

## Assembly

**Assembly Time:** 20 minutes

- Punch out: 6 Obstacle tokens, 24 Help tokens, 6 Natural Disaster cards, 10 Temple Puzzle pieces and carefully separate 24 perforated trivia sheets.

**Play Time:** 35 minutes

**Number of Players:** 2 – 6

**Ages:** 10+

**Suitable for:** Spanish learners, native speakers and non-Spanish speakers

## Contents

- One game board
- One die
- 6 pawns
- 24 perforated trivia sheets
- 6 Obstacle tokens
- 24 Help tokens
- 10 Temple Puzzle pieces
- 6 Natural Disaster cards
- English rules & Spanish rules
- One reusable plastic storage bag

## Trivia Questions

Each card has four trivia questions that are geared to four skill levels:

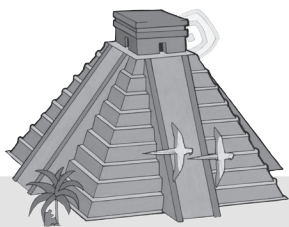
**Green trivia questions:** Easy. Multiple choice. For middle school students. Written in English and Spanish.

**Red trivia questions:** Intermediate. Multiple choice. For junior high school students. Written mostly in Spanish.

**Blue trivia questions:** Advanced. Some multiple choice. For senior high school and college students and native speakers. Entirely in Spanish.

**Orange bonus questions:** Difficult. Written in English. For daring players and non-Spanish speakers.

- Multiple choice answers are underlined.
- At your turn, you can decide what color of question to answer.
- Players who repeatedly play below their skill level can be forced by others to answer harder questions.
- Players must answer promptly.



In this game **Latin America** is defined as countries or territories in the Western Hemisphere where *Spanish* is the first language. Brazil isn't included. But trivia questions about South America do include Brazil.

# SummitRUN

**The first player to reach the summit of the Mayan temple is the winner of this exciting adventure race through the rainforest.** Six routes lead to the temple: an abandoned mine, a cave, a tourist entrance, a horse trail, a jungle path and a secret door. Along each route are Help items that you must own before advancing. These are earned by correctly answering trivia questions. Plan your route carefully. Good luck!

## Getting Started

- Place the Help tokens face up on the table beside the board within everyone's view.
- Place the Natural Disaster cards face up beside the board.
- Place all the pieces of the temple puzzle face up beside the board.
- Divide the trivia cards into two decks and put within reach of the players.
- Each player places a pawn at the **Salida** (the start).

## Obstacle Tokens

Each player chooses any one of the Obstacle tokens. You can use your Obstacle token only once and only during your turn to send a rival back five spaces.

## Help Icons/Tokens

Each route to the temple has Help icons scattered along it. To **land on** or **cross over a Help icon**, you must own the corresponding Help token. Tokens are earned when you **correctly** answer a trivia question.


- **Trading:** During your turn, you can trade one token. For example if you want a rival's machete, he may decide to trade it for one of yours that he needs.
- **Out of Help tokens:** As the game progresses, Help tokens may run out. When you answer a trivia question correctly, you can take a piece of the puzzle or can trade a Help token with another player.

## Mayan Temple Puzzle

A towering Mayan Temple is in the center of the board. Players cannot enter the temple until all 10 pieces of the puzzle are on the board. You can earn puzzle pieces by correctly answering trivia questions.

- Pieces must be put on the board immediately.
- It doesn't matter what order the pieces of the puzzle are placed on the board.
- If you reach the temple before the puzzle is complete, stay put. However, you can continue to take your turn.
- When the puzzle is complete, each puzzle piece counts as one space.
- Players must take a direct route to the summit. No detours.
- An exact roll of the die is needed to reach the summit.

## Natural Disaster Symbols/Cards

 Scattered around the board is the symbol for a hurricane. If you land on this symbol, note the number on it and take a Natural Disaster card with the same number. Follow the instructions on the card. You cannot avoid a symbol by changing direction or refusing to move.

## Moving around the Board

You get a roll of the die only after correctly answering a trivia question during your turn. You then move your pawn according to your roll. You can move backwards or forwards or decide not to move. More than one player can occupy the same space on the board.

## Let's Play

1. Players roll the die to see who begins.
2. High throw becomes the first player.
3. The person seated on the right of the first player is the Questioner and takes the top card from a trivia deck.
4. The player states the color of question he wants and the Questioner reads it.
5. **Correct Answers:**
  - If the player gives a correct answer to a red, green or blue question, he takes **one** Help token or **one** puzzle piece of his choosing. And a roll of the die.
  - If the player correctly answers an **Orange Bonus** question, he takes **two** Help tokens or one piece of the puzzle. And a roll of the die.
6. **Incorrect Answers:** The player's turn ends. He doesn't get a roll of the die.
7. The game moves clockwise to the person on the left.
8. The next Questioner is the person seated on his right.
9. Don't forget to use your Obstacle Tokens.
10. Remember no one enters the Temple until all the pieces are in place.
11. Winner: First runner to reach the summit.

## Teachers' Guide

*Teachers will appreciate that popular textbooks such as **Buen Viaje, Realidades, Avancemos** and **En Español** were consulted to ensure that trivia questions were "in sync" with the cultural component of Spanish courses. Trivia questions are geared to four skill levels making the game suitable for Spanish students from middle school through college. Multiple-choice questions guarantee success. Lots of new words add to a student's working vocabulary.*

**For more information about Summit Run or to offer suggestions, please email: [verbitgame@ymail.com](mailto:verbitgame@ymail.com). Check out the game's website at: [www.verbitgame.com](http://www.verbitgame.com).**

## Heighten the Excitement

After you have played Summit Run a couple of times, make it more exciting by adding **bumping** or **challenging**. Or both.

### Bumping

If you receive a question that you don't like, tell the Questioner you want to bump it to a rival.

- To bump you must possess at least one Help token.
- You can only bump a question to a rival playing at the same or higher skill level as yourself.
- Orange Bonus Questions cannot be bumped.

**Rival Answers Incorrectly:** If your rival answers incorrectly, your gamble has paid off. You get one Help token or a piece of the puzzle. And a roll of the die. (*An incorrect answer has no consequences for your rival.*)

**Rival Answers Correctly:** If your rival answers correctly, you must forfeit one Help token of your choosing to your rival. No roll of the die for you.

### Challenging

As soon as a player answers a question, the Questioner immediately calls for challenges. If you think the answer given is incorrect quickly shout: **Challenge!**

- To challenge you must own at least one Help token.
- You can only challenge a rival playing at the same or higher skill level as yourself.
- The first rival to shout Challenge then states his answer to the trivia question.
- The Questioner then reads the correct answer.

**Correct Answer by Challenger:** If the Challenger gives a correct answer, he earns one Help token from the table.

**Incorrect Answer by Challenger:** If the Challenger gives an incorrect answer, he *forfeits* one Help token of his choice to the table.

**Correct and Incorrect Answers by the Player:** If the challenged player has given the correct answer, he earns one Help Token or a puzzle piece. And a roll of the die. If the player has given an incorrect answer, his turn ends. The game continues to the left.

## A Shorter Version

To shorten Summit Run, just eliminate some or all of the game's features such as the obstacles tokens, help tokens, hurricane cards and the temple puzzle.

When all the features are eliminated, a player who correctly answers a trivia question receives a roll of the die and then proceeds along a path towards the temple. The first player to **enter** the temple, on an exact roll, is the winner.

