Five Peaks

9+ 2-5 25 min/👤

It's a warm September morning, the first day of a long-awaited vacation. You have parked at the foot of the picturesque mountains. You unpack your backpacks from the car, tie your shoes securely, and set off on a gentle uphill route. For the next few days, you will travel mountain paths, collect berries and mushrooms, and enjoy the beautiful views. Perhaps you will be able to discover some forgotten, untraveled paths that will lead you to the **Five Peaks**. *After climbing to a summit, add your own stone to the traditional pile of stones there, and in the evening, pitch your tents and enjoy the panorama of the mountain slopes.*

Goal of the game

Your task is to score the most **victory points** ⭐ while hiking in the mountains. By playing hiking cards, you will travel the trails and gather resources. You will discover mountain peaks and see parts of the mountain panorama. By discovering new peaks, building towers of stones on them, collecting panorama cards, and fulfilling the conditions of campfire cards, you will score points at the end of the game, which will determine the winner.

Game components

5 sets: 1 set for each player. Each set includes:

a   a **pawn** in 1 of 5 colors – this represents the player hiking around the board;

b   **5 starting cards (the starting deck for each player's hike)** – each set has the same cards, with card backs in a player's color;

c   **5 stones** in a player's color, to mark that a player reached a peak;

d   a **backpack** in a player's color; a player's resources go on this board, which can hold at most 10 resources.

Notepad and pencil to help score points at the end of the game.
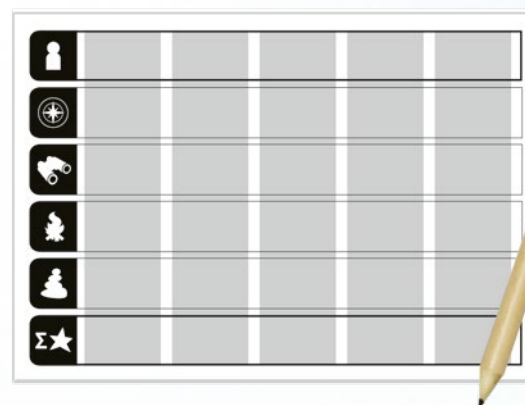
2 containers to conveniently store **endorphins** and **resources** after punching them out.

14 terrain tiles – 1 starting tile with the parking area (a), 6 forest tiles (b), 4 alpine tiles (c), 3 rocky tiles (d).

15 peak tiles – represent the surrounding hills, lookout points, and mountain peaks. Like the **terrain tiles**, these have 3 different backs: forest (a), alpine (b), rocky (c).

15 hiking badges – bonus points for discovering a new peak. These also have 3 different backs: forest (a), alpine (b), rocky (c).

96 resources – various mushrooms, berries, and herbs you'll find along the way, as well as baskets, jars, and pouches full of them. Resources can be used to buy **panorama** cards or rewards available on the board.

30 panorama cards – are mountain views you can collect during the game. Each panorama spans up to 6 cards.

65 endorphin tokens – represent a hiker's happiness. You can spend **endorphins** to gain resources and additional **hiking cards**.

18 campfire cards – improve the effectiveness of other actions (a) or provide an additional way to score points at the end of the game (b).

39 hiking cards – you can add these cards to your deck to do more effective actions.

Game preparation

1 Each player takes a set of components in a chosen color: **pawn**, **backpack**, **5 stones**, **5 starting cards**. Each player holds their cards in hand as their **hand of hiking cards**. Whoever was most recently in the mountains starts the game, then players go in clockwise order. That starting player takes **1 endorphin**; the second and third players each take **2 endorphins**; the fourth and fifth players each take **3 endorphins**.

2 Place the **starting tile** in the center of the table with each player's **pawn** on the **parking area** space.

3 Sort the remaining **terrain tiles** by their backs into 3 separate piles; shuffle each pile face down. Then stack those 3 piles into 1 pile with **rocky** tiles on the bottom, then **alpine** tiles, then **forest** tiles on top.

4 Sort the **peak tiles** by their backs into 3 separate piles; shuffle each pile face down.

5 Sort the **hiking badges** by color and place each next to its corresponding pile of **peak tiles**.

6 Shuffle the **hiking cards** to form a face-down deck. Place it in easy reach. Reveal the top 5 cards and place them in a row near the deck; they form the **market**.

7 Shuffle the **campfire** cards to form a face-down deck.

8 Depending on the number of players, return unused **panorama cards** to the box: in a game with 2 or 3 players, discard cards with the symbol 4 👤 or 5 👤 on the front; with 4 players, discard cards with 5 👤; with 5 players, use all the cards.

Sort the remaining cards by Roman numeral (**I** to **VI**). Shuffle the **VI** cards face down, then deal them separately to start several piles: 3 piles for 2 or 3 players; 4 piles for 4 players; 5 piles for 5 players. Then shuffle the **V** cards and deal one onto each **VI** card. Repeat with the **IV**, **III**, **II**, and **I** cards. Now each of these several piles has 6 cards in order: a **VI** card on the bottom and a **I** card on the top. Turn the top card of each pile face up.

9 Place the containers with **endorphins** and other **resources** in easy reach; they form the **bank**.

10 Set the **notepad** and **pencil** aside; they will be used only at the end of the game.
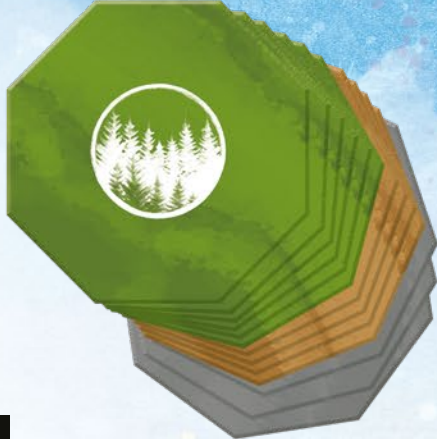
 8

 6

 7

 4

 5

 3

 1

 2

 9

 1
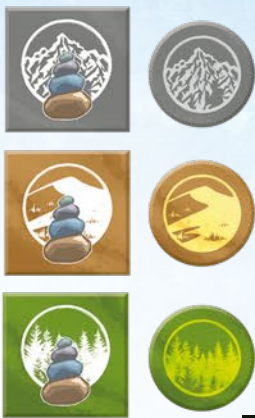
Sequence of play

At the start, the board has only one **terrain tile** (with the parking area). All players' **pawns** start on the parking space and will move from here to the mountains. Pawns normally only move between spaces connected by a path. Players take turns playing **1 selected card** from their **hand of hiking cards**. A player can play any card from their hand. After a card is played, it goes to its owner's played pile. A player cannot reuse any **played cards** until they play a **Camp** card, thus regaining all their cards.

Each player holds their **hand of hiking cards** without revealing the cards to opponents. A player can hold any number of cards. Each player's **played pile** is publicly visible to all opponents, who may always look through it.

After a player plays a card and resolves it, play passes to the player on their left.

Starting cards

Walk – move your **pawn 1 space**.
You walk along a path. If you enter a space with another player's **pawn**, you must keep moving to another space connected by a path, until you enter a space without a pawn and stop. You cannot reenter a space you occupied earlier in the same turn. **After stopping, you may resolve the effect of the space your pawn stopped on.**

The triangular spaces at the corner edges of terrain tiles are spaces on which a pawn can stop.

Example:
*Agnes (yellow pawn) plays her **Walk** card and moves her **pawn** 1 space. She enters a space with Camille's **pawn**, so she must continue moving to a further connected space. She stops in an empty mushroom space, which she resolves: she takes **1 mushroom** and puts it in her **backpack**.*

March – move your **pawn 2 spaces**.
Like a **Walk** card, you move along paths (but twice instead of once), and if you enter a space with another player's **pawn**, it does not count as one of your 2 spaces, and you must keep moving further. You cannot reenter a space you occupied earlier in the same turn. After stopping, you may resolve the effect of the space your pawn stopped on.

Example:
*Camille (blue pawn) plays her March card and moves her **pawn** 2 spaces. Especially on **rocky terrain**, 1 path can branch to 2 different spaces. In this case, Camille can enter both spaces, reusing part of that path; it is only forbidden to enter the same **space** more than once per turn.*

Discovery

Choose 1 action:

Place a new **terrain tile**, oriented as you like, adjacent to an open triangular space on the **terrain tile** your **pawn** is on. Take the **resources** from the **bank** that are shown on the newly created square space (created by connecting 2 triangular spaces). Placing a **terrain tile** might create more than 1 new square space, but you only take **resources** for the new square space with the tile your **pawn** is on. Further details appear below in the section *Board expansion*.

Or:

Discard any combination of **mushrooms**, **berries**, and **herbs** from your backpack and take **1 endorphin** from the **bank** for each.

Training

Choose 1 action:

Take any **1 hiking card** from the **market**, pay its cost in **endorphins** (to the **bank**), and add it to your **hand of hiking cards**. Refill the **market**. Note: You can have several of the same **hiking cards**.

Or:

Discard any number of **hiking cards** from your hand to the box. For each discarded card, take **2 endorphins** (from the **bank**). Note: You may **not** discard any of your **starting cards**.

Camp

Buy 1 of the **panorama** cards or take **2 endorphins** (from the **bank**). Then take all cards from your **played pile** back into your **hand of hiking cards**, including the **Camp** card you just played. Further details appear later in the section *Panoramas*.

Example:
*Camille plays a **Discovery** card. She draws the top tile from the **terrain tile** pile, orients it as she chooses, and places it touching 1 of her pawn's tile's free triangular spaces. She could choose the northwest corner (with a blueberry) or the northeast (with a mushroom and Agnes's yellow pawn). She places it at the northwest corner and takes the indicated resources - a **mushroom** and a **berry** - and puts them in her **backpack**.*

Example:
*Erica (gray pawn) adds a new alpine tile. She gains a **mushroom** and a **berry** from the connected triangular spaces, one of which belongs to the tile her **pawn** is on. A second square space was created (with a **herb** and a **mushroom**) but that space does not touch her pawn's tile, so she **does not gain those resources**.*

Board expansion

As the game progresses, you will place new **terrain tiles** adjacent to already-placed tiles, touching triangle-shaped spaces to triangle-shaped spaces, forming square spaces. **You must add a new tile to touch your pawn's current tile.** If all of your pawn's tile's triangle-shaped spaces already touch other tiles, then you cannot place a new tile. You cannot place a tile where it would cover part of the **starting tile**. If your pawn straddles 2 tiles, because it is standing on a square space formed by 2 triangular spaces, you can choose which of those tiles it is on when placing a new tile.

A square space formed by 2 combined triangular squares is a single space. When a **pawn** stops on such a space, the owner gains **both printed resources**. A **pawn** on such a square is considered to be on **both terrain tiles**.

When placing a tile, you always draw the top tile from the stack. You may rotate it as you like before placing it. First all the forest tiles will be placed, then alpine, then rocky. There are no restrictions about types of adjacent tiles, e.g. a forest tile can touch an alpine tile or a rocky tile. When the terrain tile pile runs out, no more **terrain tiles** can be placed.

Example:
*Camille (blue pawn) is on a forest **peak tile**. She cannot play a **Discovery** card because a **peak tile** is not a **terrain tile**. **Peak tiles** do not have triangular spaces to which another **terrain tile** could be connected.*

Example:
*Agnes (yellow pawn) is on a **terrain tile** with 1 open triangular space. But she cannot play a **Discovery** card because placing a new terrain tile would cover part of the **starting tile**.*
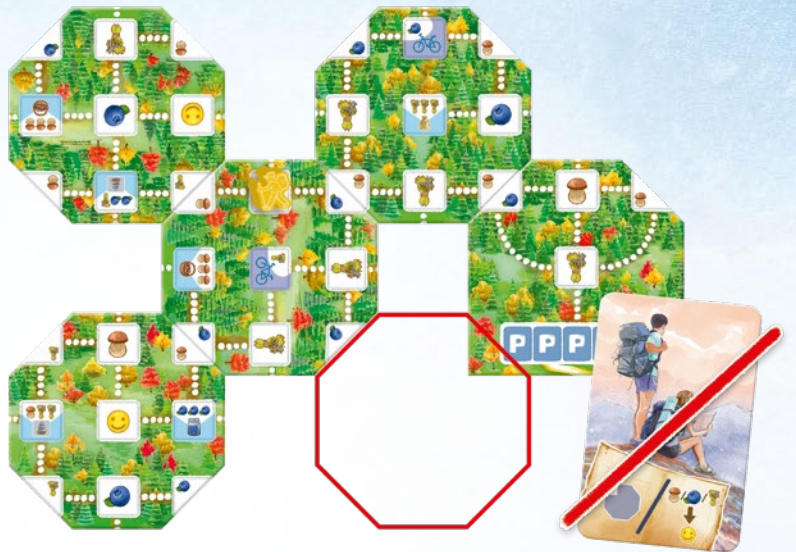
Board spaces

The board has the following types of spaces:

Resource spaces – if you stop on a resource space, take the indicated **resources**. **Resources** are limited to the physical pieces provided - if the **bank** has none of a given **resource**, you cannot take it. Your **backpack** space is also limited to **10 resources** - when you take **new resources**, if you now have more than 10, then you must return excess resources (old or new) to the **bank** to keep only 10 in your **backpack**.
Exception: endorphins do not take up space in your **backpack**. There is no limit to how many you can hold. (In the rare case that the physical pieces run out, improvise as needed.)

Resource exchange spaces – if you stop on a resource exchange space, you may convert the indicated **resources** in the upper white area into the **resource** or **reward** in the lower blue area. You may do this **multiple times**, if you have enough **resources**.

Example:
*Mario ends his move on a **resource exchange space** that lets him trade **3 endorphins** for **1 sack**. He decides to do this **3 times**, converting **9 endorphins** into **3 sacks**. He pays **9 endorphins** to the **bank** and takes **3 sacks** from the **bank**, which he puts in his **backpack**.*

Bike spaces – these function like **resource** spaces, and they also function as destinations when using a **Bike** card.

Container exchange space – if you stop on a container exchange space, you can exchange a basket, jar or sack into a different type of container (jar, sack, or basket). You may do this multiple times.

Peak tiles and stones

Some **resource exchange spaces** let you place a **peak tile** touching one of the edges with an open path of the **terrain tile** on which your **pawn** is standing. When placing a **peak tile**, you can rotate it freely. Paths at the tile edges do not have to match: if an edge with a path touches an edge without a path, then there is simply no path between those spaces.

Each **peak tile** has one space. Merely stopping on a peak space gives no immediate benefit, but it allows the player to place one of their **stones** on the space, if they choose. By placing a **stone** on a peak space, the player receives the immediate **reward** indicated on the peak space, and at the end of the game, the player receives the peak space's **victory points** multiplied by the number printed on their **stone**.

victory points

reward

Example:
*Mario stops on a **peak tile**. He places his "× 2" stone and takes a **hiking card** for free from the **market**. When the game ends, he will also score 2 × 2 = 4 victory points.*

Example:
*Mario's red "× 2" stone is on this **peak tile**, so Erica can place only a **smaller** "× 2" stone or a "× 1" stone. She places a gray stone onto Mario's red stone and immediately takes a free **hiking card**.*

Each player can place only **1 stone** on a given **peak tile**. If a **peak tile** already has another player's **stone**, then a player can place only a **smaller stone** on it.

Note: Each player has 2 differently sized "× 3" stones and 2 differently sized "× 2" stones.

Resources on the board

Some **hiking cards** cause players to leave **resources** on the board. If a player **stops** on a space with such resources, they can take them before resolving the space as usual. The player first decides whether to take the **resources**, then resolves the space. If a player takes **resources**, then they must **all** be taken. If the player's **backpack** has insufficient space, return excess resources to the **bank** as usual.

Example:
*Agnes (yellow pawn) plays a **Walk** card and stops on a **resource exchange space** (berry, mushroom and sack into campfire card). The space also has 4 resources left earlier by Camille: 2 herbs, 1 sack, and 1 berry. Agnes has no more space in her **backpack**, but she wants the sack to use the **resource exchange space**! So she first takes all 4 resources from the space, discards an unwanted mushroom from her backpack to the **bank** to keep the sack in her backpack, and discards the other 3 resources from the space to the **bank**. She then resolves the space: she converts her **berry**, **mushroom** and **sack** from her **backpack** into a **campfire card**.*
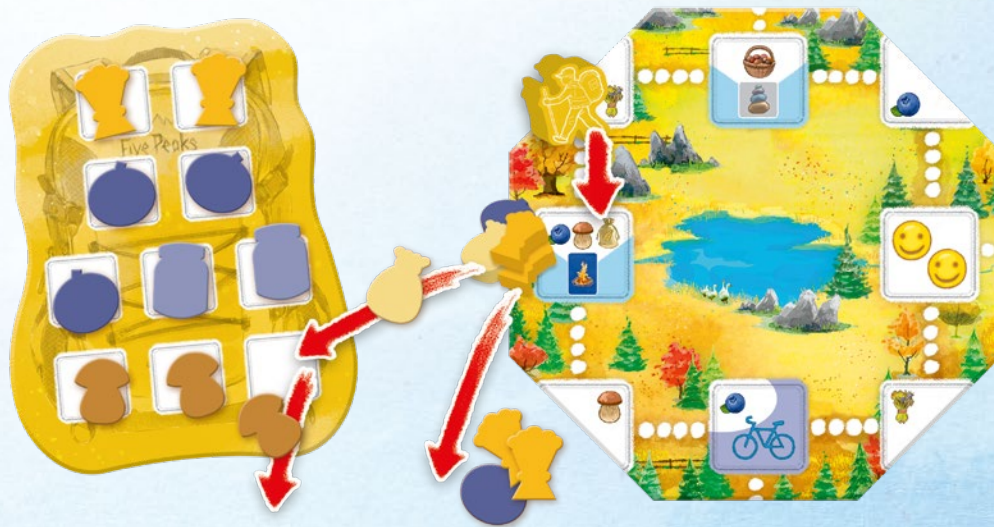
Rewards

Some resource exchange spaces, some peaks, and all panorama cards have **rewards**:

Endorphins – take the indicated number of **endorphins** from the **bank**.

Hiking card – take any 1 hiking card from the **market** and add it to your **hand of hiking cards** for free, i.e. without paying its cost. Refill the **market**.

Campfire card – take the top 5 cards from the **campfire deck**. Choose 1 and place it face up in front of you. From now on, you can use its effect. Place the remaining cards in any order at the bottom of the **campfire deck**.

Peak tile – take the top **peak tile** from the pile corresponding to the terrain of your **pawn**'s terrain tile, e.g. if your pawn is on a forest tile, take the top forest **peak tile**. Place it touching one of the open paths of your pawn's tile. You can rotate it freely. Paths at touching tile edges do not have to match: if an edge with a path touches an edge without a path, then there is simply no path between those spaces. Each time you place a peak tile, take a **hiking badge** of that terrain type. (Forest is worth 3 victory points; alpine = 6; rocky = 12.) If there is no free space beside your pawn's terrain tile, or no peak tiles of that type remain available, then you cannot place a **peak tile** and thus do not receive this **reward**.
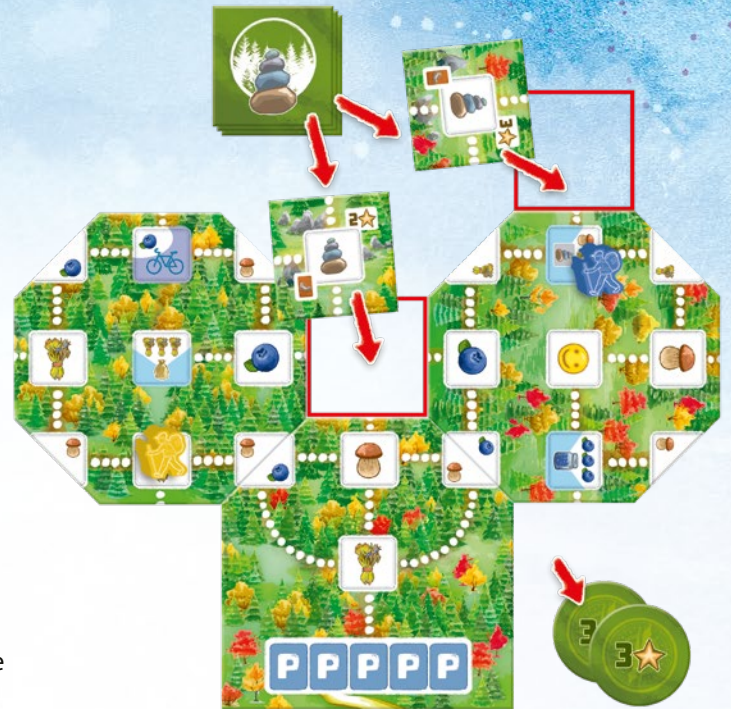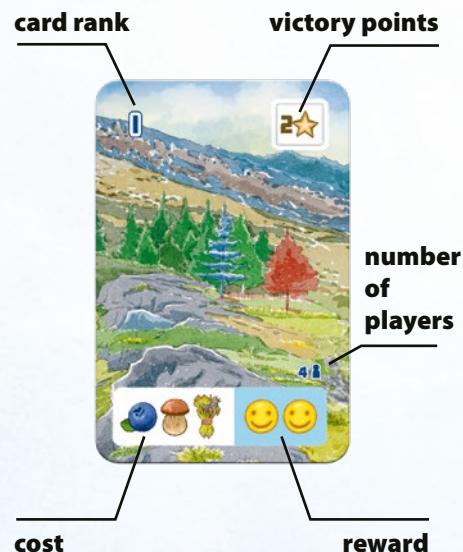
Example:
*Camille (blue pawn) stops on a **resource exchange space**. She pays **1 mushroom** and **2 herbs** to the bank, then she draws a forest **peak tile** and places it next to her pawn's forest **terrain tile** and takes a forest **hiking badge**. Then she does this a second time! So in total, she paid **2 mushrooms** and **4 herbs** to place **2 peak tiles** and take **2 hiking badges**.*

Panoramas

When you play a **Camp** card, you may buy 1 **panorama** card. Choose any 1 of the revealed cards with **rank I** (if this is your **first** panorama card) or **1 rank higher** than the last card you bought. Pay its cost (in the bottom left white space) and place it in front of you. Immediately take the **reward** (in the bottom right blue space). At the end of the game, you will gain the **victory points** in the upper right corner. Then reveal the next card from the pile.

card rank

victory points

number of players

cost

reward

2-player game: if 2 cards of a given **rank** are bought, discard the third card of that **rank** to the box and reveal the next one in its pile.

Example:
*Agnes and Erica are playing. Erica has already bought her first **panorama** (rank I). Now Agnes also buys her first **panorama**. That was the second **rank I** card purchased, so they discard the third **rank I** panorama and reveal the next one (**rank II**).*

Game end

The game ends when **2 of these 3 conditions** are met:

- a player has placed the **last (5th) rocky peak tile** (forest and alpine peak tiles don't matter);

- a player has placed **all 5 of their stones** on the board;

- a player has completed their **6-panel panorama**.

The player who triggered the end of the game completes their current turn as usual. Then **all** players (including that player who triggered the end) take a **final turn**.

Now each player counts their **victory points** ⭐ from their:

- 🧭 **hiking badges**;

- 🔭 **panorama** cards;

- 🔥 **campfire cards that score points**;

- 👤 **stones** on the board.

The player with the most **victory points** ⭐ wins. If players tie for the most points, they enjoy a **shared victory**.

Example:
*Agnes finished the game with **4 badges** 1 , **4 panorama cards** 2 , a **campfire** card that scores 1 point for each endorphin, scoring 9 3 , and **3 stones on peaks** 4 . In total, she scores 85 victory points.*

👤	*Agnes*
1 🧭	24
2 🔭	26
3 🔥	9
4 👤	26
5 Σ⭐	85

1x1
3x3
2x8

Hiking card descriptions

(the number after each card title = how many copies of that card exist)

Sightsee (5)

Move your **pawn** 1 space or 2 spaces along paths. If you enter a space with another player's pawn, it does not count as one of your spaces, and you must keep moving further. You cannot reenter a space you occupied earlier in the same turn. You may resolve the effect of the space your pawn stops on.

Run (4)

Move your **pawn** exactly 4 spaces along paths. If you enter a space with another player's pawn, it does not count as one of your spaces, and you must keep moving further. You cannot reenter a space you occupied earlier in the same turn. You may resolve the effect of the space your pawn stops on.

Shortcut (4)

If there is an **empty immediately adjacent space** north, south, east, or west of your **pawn**'s current space, then **regardless of whether or not a path connects them**, move your **pawn** to that space. You may resolve the effect of the space your pawn stops on.

Bike (5)

Move your **pawn** to any other empty space that has a **bike**. You may resolve the effect of the space your pawn stops on.

Paraglide (3)

• If your pawn is on a **rocky** space, move it to any empty **alpine** or **forest** space that gives an **endorphin**.

• If your pawn is on an **alpine** space, move it to any empty **forest** space that gives an **endorphin**.

You may resolve the effect of the space your pawn stops on.

Small harvest (3)

Move a **mushroom**, **berry** or **herb** from the **bank** to your **backpack**. Then, if the **bank** still has any of that same resource, put one onto your **pawn**'s space.

Example:
*Mario plays **Shortcut**. He can move to the peak space north of his pawn (despite the broken path!) or to the space east. He cannot move west because that space has an opponent's pawn.*
He cannot move south because there is no adjacent space in that direction.

Example:
*Mario plays **Paraglide**. His pawn is on a **rocky** space, so he can move to the **forest** space with 1 **endorphin**, or the **alpine** space with 2 **endorphins**, or the **alpine** space with herbs and **endorphin**. He **cannot** move to the rocky space with 2 **endorphins**.*

Large harvest (3)
Do a **Small harvest** 2 times. The second harvest's resource need not be the same as the first harvest's.

Mushroom basket (3)
Move **2 mushrooms** from your **backpack** to the **bank**, then move **1 basket** from the **bank** to your **backpack**. Then, if the **bank** still has a **basket**, put one onto your **pawn**'s space.
If you have more mushrooms, you may repeat this as many times as you wish in a single action.

Berry jar (3)
Move **2 berries** from your **backpack** to the **bank**, then move **1 jar** from the **bank** to your **backpack**. Then, if the **bank** still has a **jar**, put one onto your **pawn**'s space.
If you have more berries, you may repeat this as many times as you wish in a single action.

Herb pouch (3)
Move **2 herbs** from your **backpack** to the **bank**, then move **1 pouch** from the **bank** to your **backpack**. Then, if the **bank** still has a **pouch**, put one onto your **pawn**'s space.
If you have more herbs, you may repeat this as many times as you wish in a single action.

Observe (3)
You may put all cards from the **market** to the bottom of the deck and refill the market. Then you may buy 1 of the new cards from the **market**.

Note: When doing **Small harvest**, **Large harvest**, **Mushroom basket**, **Berry jar**, **Herb pouch**: if the **bank** has only 1 of your selected **resource**, then place it in your **backpack** without putting a second one in your **pawn**'s space.

Campfire card descriptions (18)

When you gain a **campfire card**, draw the top 5 campfire cards and choose 1 of them. Pick one to keep face up in front of you, and place the others, in any order, at the bottom of the campfire deck. From now on, you can use your new card's effect. **Campfire cards** enhance other **hiking cards** or give an additional way to score **victory points**.

If you gain more than 1 **campfire card**, resolve choosing them one after the other: for each one, draw 5 cards, keep one, and return the rest to the bottom of the **deck**.

For each mushroom you put in your **backpack**, put 1 bonus mushroom.

For each berry you put in your **backpack**, put 1 bonus berry.

For each herb you put in your **backpack**, put 1 bonus herb.

Whenever you place one or more **peak tiles**, you may place a bonus **peak tile** of the same type, if possible, for no resource cost. If you place a bonus peak, gain its **hiking badge** too.

Whenever you play a **Walk starting card**, instead of its normal effect, you may do it twice: move your pawn 1 space (by the usual Walk rules), resolve the effect where your pawn stops, then move 1 space again, and again resolve the effect where your pawn stops. If there are **resources** in the two spaces where you stop, you may take them as usual.

Whenever you play a **March starting card**, instead of its normal effect, you may move your pawn 1 space (like a Walk card), resolve the effect where your pawn stops, then move 1 space again, and again resolve the effect where your pawn stops. If there are **resources** in the two spaces where you stop, you may take them as usual.

Whenever you play a **Training starting card**, instead of its normal effect, you may move your pawn 1 space (like a Walk card), resolve the effect where your pawn stops, then move 1 space again, and again resolve the effect where your pawn stops. If there are **resources** in the two spaces where you stop, you may take them as usual.

Your **backpack** has **4 additional resource slots**.

Any time during your turn, you may discard **6 endorphins** to the bank and take a **basket**, **jar**, or **pouch**. If you have more endorphins, you can do this more than once per turn.
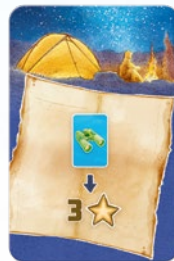
When scoring victory points, score 1 of your placed **"× 3" stones** as a **"× 5" stone**.

After the game ends, score **5 victory points** for each of your **campfire cards** (including this one).

After the game ends, score **5 victory points** for each **basket** in your backpack.

After the game ends, score **3 victory points** for each of your **panorama cards**.

After the game ends, score **5 victory points** for each **jar** in your backpack.

After the game ends, score **3 victory points** for each of your **hiking cards** (**excluding starting cards**).

After the game ends, score **5 victory points** for each **pouch** in your backpack.

After the game ends, score **3 victory points** for each of your **hiking badges**.

After the game ends, score **1 victory point** for each of your **endorphins**.

Frequently forgotten rules:

Cards

When you buy **hiking cards** from the **market**, put them into your hand *(page 7)*.

There is no hand limit *(page 6)*.

When playing a **Camp** card, first buy a panorama card or gain 2 endorphins, then take all of your played cards back to your hand, including the **Camp** card *(page 7)*.

When playing **Mushroom basket**, **Berry jar**, and **Herb pouch** cards, you can trade more than once *(page 13)*.

Peak tiles

You take a peak tile's **reward** when you place a **stone**, not when you enter its space *(page 9)*.

Each player can place **at most 1 stone** per **peak**. Another player can place only a **smaller stone** on a stone *(page 9)*.

You may place **more than 1 peak tile** per turn if there are **free spaces** touching your pawn's **terrain tile** and you have the necessary **resources**. For each peak tile you place, take a **hiking badge** of that terrain *(page 10)*.

Board

Square spaces formed by 2 combined triangular spaces belong to both **terrain tiles** *(page 8)*.

You cannot visit the same space more than once in a single **move** *(page 6)*.

Resource exchange spaces and **container exchange space** allow multiple exchanges per turn *(page 8)*.

When your pawn stops on a space, you may take any **resources** there first and then resolve that space's effect *(page 9)*.

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Resources

When adding **resources** to your **backpack**, if there's insufficient room, you choose which excess **resources** (old or new) to discard *(page 8)*.