

More! Backpacks and Blisters

INTRODUCTION

First there came Backpacks and Blisters. This divided all the inhabitants of the known world into two types: intelligent, sensible, well-adjusted people who like nothing more exciting than to be 'SurpriseSurprised!' by their TV sets on a Sunday evening, and those others - foolish people who for pleasure - for pleasure! - go and sit on top of steep, back-breaking rocks in the pouring rain, eating their soggy sandwiches and swigging luke-warm cups of coffee; yes, my friends - WALKERS!!#*??*!!!

Now comes More! Backpacks and Blisters 'a game of Winter-walking in the Southern Lakes', and instantly the world is divided into three: walkers (may God have mercy on their soles), those who have played Backpacks and Blisters and those who have not.

For those who have played: you can now pit your wits - if you dare - against the bitter Lakeland winter, with only an empty hip-flask and a pair of worn-out crampons between you and the Mountain Rescue Team.

For those who have not played: take courage. This is a game that will give you a taste of what walking is all about - but without any of those unpleasant side-effects - such as actually having to go and do it!

SETTING UP More! Backpacks and Blisters

These are the starting instructions. Use these to set up the game before trying to read the main body of the rules.

1. Lay out the map.
2. Decide who will be which colour and collect:

a set of coloured boots



a pawn (known from now on as a 'walker')



a Points marker



Each player places:

- their walker in Ambleside
- their Points marker in the 'Start' box of the Points track (the boxes numbered 1 to 80 that run round the outside of the map)
- their boots in front of themselves

3. Players take two 50p pieces each.



4. Put the chocolate bars in the 'Chocolate' box on the map.



5. Take the Walking pack and remove (for the moment!) the red cards (the four Blister cards, the four Weather cards and the one (and only!) Heavy Rucksack card).

6. Shuffle the remaining cards and turn over the top FIVE cards.

At the bottom of each card is the name of a location and a diagram showing where that location is on the map.



Place one target on each of the FIVE locations.

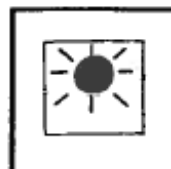


7. Shuffle the five walking cards back into the pack; deal four cards to each player.

8. Shuffle the red cards back into the pack, and place the cards in the 'Deck' box on the map.

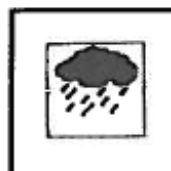
9. Shuffle the pieces of equipment (the Rope, Ice-axe, Crampons, Compass, Winter-warmer and First-aid kit). Deal one piece to each player; each piece of equipment should be kept face-up in front of its owner.

10. Place the 'Sunny' weather marker in the 9am box of the Time Chart.



After all players have had a turn this marker must be moved one box along the Time Chart.

11. Place the 'Cloudy' weather marker in the 'Fine' quarter of the 'State of the Weather' chart.



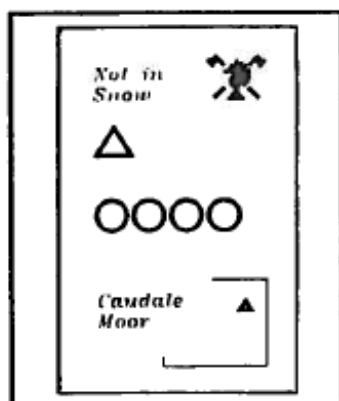
12. Decide who will go first by drawing a walking pawn at random. That player goes first in each round and is responsible for the Time Chart.

A SIMPLE GUIDE TO THE DAY

Players start in Ambleside and go walking for a day. The game starts at 9am and finishes at 5pm (see the Time Chart). Walkers 'slow down' during the day - in the morning a player has four cards in their hand, after lunch three cards and after the coffee break two cards.

The aim of the game is to score as many Points as possible, the winner being the person with most Points at the end of the day. However, anyone failing to return to Ambleside by 5pm loses all their Points.

THE WALKING CARDS



weather restrictions - depending on the State of the Weather, this card could not be played in 'Snow' or 'Blizzard'.

(see: MAKING PLAY DIFFICULT - Weather cards)

triangles and circles - showing the maximum number of triangles and circles that the card will allow you to move, this one being one triangle and four circles.

location - used at the start of the game for placing the five targets and during the game to allow you to fulfill Secret Desires.

(see: SECRET DESIRES)

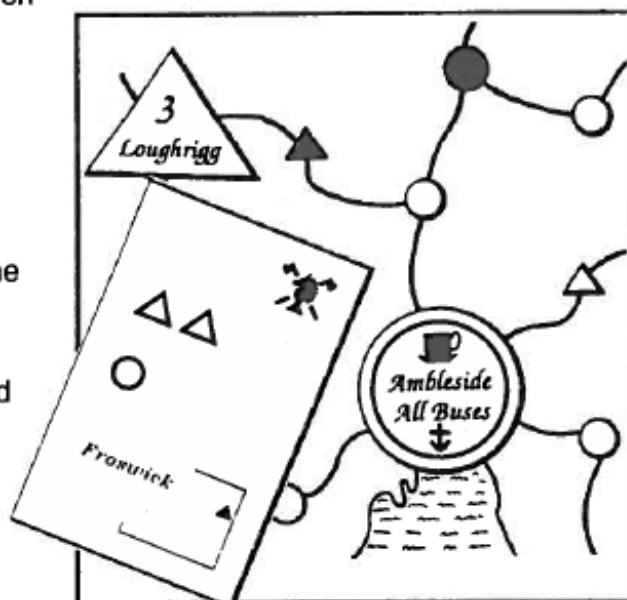
location diagram - to allow the location to be found as painlessly as possible.

MOVEMENT

To move, you must play one of your cards.

Each Walking card has a certain number of triangles and circles on it. Each triangle allows you to move one triangle along a path, each circle allows you to move one circle. Simply move your walker the appropriate number along the path.

Play example:



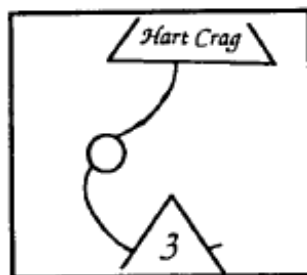
A walker starting the game in Ambleside and playing this card would be able to move to Loughrigg (circle-triangle-triangle). Alternatively the walker could move some distance along any other path. A good card to play if you want to get to Loughrigg, but not very good if you want to go somewhere else!

Triangles and circles may be played in any order. You do not have to use ALL the triangles and circles on a card but, on the other hand you cannot save unused triangles and circles from one turn to the next.

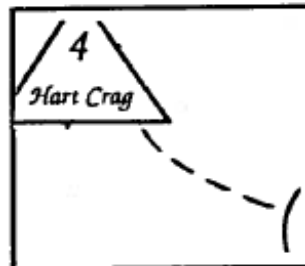
NOTE! When moving, the large triangles and circles are treated in just the same way as the small triangles and circles.

IMPORTANT!

This is a normal path.



This is a short-cut.



Only walkers who carry the Rope or the Ice-axe may use a short-cut. They treat the short-cut as a normal path. All other walkers must stick to the normal paths.

For more Movement detail, see: EXAMPLES OF PLAY - Movement.

NEW CARDS

After moving your walker:

- place the card just played onto the 'Discard' box on the map
- draw another card from the deck.

OVERTAKING

This is a bonus move.

Only one walker at a time may occupy a small triangle or circle. If such a space is occupied by another walker then you may ignore that space - you simply jump over it and the walker, and move to the next space.

NOTE! This bonus cannot be claimed for locations (large triangles and circles). Any number of walkers can occupy these spaces at any time, so walkers always actually move into these spaces.

For more detail, see: EXAMPLES OF PLAY - Overtaking.

POINTS, or HOW TO WIN

The winner is the player who has scored most Points at the end of the day. You can score Points as follows:

ONE Point for finishing your move on a view point (small black triangle) or a beauty spot (small black circle).

VARIOUS Points for finishing your move at a location (large triangles or circles).

NOTE! If the State of the Weather chart shows 'Poor Visibility' or 'Blizzard' then the Points value of all triangles are reduced by ONE Point.

You can also score bonus Points for reaching any of the target locations:

The first walker to reach a particular target scores TEN bonus Points

The second walker to reach that target scores SEVEN bonus Points

The third, fourth, fifth or sixth walkers to reach that target score FIVE bonus Points

For example: A walker arriving second at the target location 'Coppermines' would score TWO Points (location value) plus SEVEN bonus Points (target value) for a total score of NINE Points.

THE BOOTS

You only score Points for a location the first time you land there. As soon as you get to a location place one of your boots there. You never need to put a boot on a small triangle or circle.

SCORING OTHER POINTS

You can also score Points by:

- taking a ferry trip (FIVE Points)

- having a cup of tea (THREE Points)

- carrying the Heavy Rucksack back to Ambleside at the end of the day (FIVE Points)

- having money left at the end of the game (TWO Points for each 50p piece).

There are also bonus Points for getting back to Ambleside early and penalty Points for getting back later (see; the Time Chart on the map).

AND DON'T FORGET, that anyone who has not returned to Ambleside by 5pm will have to be fetched in by the Mountain Rescue Team, will lose all their Points and will finish last.

CAFES



Dotted around the map are various cafes - these are there to help you!

You can do two things at a cafe:

- have a cup of tea (for 50p)
- buy a bar of chocolate (for 50p).

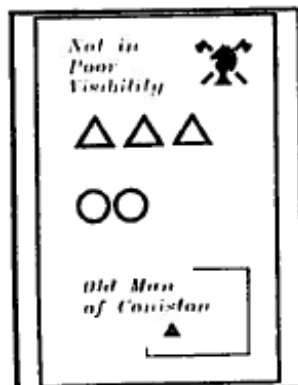
CUPS OF TEA

Whenever you have a cup of tea you may not move. In return you score **THREE** Points and you may change any number of cards (discard the cards you don't want and then replace them from the deck).

CHOCOLATE

You may move **AND** buy a bar of chocolate from a cafe in the same turn. A bar of chocolate allows you to **DOUBLE** the number of triangles and circles on any card.

For example:



Playing this card and a bar of chocolate will allow you to move up to six triangles and four circles.

NOTE! A bar of chocolate may only be eaten once! After it has been used, it must be discarded.

THE 12Noon LUNCH STOP and 2pm COFFEE STOP

These are special turns. As the Time Chart says, all you do is:
STOP! DISCARD! SCORE!

In other words, in your turn:

- you may not move
- you must discard a card (ie: throw it away and not pick up a replacement)
- you may add **ONE** Point to your score if you are on a black triangle or black circle or may add the printed Points value if you are in a location (even though you will have scored for that location before and your boot is there).

Remember! If the State of the Weather chart shows 'Poor Visibility' or 'Blizzard' you must deduct **ONE** Point from any triangle's value.

NOTE! You can never score Points for targets during the lunch and coffee stops.

HAVING A LUNCH STOP OR COFFEE STOP AT A CAFE

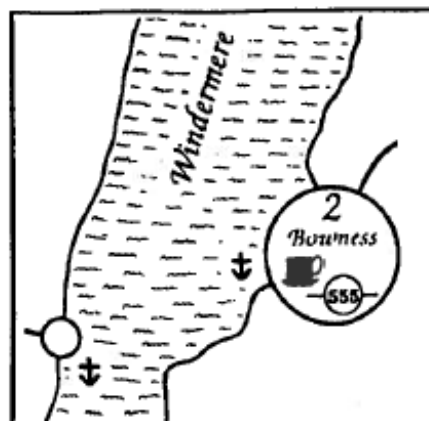
This is a good idea! Not only can you do all the things you could normally do at a cafe (ie. buy chocolate and have a cup of tea) but you are allowed to change any number of cards - for free! After throwing away the one card, you may then discard and replace as many other cards as you wish. Make sure that you end up with the correct number of cards (three after the lunch stop, two after the coffee stop).

FERRY TRIPS AND BUS RIDES

Instead of a card move (ie. moving by use of the triangles and circles on the Walking card), walkers may make a ferry trip or take a bus ride. Ferry trips and bus rides cost 50p each and there are three advantages to doing this:

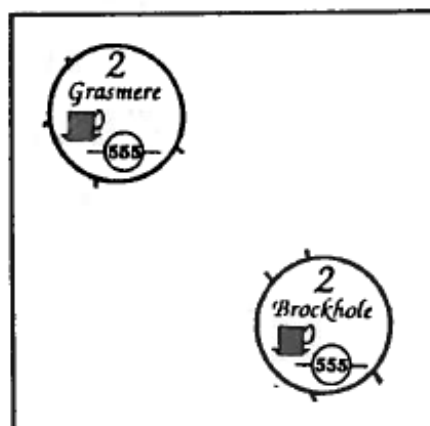
- you move more quickly
- you must play and replace a card as normal, but that card has no effect on your movement (you can therefore get rid of a poor card)
- a ferry trip adds FIVE Points to your score and a bus ride will result in Points being scored for the location reached (unless you have already visited that location OR are travelling to Ambleside).

These are two of the ferry stops



A ferry trip allows you to move from any one ferry stop to any other unoccupied ferry stop or to Ambleside.

These are bus stops



These are two of the stops on the '555' bus route. There are three bus routes on the map - the '555', the '505', and the '516'.

In addition there is the Mountain Goat route.

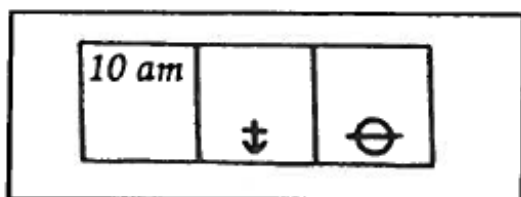


A bus ride allows you to move your walker from one bus stop to another - but only on that bus route.

NOTE! Ambleside is on all the bus routes, including the Mountain Goat route.

IMPORTANT!

Ferries and buses only run on certain turns.



For example;

10am - no ferries or buses

10.20 - you may take a ferry trip

10.40 - you may take a bus ride

Make sure you arrive at the the ferry stop or bus stop the turn before you wish to travel. You have to be in position, ready to take the ride at the **START** of your turn.

NOTE! The Mountain Goat makes only two trips in the day.

REMEMBER! You cannot make a card move and catch a ferry or bus in the same turn.

MAKING LIFE DIFFICULT!

There are three things which make a walker's life more difficult - these are represented by the red cards contained within the Walking pack. They are:

- Weather cards ('Fine', 'Poor Visibility', 'Snow' and 'Blizzard')
- Blister cards
- the Heavy Rucksack card.

WEATHER CARDS

Whenever a Weather card is drawn, move the Cloudy marker (on the State of the Weather chart) to that quarter, and then draw a new card.

For example; 'Snow' is the first Weather card drawn during a game. The Cloudy marker on the State of the Weather chart should now be moved from 'Fine' to 'Snow'.

EFFECTS OF THE WEATHER: REDUCED POINTS

If the State of the Weather chart shows 'Poor Visibility' or 'Blizzard' then reduce the Points value of all triangles (small or large) by ONE Point.

EFFECTS OF THE WEATHER: WEATHER RESTRICTIONS

At the top of some walking cards are weather restrictions.

If the State of the Weather chart shows 'Snow' - you may not use any card marked 'Not in Snow'.

If the State of the Weather chart shows 'Poor Visibility' - you may not use any card marked 'Not in Poor Visibility'.

If the State of the Weather chart shows 'Blizzard' - you may not use any card marked 'Not in Snow' OR 'Not in Poor Visibility'.

NOTE! Cards which cannot be "used" because of the State of the Weather may still be played. They won't allow you to move, but at least your new card might be a bit more useful!

BLISTER CARDS

If you are unfortunate enough to pick up a Blister card you must keep it as part of your hand. In effect, it is a normal Walking card, which allows you to move no triangles and no circles. In other words, it is a useless card that you are stuck with-in your hand. The one consolation is that you can have a jolly good moan about it!

To get rid of a Blister card, simply play and replace it - you will of course have to stand still.

REMEMBER! Lunch and coffee stops, ferry trips and bus rides, and cups of tea are all excellent opportunities to deal with a Blister.

THE HEAVY RUCKSACK CARD

As soon as you draw this card it is placed in front of you. Draw another card to replace it.

NOTE! Once in play, the Heavy Rucksack stays in play!!

THE HEAVY RUCKSACK

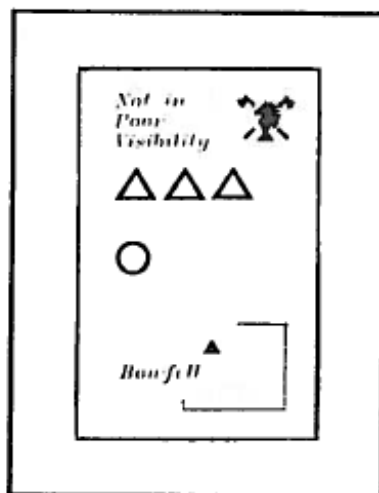
The Heavy Rucksack is a crucial part of the game! We will refer to it as 'IT'.

At certain times you will want to get rid of IT, at other times you will want to hang on to IT. Understanding how IT works is essential.

EFFECTS OF IT

If you are unfortunate enough to be carrying IT, you must deduct ONE triangle and ONE circle from any card you play.

For example: This card would normally move you three triangles and one circle.



However if you play this card whilst carrying IT, it will be worth only TWO triangles and NO circles.

IT AND CHOCOLATE

You may eat a bar of chocolate when carrying IT. This will double your move, but only AFTER deducting the one triangle and one circle.

For instance, in the previous example, your three triangle / one circle card would first be reduced to a two triangle / no circle card, and then be doubled up to a FOUR triangle / NO circle card.

FERRIES, BUSES AND IT

When carrying IT, you can travel by ferry or bus as normal. You play and replace a card as normal, but as all symbols are ignored, IT has no effect.

GETTING RID OF IT

There are two ways to get rid of IT

- by voting IT to another player
- by passing IT on to another player.

GETTING RID OF IT BY VOTING

After you have carried IT for an hour (three twenty-minute turns) all players vote on who should carry IT next.

The three twenty-minute turns might include lunch and coffee stops, ferry and bus rides, turns spent drinking cups of tea and turns in which you don't move.

In order to count the three turns, three Heavy Rucksack markers are provided.



At the end of each turn in possession of IT, you should place a marker onto IT's card.

NOTE! The different sized pictures are purely for effect!!

When you have placed all three markers on the card, a vote is taken to see who will carry IT next.

THE VOTING

You begin the voting by saying who you think should carry IT next. Then, starting with the player to your left, go clockwise round the table with everyone in turn casting one vote for whoever they think should carry IT next. If the result is a tie then it is you who has the casting vote.

NOTE! It is possible that you may end up carrying IT for another three turns - tough luck!

PASSING IT ON

IT can be passed on in two ways:

- by overtaking another walker (the other walker must be occupying a small triangle or circle)
- by ending your turn in the same location as another walker.

NOTE! To pass IT on at a location, you do not need to have moved! You can simply stand there for your entire turn, and then pass IT on.

Whenever IT is passed on all IT's markers are removed from the card, and the three twenty-minute turns begin again.

SNATCHING IT

Whoever returns to Ambleside with IT can score a bonus of FIVE Points. Therefore later in the game players may start trying to snatch IT.

You may snatch IT from IT's present carrier by either;

- overtaking the carrier during a turn
- ending your turn in the same location as the carrier.

NOTE! If you snatch IT during your turn, IT does not affect your current move. IT only affects you if you are carrying IT at the start of your turn.

MAKING LIFE EASIER! THE PIECES OF EQUIPMENT

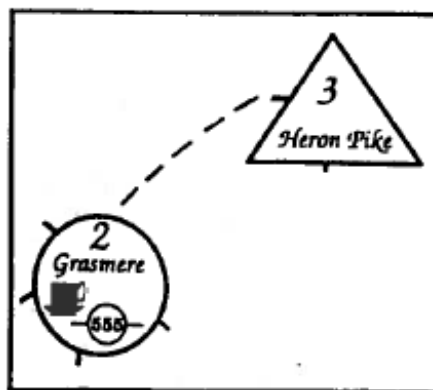
Each player receives a piece of equipment at the start of the game. No one may ever have more than one piece of equipment at any time.

You may 'swap' a piece of equipment with another player. This works in just the same way as passing on the Heavy Rucksack.

ie. If you overtake or end your turn in the same location as another walker you may exchange your equipment for theirs (whether they like it or not!).

Rules for each piece of equipment are printed thereon, but to summarise:

The ICE-AXE and ROPE allow you to use any short-cuts (out of bounds to walkers without the proper equipment).



To move from Grasmere to Heron Pike would cost one triangle; to move from Heron Pike to Grasmere would cost one circle.

The WINTER WARMER functions as a sort of mobile cafe, allowing you to change any number of cards instead of moving.

The CRAMPONS allow you to use 'Not in Snow' cards whenever the State of the Weather chart shows 'Snow' or 'Blizzard'.

The COMPASS allows you to use 'Not in Poor Visibility' cards whenever the State of the Weather chart shows 'Poor Visibility' or 'Blizzard'.

The FIRST AID-KIT allows you to change any Blister card (but only your own!).

SPECIAL RULES

OPTIONAL (but highly recommended)

SECRET DESIRES

All walking cards have a location printed on the bottom (used at the start of the game for placing the targets). These now become Secret Desires. If you can reach that location and show that card (either as the card just played or as part of your hand, but NOT as a newly drawn card) then you score DOUBLE Points for that location.

Note! You never score double the points for any target, nor may you claim double points for any location already visited.

ODDITIES - CONSULT AS AND WHEN NECESSARY

1) Doubling back

Players may NEVER double back along a path in the same turn. (This may happen when a player is trying to snatch the Heavy Rucksack).

2) Exhausting the Walking pack

Whenever the 'Deck' box becomes empty, reshuffle the discards and use them as a new deck.

3) Scoring more than 80 Points

Should this happen, simply "start again", counting the '1' box as '81', the '2' box as '82', etc.

4) Returning to Ambleside

Whenever you enter Ambleside you must say whether you are finishing or not. If you decide to finish, then:

- hand in your cards

- score TWO Points for each 50p piece you have left

- score any bonus or penalty Points as indicated on the Time Chart (if you finish before 3pm, score THREE Points).

NOTE! If you finish you may take no further part in the game - at all, ie. no more Heavy Rucksack, no more Heavy Rucksack votes, and no swapping equipment!

5) Chocolate abuse

You may never buy more than one bar of chocolate per turn.

You may never eat more than one bar of chocolate per turn.

6) Extra equipment in Ambleside

If fewer than six people are playing, there will be some spare pieces of equipment. Keep these face-up at the side of the map. Anyone who finishes their turn in Ambleside may change their piece of equipment for one of those in Ambleside.

NOTE! No player may have more than one piece of equipment at any one time.

7) Beware! Falling Rucksacks!

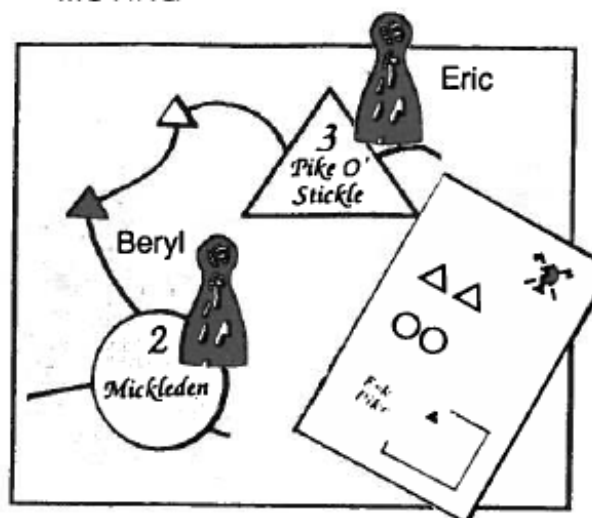
Buses do NOT use paths (!!!). Therefore you cannot drop a Heavy Rucksack out of a bus window as you drive past someone!

8) Changeable weather, or what?

Be careful when drawing more than one Walking card (which will happen when you are allowed to change cards). If more than one Weather card is drawn at this time then the last card drawn is the current State of the Weather.

EXAMPLES OF PLAY

MOVING



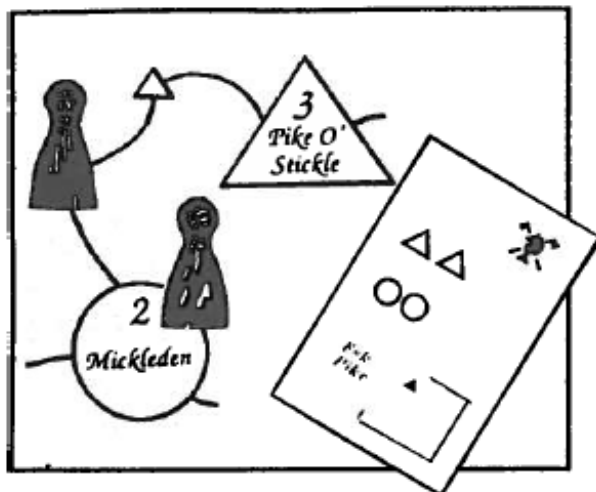
Our walker - let's call him Eric - has just visited Pike O' Stickle. He wishes to move to Mickleden, so he plays the card and moves along the path (triangle - triangle - circle) a total of two triangles and one circle.

He has a total of two triangles and two circles available to him, and so he is able to reach Mickleden. Give Eric TWO Points.

On the other hand the card would be less useful to a different walker - let's call her Beryl. She is standing at Mickleden and wants to move to Pike O' Stickle. This particular card would not allow her to reach Pike O' Stickle. The card has only two triangles on it, and to reach Pike O' Stickle would require three triangles.

EXAMPLES OF PLAY

OVERTAKING



Beryl is still sitting at Mickleden (walkers do this sort of thing). She has the same card as before and the same unaccountable desire to reach Pike O'Stickle. This time, however, there is another walker - perhaps its Eric! - occupying the black triangle next to Mickleden. Because only one walker may occupy each small triangle, Beryl can overtake the other walker. She is therefore able to use the two triangles on her card to move first to the small white triangle (ignoring the small black one) and then to Pike O'Stickle. Give Beryl THREE Points!

Health Warning!

Winter-walking is no picnic!

Whilst every effort has been made to produce an accurate representation of the terrain around Amble-side, players should use the map only for the following;

- playing ~~More!~~ *Backpacks and Blisters*
- using as a picnic cloth
- drying up after the picnic

In no circumstances should players attempt to use the map for purposes of navigation. The Ragnar Brothers accept no responsibility for the loss of game components or sense of direction during a sudden blizzard on top of Scafell Pikes - or anywhere else for that matter!

CREDITS:

Original Idea: Steve Kendall
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 Rules: Phil / Steve Kendall
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