



CLIMB!

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

Object

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

42 Route cards, (14 beginner 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

Each Route card features:

- 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.

Black = thumb,
blue = index,
green = middle,
yellow = ring finger,
red = little finger

Setup

Write the name of each player on a score sheet and remove the 2 utility cards (Base and Summit) from the deck.

Place the Base card on the table.

The player with the longest fingers chooses a Route card and places it on the table, in whichever orientation 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. Players continue placing cards until there are at least 10 holds in play (no matter how many Route cards are used).

Place the Summit card above the last Route card played, leaving an empty space between the two. You can now begin climbing your mountain! (Figure 1)

Tip: Use only the beginner cards (1 to 14) 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 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 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 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, 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

first move. One player takes note of the points earned for the move.

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

To continue, ONE finger that the player used during the previous move must remain on the table; ALL other fingers must be removed. The player makes a 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 reaches the end of the route or falls.

Note: A player cannot stay in one place. The finger resting on the table must be different from one move to the next.

Scoring

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

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

Ending a Route

To complete a route, the player 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.

Falling

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 continues to climb!

1. The player must, at all time, have AT LEAST 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

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 yellow hold, lifts the thumb 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 point

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 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 card above the one that's just been added by leaving an empty space between the two. A new round begins and each player attempts to climb 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! In the event of a tie, both players share the glory.

Special Cards

1. For cards featuring holds with 2 borders of different colours, 2 fingers MUST be used. Example: The player must place his index AND middle finger in the hold with the blue-green border of card no. 6. The rules remain the same for the rest. A minimum of two FINGERS must be used during a

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 another. These are the single-border holds that feature two colours. Example: The player can place the middle OR ring finger in the green/yellow hold on card no. 4.

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:

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The author thanks Manon Lanctôt, Bruno Martin, Guillaume Martin, Marc-André Lavallée and Maude Danis Coulombe.

Le Scorpion masqué thanks Monsieur Monette and Véronique for corrections.

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