the board pieces in your own creative way! Be sure and leave a good number of spaces along the edge for new explorers to start. And of course, steps up to each crystal's location.