

SANiTY

COMPONENTS

1X RULE SHEET
1X STICKER SHEET
2X CHARACTER MATS
6X SANITY BOARDS

18X MARKER CUBES
120X CARDS
12X ITEM
54X EVENT
54X KARMA

CREDITS

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EXPANSION OVERVIEW

The **Sanity** components can be used with the base game in any game mode: **competitive**, **cooperative**, or **solo**.

Summit: Sanity offers a new track: "Sanity," a new network: "Focus," as well as new cards, new characters and another way to die—Hypothermia.

Each player has a Sanity board which they use to track their Focus and their Sanity—their overall mental health.

The **Sanity** expansion can be used with or without the **Yeti** and/or **Team** expansions.

When not using the **Sanity** expansion, remove all cards with  in the lower left-hand corner.

OBJECTIVES

Complete the competitive, cooperative, solo or **Team** objectives while trying to refine your **Focus** for positive gains, and mitigate any penalties due to loss of **Focus**. Maintain your **Sanity** or risk getting overcome with **Hypothermia**.

Once all players have returned to **Base Camp**, or died on the mountain, players/teams will calculate their scores as defined by their current mode (competitive, cooperative, solo, **Teams**), and to this score they will add the victory point (VP) value indicated on their **Sanity** track .

SETUP

During game setup, after players have chosen their character, each player should take 1 **Sanity** board and 3 clear marker cubes.

Players will then place 2 of their 3 clear cubes on the starting squares  on their **Sanity** board—one in the centre of the **Focus** network , and one on the second square of the **Sanity** track .

The third cube is their **Hypothermia** marker and will be placed in the rightmost square of their **Sanity** track (on the square that shows -4 VP).

Players should mix in all **Sanity** cards to their appropriate decks for their mode of play.

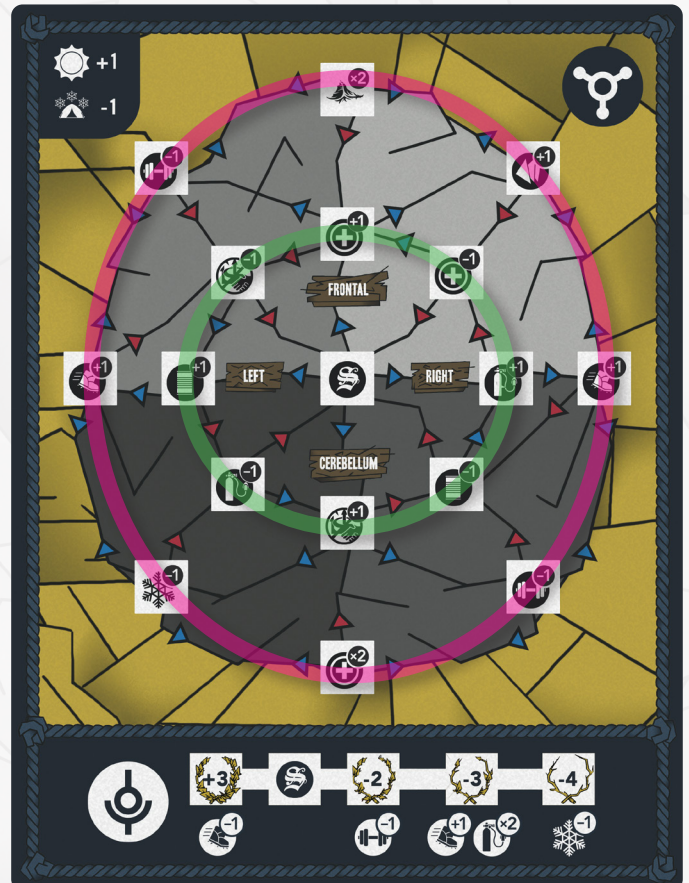
SANITY BOARD

The **Sanity** board contains two different areas which players will have to manage along with the rest of their resources and stats (**Food**, **Oxygen**, **Weight**, **Health & Speed**).

The **Focus** network  will allow players to decide on in-game advantages they would like to aim for. The **inner ring** grants players a one-time immediate bonus, such as an increase to their **Health** or **Food**. The **outer ring** gives players an ongoing bonus such as increased **Speed**, or decreased **Weight**.

The **Sanity** track  measures their character's overall mental health in regards to their level of focus on the expedition. This track can give an ongoing bonus or penalty, and may affect end game VP.

With marker cubes on their starting squares, player begin the game with neutral **Focus** and **Sanity**. As players **gain Focus** they will have options for which direction they would like to move their **Focus** marker—and each direction will **gain** them a different bonus. Players simply follow the lines with **blue arrows** pointing **away** from their current location to know which options they have.



In addition to the inner and outer rings, the **Focus** network is broken into 4 quarters with overlapping **Regions**. The **Frontal** Region contains both quarters at the top of the **Sanity** board, whereas the **Right** Region contains both quarters from the right side of the board—one from **Frontal** and one from **Cerebellum**.

When players **lose Focus** they are forced to move their **Focus** marker. Players simply follow the line with a **red arrow** pointing **away** from their current location to know which square they must move to—and what they will **lose**.

If a marker moves along the line of a **blue arrow**, the player will be gaining something. If the marker is moved along the line of a **red arrow**, the player will be losing something.

If a player is ever in the starting square of the **Focus** network and they "lose **Focus**" their **Focus** marker does not move, but instead their **Sanity** marker will move one square to the right on the **Sanity** track.

The **Sanity** marker cannot move past either end of the **Sanity** track, any movement that would cause this can be ignored.

LEGAL

FOCUS NETWORK

Reminder: A **blue** arrow signifies a gain, a **red** arrow signifies a loss.

Inner Ring (one-time effect, when your marker is placed)

-  Your character **gains** or **loses** 1 Health.
-  Your character **gains** or **loses** 1 Oxygen.
-  Your character **gains** or **loses** 1 Food.
-  These 2 squares are game mode dependent:
In the competitive mode you **gains** or **lose** 1 Karma Card.
In the cooperative mode your Sherpa gains/loses 1 Food or 1 Oxygen (you choose). *Ignore if you have no Sherpa.*

SANITY TRACK

Ongoing effect (for as long as your marker is there)

-  -1 Your character's Movement is decreased by 1.
-  -1 Your character's Weight is decreased by 1.

Hypothermia Marker

When your Sanity Marker is moved to the rightmost square on the Sanity track it replaces the Hypothermia marker that was placed there during setup. The Hypothermia marker is then moved to the "1" square on your character's  track. At the end of your next, and each subsequent turn, the Hypothermia marker moves one square to the left on your  track. If your  marker ever falls **below** your Hypothermia marker your character has succumbed to the elements and perished on the mountain—they are eliminated from play. Once a Hypothermia marker has been placed on a  track it can never be removed. However, when a player gains , instead of moving their  marker to the left, they may move their Hypothermia marker to the right.

GAME TWEAKS

A character's Focus is swayed by the weather they are experiencing. Each time a player rolls a  on their weather die roll **that player** may immediately **gain** 1 Focus. Unfortunately, each time a player rolls a  **all** players (not in camp) must immediately **lose** 1 Focus.

 When playing in Teams, both  and  affect **all player on the active player's team**. Opponents' Focus is not affected by either roll.

Competitive Mode

- If a player's Karma marker would exceed the top level (12), they may increase their **Sanity** by 1. *A player still cannot drop below the bottom level.*
- Some of the new Karma cards are reactionary, meaning that they must be played after another player plays a certain Karma card (positive  or negative .

TWEAKS TO THE GAME BOARD

Players can use the included sticker sheet to modify their original game boards. These modifiers affect the game in 2 ways.

This icon  means that when the Blizzard is triggered at this level, **all unoccupied** tiles at or below this grid line are removed (with the exception of Camps, Solid Ground  and Secure ). *The changes to the Blizzard track can be implemented with or without any expansions.*

When playing with the Sanity expansion, as players change between certain levels on the Karma track it will also trigger a **gain** or **loss** of Focus. These icons  work in the same way as those on the character mats—as a player passes this icon while increasing in Karma, they will **gain** 1 Focus. If they pass this icon while decreasing in Karma they will **lose** 1 Focus.

GAME END

Once all players have returned to Base Camp, or died on the mountain, players/teams will calculate their scores as defined by their current mode (competitive, cooperative, solo, Teams), and to this score they will add the victory point (VP) value matching the location of their Sanity marker (+3, 0, -2, -3, -4).

CLARIFICATIONS

- If a player does not have the resource to **lose** 1  for each resource they do not have.
- When a player loses a Karma card due to the Focus network, it is discarded at random.
- Players cannot directly exchange, give, or take Focus or Sanity from or with other players.
- Players do not have to accept a "gain" either in Focus or resources. However they cannot refuse a loss/negative.
- Players can only "skip movement" for one action per turn. Players cannot "halve movement" and then "skip movement" on the same turn.
- All Sanity boards are identical, it's what the players choose to focus on that will make their game-play unique.
-  If a player's Food requirement from the weather die roll has been reduced, it does not reduce the Yeti's movement.

Outer Ring (ongoing effect, for as long as your marker is there)

-  x2 When you draw an Event, draw 2 but choose only 1 to resolve.
-  +1 Your tile hand size is increased by 1.
-  +1 Your character's Movement is increased by 1.
-  -1 Your character's Weight is decreased by 1.
-  x2 Anytime your character's Health is affected the value of each gain or loss is doubled.
-  -1 Your character's Food requirement from **any** Weather Die rolls is reduced by one (can be combined with other reductions).

-  +1  x2 Your character's Movement is increased by 1 but their Oxygen requirements due to thin air tiles are doubled.

-  -1 Your character's Food requirement from **any** Weather Die rolls is reduced by one (can be combined with other reductions).

