CLIMB!

A game by Benoit Michaud 1-5 players, ages 10 & up

Obiect

Each player must climb a route made up of cards using only his fingers while attempting to score points without falling! The player with the most points after attempting three climbs wins the game!

*If playing alone, see the "Solo Climbing" variation at the end

Materials

vellow = ring finger. 42 Route cards, (14 beginner red = little finger level cards, numbered 1 to 14; 14 intermediate level cards, numbered 15 to 28: 14 expert level cards, numbered 29 to 42)

2 utility cards: Base and Summit 4 illustrated explanation cards 1 rules sheet

Route Cards Fach Route card features:

Black = thumb.

blue = index.

areen = middle.

a) A number to keep track of routes and indicate the level of difficulty. b) 1 to 3 holes (called "holds") bordered by different colours that indicate which finger to use.

space between the two cards. This empty space is called the Base Camp. Then the second player listed on the score sheet chooses a card and places it next to the first: either to its right. left or above but NOT below. Players continue placing cards until there are at least 10 holds in play (no matter how many Route cards are used).

Setup

deck.

Place the Base card on the table.

Place the Summit card above the last Route card played, leaving an empty Write the name of each player on a space between the two. You can score sheet and remove the 2 utility now begin climbing your mountain! cards (Base and Summit) from the (Figure 1)

Tip: Use only the beginner cards (1 to 14) for your first games. Gradually add The player with the longest fingers intermediate and expert level cards in chooses a Route card and places it subsequent games. on the table, in whichever orientation

The Game above the Base card, leaving an empty

Taking turns and beginning with the player who placed the last Route card. each person attempts to climb the route. At the end of each attempt, the player's score is noted (see Scoring). An attempt ends when a player either falls (see Falling) or reaches the Summit. The round ends when all players have completed their attempts. The game ends after 3 rounds.

For best results, players should stand first move. One player takes note of during the game!

Climbing Before starting, the player must decide which hand to use, then place one finger on the table, inside the Base Camp (Figure 2). The player then

To continue, ONE finger that the player used during the previous move must begins to climb. This is carried out remain on the table; ALL other fingers through a series of MOVES. Each move must be removed. The player makes a

Moves

is worth points.

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Keeping the first finger on the table. the player places the other fingers in the holds that CORRESPOND TO THE DIFFERENT COLOUR CODES. The player can choose to place 1, 2, 3 or 4 additional fingers depending on the possibilities. This marks the end of a the points earned for the move. Note: At the end of a move, there must be a minimum of 2 fingers on

reaches the end of the route or falls.

Note: A player cannot stay in one

Scoring

Each successful move is worth points based on the number of fingers placed on the table.

2 fingers = 1 point 3 fingers = 3 points4 fingers = 6 points 5 fingers = 10 points Ending a Route

To complete a route, the player

continues to climb! must, during a move, place a finger anywhere in the Summit Zone (Figure 1). The points for the move are then tallied. The Summit has been reached and the attempt is completed. Note: A player is not obligated to use every hold of a route.

1. The player must, at all time, have AT LEAST one finger touching the table.

If any one of the following 4 rules is

not followed, the player "falls" off his

route, ending the attempt. The player

keeps the points accumulated for

the attempt, but cannot accumulate

more points during this round. It is

the opponents who act as judges

and ensure all rules are respected.

A player who makes a mistake that

goes unnoticed by the other players

Falling

hold with the corresponding colour.

3. When a finger exits a hold, it cannot return to that hold during the same attempt.

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2. A finger can only be placed in the

place. The finger resting on the table must be different from one move to the next

second move by once again placing 1 to 4 additional fingers on the table in new holds, keeping score after each move. The player continues until he

the route.



Example of a Game

The player begins his climb by placing the right thumb in the Base Camp (Figure 2). The player initiates his first move by placing the ring and little finger – 3 fingers are now touching the table (Figure 3). For the second move, the player keeps the ring finger on the vellow hold, lifts the thumb and little finger and places the middle finger in the green hold -2 fingers are now touching the table (Figure 4). For the third move, the player keeps the middle finger on the table, lifts the ring finger and places the thumb in the Summit Zone – 2 fingers are still touching the table (Figure 5).

The player completes the route without errors for a total of 5 points:

1st move: 3 fingers = 3 points 2nd move: 2 fingers = 1 point 3rd move: 2 fingers = 1 pointLook closely, it's possible to score 17 points on this route!

share the glory.

Special Cards

Ending a Round

The round is over once all players have completed their attempt. The player with the highest score begins the next round. In case of a tie, the player who played first begins the round. Before starting a new round, the player modifies the route by swapping the first and last Route cards of the climb. The player then selects a new Route card and places it on an empty space adjacent to the last card on the route.

Lastly, the player replaces the Summit move; only ONE finger, however, must card above the one that's just been remain on the table before attempting added by leaving an empty space the next move; only the number between the two. A new round begins of FINGERS placed on the table is calculated into the score. and each player attempts to climb

the new route. The route is changed 2. Some holds offer players the in the same way for the next round. possibility of using one finger or After 3 rounds, the game is over. The another. These are the single-border player with the highest score wins! holds that feature two colours. In the event of a tie, both players Example: The player can place the middle OR ring finger in the green/ vellow hold on card no. 4.

1. For cards featuring holds with 2 Expert Variation borders of different colours, 2 fingers

An expert player that falls does not MUST be used. Example: The player collect points for that attempt. Ouch! must place his index AND middle

Solo Climbing finger in the hold with the blue-green

border of card no. 6. The rules remain You can create all kinds of routes and the same for the rest. A minimum of then try to get the best score. Record two FINGERS must be used during a the routes created by taking note of the numbers on the cards then recreate them and suggest them to other players. Visit our Web site at www.scorpionmasque.com for routes and the score to achieve for each.

For more information: www.scorpionmasque.com info@scorpionmasque.com

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