PINNACLE

"It's not *what* you know…it's what *everyone* knows"

In Pinnacle, teams race up a mountain by guessing the most popular answers to survey questions.

Sharp instincts send you climbing fast. Bad reads leave you gasping for air.

Reach the summit. Survive the final challenge. Claim the Pinnacle.

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For 2 or more players (2 Teams)
Ages 12 +
Time of Play: ~25-30 minutes

COMPONENTS

- Mountain-shaped gameboard (Mount Versurveyus)
- 2 Pawns
- 153 Survey Question Cards
- Mountain Movement Reference Card
- 5 Bonus Chips (1 Yeti Gamble, 1 Sudden Avalanche, 1 No Peak-ing, and 2 False Ledges)

OBJECTIVE

Be the first team to reach the summit and correctly name the Pinnacle (#1) Answer during a Summit Challenge.

THE CLIFF NOTES

• Opposing team reads.
• Guess **ONE** final answer.
• Movement depends on zone.
• Thin Air is dangerous.
• You must hit #1 at the Summit to win.

If you'd like the scenic route, keep reading…

SET-UP

1. Split into two teams. Each team picks a pawn and places it at **START**.
2. Shuffle the Survey Cards and keep them within reach.
3. Shuffle Bonus Chips face down and randomly place them on the mountain.

- Do **not** place any chips in the Thin Air Zone or the last Ice Wall two spaces.
- Leave at least one empty space between chips.

4. Place the **Mountain Movement Reference Card** nearby. You'll use it a lot.
5. The team that feels most in tune with the masses guesses first. The opposing team provides the first Reader.

THE READER'S ROLE

Each turn, one player from the **non-guessing** team becomes the Reader**. The Reader must be from the opposing team to keep the answers secret and unbiased.**

The Reader:

- Draws and reads the question aloud.
- Reveals and announces the ranked results.
- Stays completely neutral. No hints, reactions, or giveaways.

Teams may rotate Readers freely.

ABOUT THE SURVEYS

***Read this aloud before the first question*:** All questions in Pinnacle are popularity-based. We asked a wildly mixed crowd of over 100 everyday people, crunched the numbers and ranked the most common responses.

So, if your amazing answer didn't land in the Top 3, don't blame the game…blame the masses!

LEARN THE GAME

Two teams race up the mountain by guessing the most popular answers to survey questions.

Each Turn

1. **The opposing team reads** a survey question.

2. **Your team debates** and gives **one final answer**.

3. **The Reader reveals** the rankings.

4. **Your pawn moves** depending on the zone.

Climb the Mountain
Base Camp — Any Top 3 answer moves you.
Ice Wall — Only the Top 2 moves you.
Thin Air Zone — Only the #1 answer moves you.

Win the Game
Reach the Summit and correctly name the **#1 answer** to claim the Pinnacle.

That's it. Start climbing.

LET'S REACH THE PINNACLE! ~ HOW TO PLAY

In short, Read → Deliberate → Reveal → Move.

First team to reach the Summit and give the Pinnacle Answer wins.

That's the whole game; the rest is just how the mountain pushes back.

1. **Draw & Read**
Survey Cards are color coded to match the three mountain zones:

- **Green** - Base Camp
- **Yellow** - Ice Wall
- **Red** - Thin Air Zone

When you're the Reader, draw the top card and read the question that matches the **color of the space the opposing pawn is on**.

Each card has:

- One question (front)
- Three ranked answers (back)

The goal is to identify the **#1 answer,** known as the **Pinnacle Answer**.

The Reader may not look at the answers until the team locks in their guess.

2. **Deliberate**
The guessing team debates and gives **one final answer only** (we love hearing the thought process...and the second guessing).
No changes once it's locked in.

3. **Reveal**
The Reader flips the card and announces the ranking with **maximum dramatic flair**:

- **If the answer ranks #1:**

"[Answer]… was the Pinnacle Answer!"

- **If the answer ranks #2 or #3:**

"[Answer]… was #2 / #3 on the list!"

- **If the answer is unlisted:**

"That answer didn't make the list." (Cue dramatic gasps)

4. **Move**
Check the **Mountain Movement Reference Card** to see whether you climb, stall, or fall.
• If both teams land on the same space, **share it**. The mountain is crowded, not hostile.
• If movement carries you past the Summit, move directly to the Summit.
• If you enter a new zone, that zone's rules apply on your next turn.

If there's ever a dispute, the Reference Card is law.

BEHIND THE CLIMB
• The **Mountain Movement Reference Card** shows the condensed version.
• For full explanations of each Mountain Zone and Bonus Chip, see **THE FIELD GUIDE.**

5. **End Turn**
Reader switches to the opposing team. Draw the next card and continue climbing.

THE SUMMIT
Reaching the peak is impressive, but winning requires the #1 answer one last time.

THE SUMMIT CHALLENGE

When your team reaches the Summit: The Reader draws a new **Thin Air Zone (Red)** question and your team must give the #1 answer.

• Get the #1 answer → **Win the game immediately.**

• Miss it → You hang at the Summit.

HANGING AT THE SUMMIT

If you miss the Pinnacle Answer, the mountain becomes more forgiving. However, you still must name the **#1 Answer** to win.

• 1st attempt → **Thin Air (Red)**

• 2nd attempt → **Ice Wall (Yellow)**

• 3rd attempt and beyond → **Base Camp (Green)**

The crowd widens. The pressure doesn't.

RACE TO THE TOP

While one team hangs at the Summit, the other team continues climbing. If both teams reach the summit, **alternate attempts** until one team names the Pinnacle Answer.

WINNING THE GAME

The first team to reach the Summit and name the **Pinnacle Answer** wins!

THE SPEED CLIMB (Optional)

Use this rule for faster games or more pressure.

If a team takes too long to lock in an answer, any player may declare a "Time Crunch" and set a 30 second timer on a phone. If a team fails to answer in time:

If you're on Base Camp → No penalty.

If you're on Ice Wall or Thin Air → Move **back 1 space** for "freezing" under pressure.

Pinnacle rewards instinct, shared culture, and bold calls.
Everyone can name an answer, but only one team proves they know **the Pinnacle**.