



ROCÓDROMO

 **TONI LÓPEZ**
 **SERGI MARCET**

Videoreglas

Rules video



Règles vidéo

Videoreglin





Rocódromo



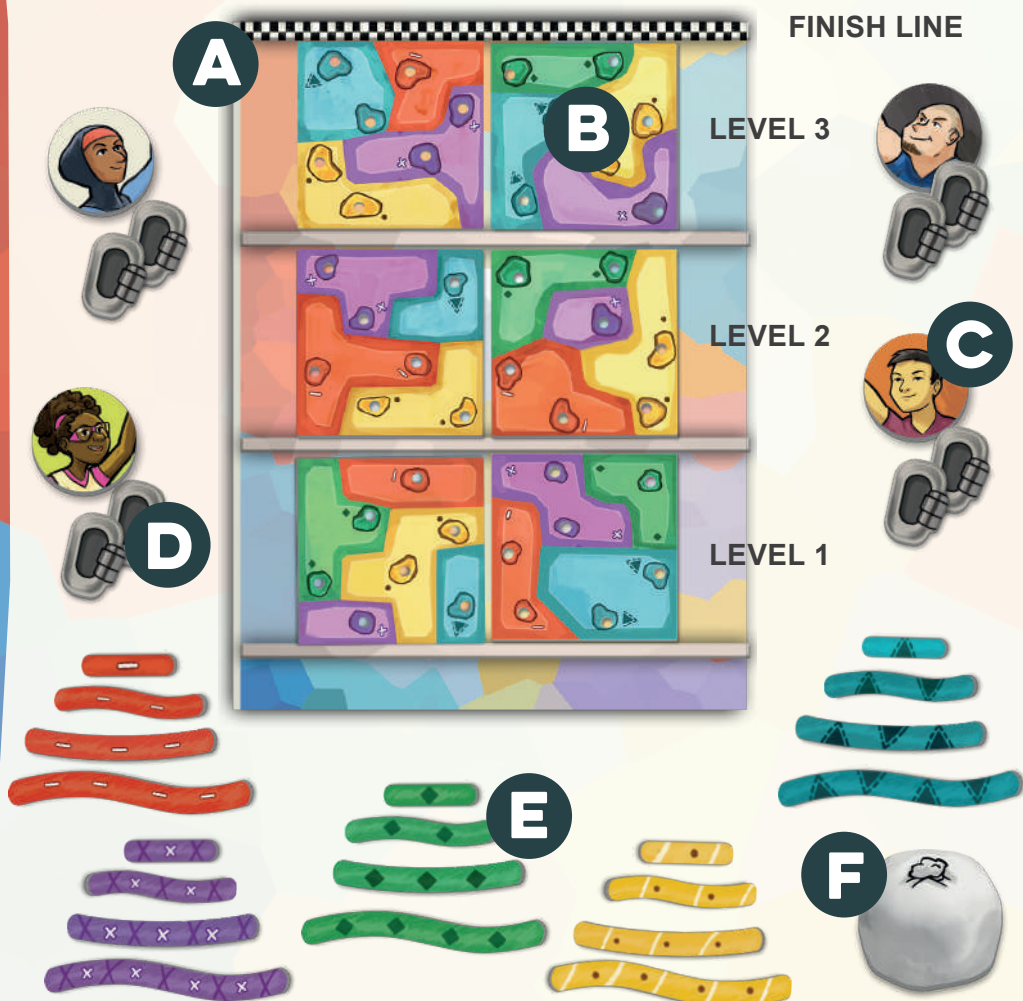
TONI LÓPEZ



SERGI MARCET

THE GAME AT A GLANCE

Rocódromo (climbing wall in Spanish) is a climbing game for 2-4 players, 7+ years old, with a play time of around 10 minutes. In Rocódromo, players compete to be the first to reach the summit of a climbing wall by using rope tokens of different lengths to advance from climbing hold to hold. **Who will be the first to conquer the climbing wall?**



GAME PIECES & SETUP

BASE WALL

A Wall support

Assemble the support following the instructions, and place it on the table.

B 8 Climbing stage tiles

Select 6 tiles at random and insert 2 on each level of the support.



You can place them as you wish as long as there is no coincidence of colour sections between vertically adjacent tiles. This setting is what we call the wall.



Example of incorrect placement

C 6 Climber tokens

Each player chooses a climber.

D 8 Carabiner tokens

Each player starts with 2 tokens.

E 20 Rope tokens

Place the ropes on the table, accessible to all players, grouping them by colour and ordered by length, shortest to longest. These will form the rope supply.

F 1st player token

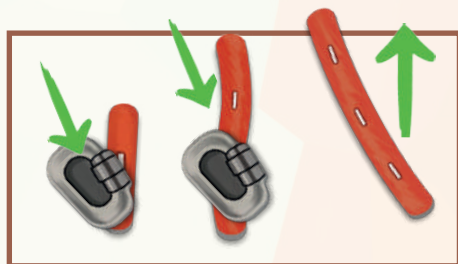
Give it to the youngest player, they will take the first turn.

HOW TO PLAY

Starting with the first player, the players play their turn clockwise. On their turn, the player **must** choose **one** of the following two actions:

ACTION 1 - PREPARE

The player chooses a rope colour and takes from the supply the **SHORTEST** rope available of that colour. A player can take a longer rope by using a carabiner: by placing one of their carabiners on the shortest rope available, they can take the next rope in ascending order. A player can repeat this process by placing carabiners on consecutive ropes, and can place carabiners on ropes that already have carabiners on them.



A player places two carabiners to take the third longest rope.

Each player can have a maximum of 3 ropes. If a player has 3 ropes, they may take a new one only by first returning one of their current ropes to the supply (placing it in the corresponding colour group and position). If a player takes a rope with any carabiners on it, they keep those carabiners, and can use them on future turns. There's no limit to the number of carabiners that a player can accumulate.



A player takes a rope, and with it the two carabiners on it.

ACTION 2 - CLIMB

The player will try to make their climber advance on the wall. To do this, they will follow the next steps in order:

1. State the destination hold:

Without measuring in any way the distances between holds, the player declares to which hold their climber is moving to. The target hold can't be occupied by another climber.

2. Choose the rope:

The player chooses 1 of their ropes, keeping in mind that its colour must match the colour of the section where the destination hold is located.

3. Check the climb:

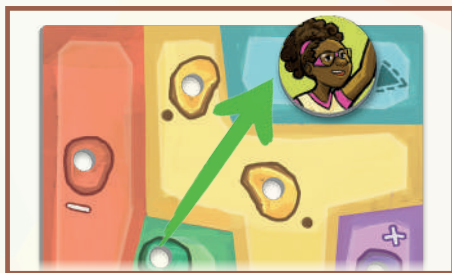
The player places the rope. The climb will be valid if **the nose** of their climber and **the destination hold** can both be covered completely with the chosen rope, without exceeding the colour sections where the climber and the hold are located (you can cover other players climbers' while doing so). Otherwise, the climber will lose balance.



The chosen rope is valid since its colour matches the colour of the destination hold's section. The climb is valid since the rope covers both the climber's nose and the destination hold, and it doesn't exceed the colour sections that contain them.

- Valid climb:

The player moves their climber to the destination hold and returns the rope they have just used to the supply (placing it in the corresponding colour group and position). The player may then repeat the **climb** action, provided that they have a rope available. Otherwise, their turn finishes.



The climber succeeds and advances to the destination hold.

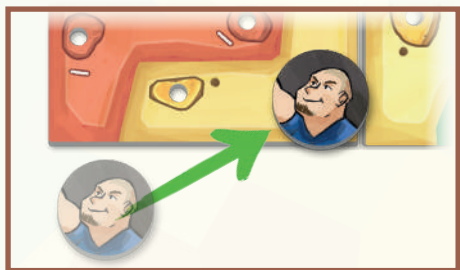
- The climber loses balance:

The player doesn't move their climber and returns the rope they have just used to the supply (placing it in the corresponding colour group and position). Then, if their climber **is not** the highest on the wall, the player takes the **prepare** action (however they can't take the rope they just gave back). Then their turn finishes.



The rope exceeds the climber's colour section, so the climber loses balance.

NOTE: The first time that a player climbs, they must choose a climbing stage tile on the first level and then place their climber on its lowest empty hold. If the climber loses balance, they must take back their climber and will be able to choose another climbing stage tile on their next **climb** action.



END OF THE GAME

If at the end of their turn the current player's climber is less than a carabiner away from the top of the wall (or a finish line tile, if you're using them in an advanced wall), the end of the game is triggered. To check this, the player measures the distance with any carabiner token.

After this, play continues until all players have played the same number of turns.



The climber triggers the end of the game.

From among the players whose climber is less than a carabiner away from the top of the wall/finish line tile, the winner is the player with the most carabiners. If there's a tie, the winner is the tied player with the most ropes. If the ties persists, you have an excellent reason to play again!



PREPARACIÓN DE LA PARTIDA ROCÓDROMOS AVANZADOS

En una partida de Rocódromo podrás escalar el rocódromo inicial o uno de los avanzados.

Una vez familiarizado con el rocódromo inicial te retamos a que pruebes los rocódromos avanzados. Aquí te sugerimos algunos, pero te animamos a que crees los tuyos: ¡Las posibilidades son casi infinitas! Ten en cuenta que puedes usar las losetas de meta en tus rocódromos, y que en los rocódromos de más de 3 niveles o con más de 2 tramos en el primer nivel, deberás jugar con los tramos planos sobre la mesa (devuelve el soporte a la caja).



GAME SETUP ADVANCED WALL

On each game of Rocódromo you can climb the base wall or an advanced wall. Once you're comfortable with the base wall, we encourage you to try the advanced walls. Here we suggest some configurations, but you can create your own: the possibilities are almost endless! Keep in mind you can use the finish line tiles in your walls. When assembling walls with more than 3 levels, or with more than 2 tiles in the first level, you will have to place the tiles and play directly on the table (return the wall support to the box).



MISE EN PLACE DU JEU VARIANTES AVANCÉES

Dans une partie de Rocódromo, vous pouvez escalader le mur débutant ou l'une de ses variantes avancées. Une fois à l'aise avec le mur débutant, nous vous mettons au défi d'essayer les murs d'escalade avancés. Voici quelques suggestions, mais nous vous encourageons à créer votre propre mur : les possibilités sont presque infinies! Notez que vous pouvez utiliser les tuiles Objectif sur vos murs d'escalade, et que sur les murs d'escalade de plus de 3 niveaux ou avec plus de 2 sections sur le premier niveau, vous devrez jouer avec les sections à plat sur la table (remettez le support dans la boîte).



SPIELVORBEREITUNG FORTGESCHRITTENE KLETTERWAND

Bei einer Partie Rocódromo kannst du die Kletterwand für Einsteiger oder die fortgeschrittene Variante spielen. Hast du dich mit der Einsteigervariante vertraut gemacht, empfehlen wir dir, die fortgeschrittenen Ausführungen zu versuchen. Hier sind einige Vorschläge, doch traue dich ruhig, eigene Varianten zu kreieren: Es gibt unendlich viele Möglichkeiten! Bedenke, dass du die Spielfelder für das Ziel bei deinen Kletterwänden einsetzen kannst. Bei Kletterwänden über mehr als 3 Ebenen oder mit mehr als 2 Routen auf der ersten Ebene, musst du die Routen flach auf dem Tisch auslegen (lege den Halter zurück in die Schachtel).

LA CORNISA • THE LEDGE
LA CORNICHE • DER SIMS



X 7



3



2



2

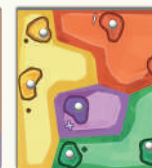
LA PIRÁMIDE • THE PYRAMID
LA PYRAMIDE • DIE PYRAMIDE



X 6



1



2



3

EL EVEREST • THE EVEREST L'EVEREST • DER EVEREST



CRÉDITOS

Diseño de Juego • Game Design
Conception du jeu • Spieledesign
Toni López.

Arte y diseño Gráfico
Art & Graphic Design • Graphisme
Zeichnungen und Grafikdesign
Sergi Marcet.

Traducción • Translation
Traduction • Übersetzung
English: Jordi Rodríguez
French : Stephanie Peichert
Deutsche: Arne F. Kunz

Agradecimientos • Thanks to
Remerciements • Danksagung

El diseñador del juego quiere agradecer a las personas que colaboraron en la campaña de Verkami por su apoyo para que este juego fuera una realidad, al jurado del concurso Verkami-DAU por su valoración y empatía, a la editorial 2Tomatoes por creer en el juego, a todos los que han colaborado en su testeo y producción, a la asociación Ludo por el apoyo, y a sus Tres Tesoros por soportar su venadas y disfrutar juntos de ellas. Agradecimientos especiales a Alba, Dorian, Julien, Karen y Pati Llimona.

¡ENVÍANOS TU ROCÓDROMO! • SEND US YOUR WALL!
ENVOYEZ-NOUS VOTRE MUR D'ESCALADE
SCHICKE UNS DEINE KLETTERWAND!



/2TomatoesGames/



@2TomatoesGms



VISITA NUESTRA WEB • VISIT OUR WEBSITE
RENDEZ-VOUS SUR NOTRE SITE WEB • BESUCHE UNSERE WEBSEITE
2TOMATOESGAMES.COM