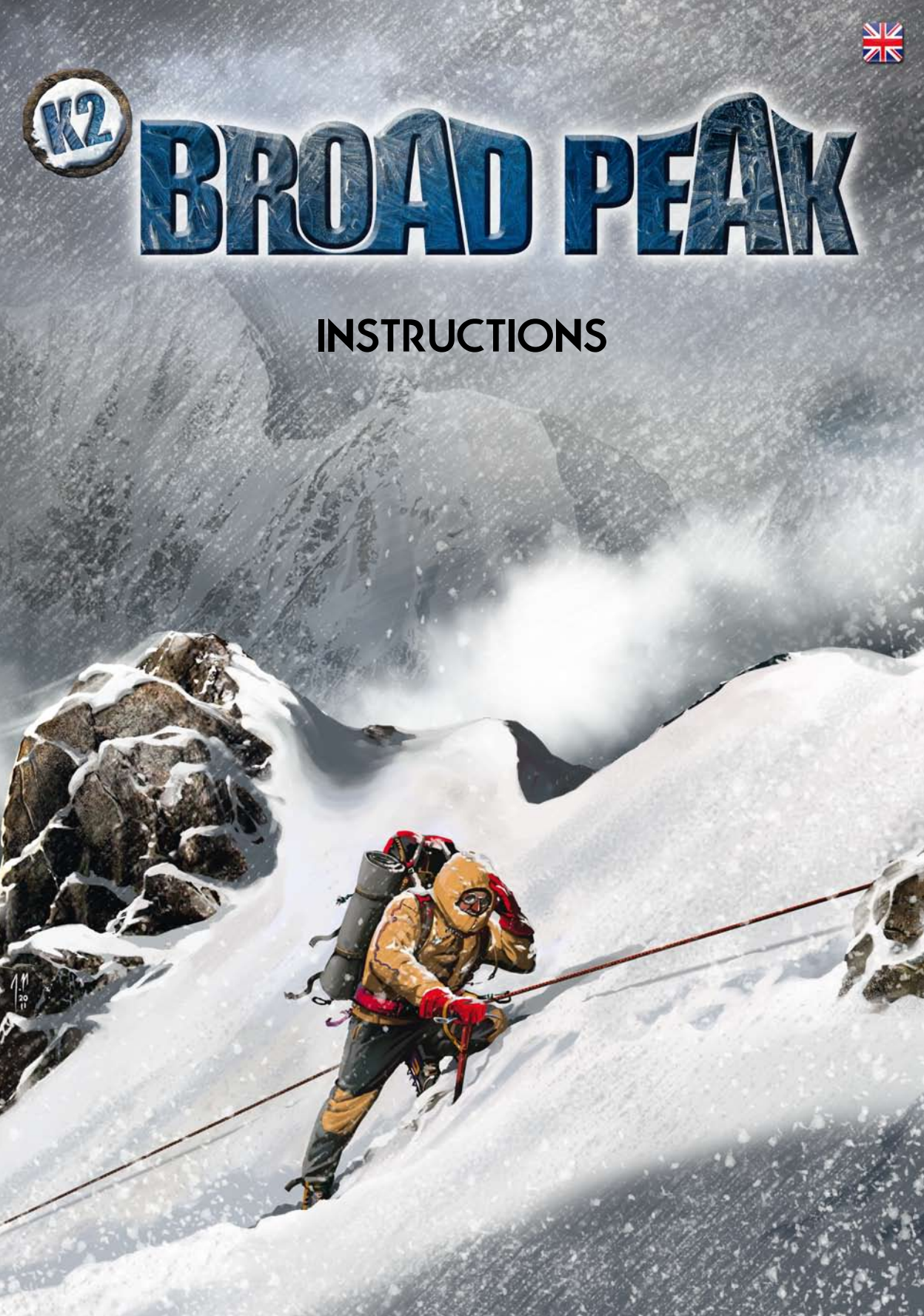




BROAD PEAK

INSTRUCTIONS



K2: Broad Peak is an expansion for the game **K2** which provides two new scenarios inspired by historical achievements of Polish climbers.

In 1984, Krzysztof Wielicki became the first man in history to conquer 8000 meters in the alpine style. With no tent, only a light pack, he left the base and returned after 21 and a half hours having attained Broad Peak. The scenario "Race to the Top" recreates this accomplishment, and the route on the board is based on the route used by Wielicki.

In the same year, Wojciech Kurtyka and Jerzy Kukuczka traversed the 8000 meter high massif for the first time in history. Three Broad Peak summits were reached on July 15, 16 and 17, 1984. The scenario "Broad Peak Traverse" recreates this expedition.

The base game K2 is necessary to play this expansion.

 **BOX CONTENTS:**

two-sided game board

Race to the Top

Broad Peak Traverse



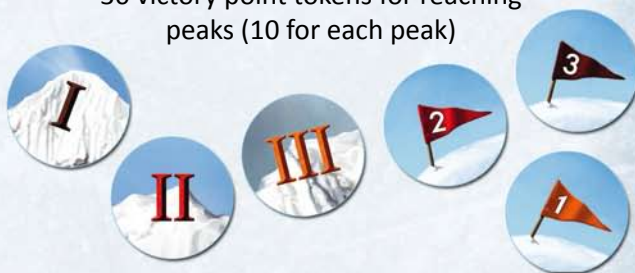
12 snow cave markers



20 traverse tokens
(2 for each climber)



30 victory point tokens for reaching peaks (10 for each peak)



Peak I: 2 tokens worth 3 Victory Points (VPs), 3 worth 2 VPs, and 5 worth 1 VP;

Peak II: 3 tokens worth 2 VPs, 7 worth 1 VP;

Peak III: 10 worth 1 VP.

Before the first game, gently punch out the pieces.



SCENARIO 1: RACE TO THE TOP

● GAME PREPARATION

Preparation is identical to the base game K2 with the following exceptions: Place the board with the indicated icon visible, as shown in the figure.



One tile should be removed from the selected set of weather tiles: if playing summer, remove the tile, as shown in the figure, and if playing winter, remove one tile randomly without revealing it. Only **5 weather tiles** are used in this scenario. Shuffle and display the weather tiles the same as in standard K2. Snow cave markers are placed near the board in reach of all players.



Each player takes the pieces for their chosen color, but the following pieces are set aside and not used in this scenario:

- the card with 3 acclimatization, one card with 2 acclimatization, one card with 1 movement, and the rescue card
- both tents.

● SEQUENCE OF PLAY

The game is played according to standard K2 rules with the following modifications.

Snow caves

Climbers do not have tents for shelter, but they can build snow caves. The cost to build a snow cave is:

- 1 movement point below 7000 meters.**
- 2 movement points above 7000 meters.**

The movement cost to enter the space does not affect the cost to build a snow cave.





When a climber builds a snow cave, place a snow cave marker face up (showing a climber digging with a shovel) in that space.

A snow cave gives **1 acclimatization point** to the climber in it (like a tent in K2). Every climber can enter an unoccupied snow cave, but each snow cave can shelter only one climber at a time.

Snow caves last only two days. When the weather marker is advanced to the next day on the weather tile:

- Remove all face down snow caves from the board.
- Turn all face up snow caves to their face down side.



A climber can repair a snow cave during his turn, spending the same movement cost as for building a snow cave. The repaired snow cave is then turned face up.

Snow caves remain in their original space until they disappear due to time. A space can have any number of snow caves.

SOLO PLAY

The solo rules are the same as in standard K2, with one exception. When playing with winter weather, discard the tile, as shown in the figure. Compare your victory points achieved with the table below to find out the level of victory achieved.



		
Himalayan Mountaineer	20 VPs	17 - 20 VPs
Alpinist	16 - 17 VPs	15 - 16 VPs
Hiker	11 - 15 VPs	10 - 14 VPs
Tourist	< 11 VPs	< 10 VPs



● GAME END

The game ends just like standard K2. Remember that “Race to the Top” lasts 3 turns shorter than standard K2. The winner is determined the same way as in standard K2.

























SCENARIO 2: BROAD PEAK TRAVERSE

● GAME PREPARATION

Preparation is identical to the base game K2 with the following exceptions: Place the board with the indicated icon visible, as shown in the figure.



Each player takes the pieces for their chosen color, but **discards one tent out of play**. On each of the three peaks (marked with roman numerals) place appropriate victory point tokens, according to the number of players as shown in the table below, with the highest denomination on the top of each stack. The five-players game uses all the victory point tokens.

			
	 1  1  2	 1  2  3	 1  3  4
	 1  3	 2  4	 2  6
	 4	 6	 8

Set each climber's 2 traverse tokens near the board.



SEQUENCE OF PLAY

The game is played according to standard K2 rules with the following modifications.

Tent

Each player has only one tent. At the start of the game, player chooses one tent, placing it with their player mat, and the other tent will not be used. The rules for pitching a tent are the same as K2, except that only one climber has a tent available. However, after a player's tent is pitched, either of that player's climbers in the tent's space may spend 1 movement point to repack the tent and carry it further. The player puts the tent onto their player mat on the drawing of the climber who packed it. This climber will be able to redeploy the tent according to the usual K2 rules. The tent can be disassembled and redeployed any number of times. If the climber who is carrying the tent dies, then tent is lost.

Traverse

When leaving the base camp, each climber has a choice to go up on the left side and then traverse to the right side, or go up on the right side and then traverse to the left side. When a climber enters the first or last space of the traverse (spaces marked with a climber icon), he takes the traverse token for that climber and that end (left or right) of the traverse.

Example: *The first yellow climber moves through the first traverse space on the left side of the board. The yellow player takes the appropriate traverse token with that climber's symbol and puts it on their player mat.*



If a climber has both traverse tokens at the end of the game, then the climber will earn 2 extra victory points for each victory point token (regardless of the tokens' values).

Example: *The first yellow climber at the end of the game has both of his traverse tokens and 2 victory point tokens from reaching 2 peaks. He gains 4 additional victory points.*



Victory points for reaching peaks

At the moment a climber reaches a peak, the player takes the top victory point token from that peak and places it onto the traverse token of that climber. A climber can claim only 1 token from each peak. Each climber thus has a separate set of victory point tokens for reaching peaks.

Note: On the north side (left side of the board) there are 2 spaces where a traverse token may be taken.



GAME END

The game ends just like standard K2.

Scoring

Each player adds up the victory points scored by their climbers. Every climber can score:

- Up to 10 points for maximum height attained (tracked as in standard K2)
- Victory points for all victory point tokens collected
- 2 points for each victory point token if the climber has both traverse tokens.

Climbers who died score only 1 point as in standard K2; their victory point tokens and traverse tokens are lost. In the case of a tie, the player whose climber reached peak **(I)** first wins the tie.

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One Day in the Life - July 14, 1984.
Krzysztof Wielicki's story of the Broad Peak expedition.

I look nervously at my watch: already midnight. A tiny tent on Godwin Austin glacier at the foot of Broad Peak (8051m). Summer, July 14, 1984. A full moon, cold. Time to start. In the surrounding terrifying silence, is anyone thinking about me now? I know that there are people up on the mountain. Janusz and Walek and Rysiek are up there, and the Swiss and the Austrians, so it shouldn't be so bad. I say farewell to Norwid: *"I said farewell to what I loved / a brotherly handshake joined us / with one hand I gave space / with the other hand I gave time."* Nothing will stop me, no matter what! A week ago I reached 7300 meters. People are talking about it, Stefan Schafter (encouraged by Wanda) and Peter Habeler already tried it, to no avail, so the ball is in my court. Praise God!

Reflected moonlight shows the way clearly to camp C1, where I don't even stop. My feet are cold. I stop at C2 (6400 m), it's already four in the morning, I can't go farther, I can't feel my toes. I enter our tent, take off my shoes, put on some warming ointment and heat the tea kettle. I have to be sure to drink a lot! It's already day, but here on the western face everything is in the shade. I reach the 3rd camp (7200 m) before the sun, at 8 am. I still can't feel my toes, but I decide to stay here for a bit. The guys didn't leave the camp stove, probably they took it with them on the way to the top. So I borrow one from the Swiss (good that someone is here!) I smear ointment on my feet again... do I really think that will help? And already it's 10:00. To be honest, I was waiting for the first rays of the sun! A gap overhead with swirling snow flurries looks close, but it is actually 800 meters up. Some of the recent footprints are already covered by snow, but it's not too bad... half-way I meet Hanns Schell (who recognizes that name nowadays?): he couldn't do it, he says to me: I'm too old, I'm can't do 8000 meters any more. I think to myself that some day I'll probably be your age, and will I also meet someone here rushing to the top like horse? Then I see the slowly descending Italians Gianni and Tulio, returning from the summit. After 4 hours of lonely climbing, I'm under the gap, where you even have to use a rope. I enter a very narrow pass and immediately the cold wind from the north hits me in the face, so strong I feel it in my bones. The guys left me the camp stove in a snow cave. I'll use it to heat water, but I don't have a lot of time because it's already 2 in the afternoon, and there's still a long ridge to the summit. I'm not admiring the view, I start weaving my way through outcroppings, passages, snow, higher and higher. I see someone on a peak, waving his hand to me. I think, good, it's already the top. I speed up and after a few moments, I'm up with Hans Zebrowski, who greets me, but instead of a victory handshake, he shows me that the summit is still quite far away. Damn, and I was so excited. Indeed, in the east I see a slightly rising ridge and on it ... our three friends, returning from the summit. A quick handshake and I'm rushing toward the summit. Yes, it's here, the reward is a magnificent panorama of Karakorum, on the snow is a Swiss pennant, probably left by Hans. I check the time, it's 4 in the afternoon. A few photos with the Pentax and I'm off! I am the last, everyone is ahead of me, the joy gives me wings, I rush to the gap, vomiting tea and electrolytes on the way. Bleah! My friends are already brewing tea, the same kind, and I need to drink some more and not become dehydrated! I look at the top of the Middle Broad Peak (8016m). About 60 meters above our heads there's an ice ax. It was used during the line descent by those who first reached the top in 1975. That was the last descent of my mountaineering partner Bogdan Nowaczyk, who remains here forever in the abyss of the western face.

A moment of reflection: so much history behind us, all the rocks and the Tatra and the Dolomites, and so much should have remained before us! I came here to say goodbye to you! 9 years later! The story of returning to the base is a dreary battle with nausea and time, I wanted to get back before midnight, and I made it. I was in a trance. In the tent I collapsed onto the sleeping mat without taking off my crampons. I couldn't believe I succeeded. I headed out at 00.20 and returned at 22.30. Just 22 hours, not so shabby!

Despite the fatigue I could not sleep. And Ania, my daughter, I see her, I worry if something happened...? The next day Kurt Diemberger and Julie Tullis shook my hand, and I felt childlike joy.

Krzysztof Wielicki

Janusz - Janusz Majer; Walek - Walenty Fiut; Rysiek - Ryszard Pawłowski; Wanda - Wanda Rutkiewicz;
Gianni - Gianni Calgagno (died in Alaska); Tulio - Tulio Vidoni (died in the Alps).