

Setup Route card played, leaving an empty
space between the two. You can score sheet and remove the 2 utility space between the two. You cai cards (Base and Summit) from the

Place the Base card on the table.
The player with the longest fingers The player with the longest fingers
chooses a Route card and places it chooses a Route card and places on the table, in whichever orientatio above the Base card, leaving an empty 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. Player continue placing cards until there are at least oholds in play (no matter how many Route cards are used)
(Figure 1)
Tip: Use only the beginner cards (1 to 4) for your first games. Gradually add intermediate and expert level cards in subsequent games.
The Game
Taking turns and beginning with the player who placed the last Route card each person attempts to dimb the oute. At the end of each trempt th player's score is noted (seo Scoring) attempt ends when a player ritherfal (see Falling) or reaches the Summi 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! the points earned for the move.

## limbing

Before starting, the player must decide
which hand to use, then place on inger on the table, inside the Bas Camp (Figure 2). The player then begins to climb. This is carried out through a series of MOVES. Each move is worth points.
Moves
Keeping the first finger on the table, he player places the other fingers in the holds that CORRESPOND TO THE DIFFERENT COLOUR CODES. The player can choose to place $1,2,3$ o additional fingers depending on the possibilities. This marks the end of

Note: At the end of a move, there must be a minimum of 2 fingers on he route.

To continue, ONE finger that the player sed during the previous move must main on the table, ALL other fingers must be removed. The player makes second move by once again placing 04 additional fingers on the table in new holds, keeping score after each move. The player continues until h reaches the end of the route or falls. Note: A player cannot stay in one place. The finger resting on the tab place. The finger resting on the tab the next.

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

2 fingers $=1$ point
3 fingers $=3$ point 4 fingers $=6$ points 5 fingers $=10$ points

## Ending a Route

To complete a route, the playe must, during a move, place a finge nywhere in the Summit Zone (Figure ). The points for the move are then allied. The Summit has been reached and the attempt is completed. Note: A player is not obligated to use every hold of a route.

## Falling

 oute, ending the attempt The of his keeps the points accumulated for ottempt but cannot accumb more points during this round it is e poins during this round. It is he opponents who act as judges nd ensure all rules are respected player wo maks a goes unnoticed by the other players.The player must, at all time, have AT EAST one finger touching the table. 2. A finger can only be placed in the hold with the corresponding colour.
3. When a finger exits a hold, it cannot return to that hold during the same attempt.
4. The cards forming the route must NEVER MOVE (not even by a hair!). Example of a Game errors for a total of 5 points:

The player begins his climb by placing the right thumb in the Base Cam (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 tinger on the yellow 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). Fo the third move, the player keeps the middle finger on the table, lifts the ring finger and places the thumb the Summit Zone -2 fingers are still touching the table (Figure 5).

1st move: 3 fingers $=3$ point 2nd move: 2 fingers $=1$ poin

Look closely, it's possible to score
17 points on this route!
Ending a Round
The round is over once all players have completed their attempt. The playe 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 playe 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 spac adjacent to the last card on the route

Lastly, the player replaces the Summit card above the one that's just bee added by leaving an empty space between the two. A new round begins and each player attempts to clim the new route. The route is changed in the same way for the next round. After 3 rounds, the game is over. The player with the highest score wins! player with the highest score wins!
In the event of a tie, both players share the glory. Special Cards

1. For cards featuring holds with borders of different colours, 2 fingers MUST be used. Example: The playe must place his index AND midd finger in the hold with the blue-gree border of card no. 6. The rules remain the same for the rest. A minimum of two FINGERS must be used during
move; only ONE finger, however, must remain on the table before attempting the next move; only the number of FINGERS placed on the table is calculated into the score.
2. Some holds offer players the possibility of using one finger or holds that feature single-border Example: The player can ploce middle $O$ r ring finger in the middle 0 r ring finger in the green Expert Variation
An expert player that falls does not collect points for that attempt. Ouch!

## Solo Climbing

You can create all kinds of routes and then try to get the best score. Record 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

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