

Climb ON!

the top of the wall



Climb the Vertical Wall to Reach Its Top!

Lead climbing is a sport whereby you climb vertical walls without any device other than the rope for ensuring safety.

Effectively use your limited strength to move from hold to hold to reach the top of the wall.

In this challenging climbing, you may occasionally need to try risky routes.

To ensure safety in case of slipping, clip quickdraws to attached natural protections and bolts and secure your rope to it. The belayer, watching your every movement from the ground, holds the rope in the event of a fall.

To climb the challenging route, it's also important to check the wall you're about to climb and plan the route.

Note: In actual sport climbing, it's prohibited for multiple people to climb without securing an appropriate safe distance between each other. In sport climbing gyms, quickdraws are mostly attached along the route so that climbing can be done with safety by securing the rope to the quickdraws. Checking the route and wall conditions while climbing, as done in the game, is a very dangerous task that requires expertise. For climbing by non-experts, it's highly advisable to check the wall condition and route thoroughly before climbing.

Components

- ① 1 Start panel (folding type)
- ② 1 Height panel (folding type)
- ③ Wall panels: 2 sets of 44 panels
(different colors on the back)
- ④ 8 Chalk cards
- ⑤ 8 Jump cards
- ⑥ 8 Overhang Award cards
- ⑦ 8 Hard Move Award cards
- ⑧ 4 player pieces
- ⑨ 4 clip markers
- ⑩ 48 Stamina chips
- ⑪ 4 six-sided dice each with numbers "1" to "3"
- * They're referred to as "the dice".
- ⑫ 1 Target Hold marker
- ⑬ 1 Height panel (for tough climbing)
- ⑭ This rulebook

*The images used in this rulebook are those of the prototype and may differ from the actual product you have at hand.



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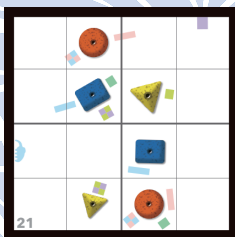
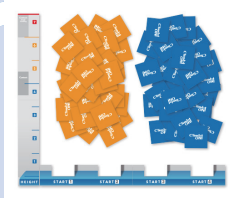


Figure 1: Wall panel



2-Player Game



3- and 4-Player Game

Normally, at this stage, discuss and decide among yourselves which holds to use for the game.

It's advisable to use red circle holds until you become accustomed to the game. Yellow triangles and blue squares are holds for advanced routes.

Only the holds of the selected color will be available during the game.

In this rulebook, we explain the rule using red circles as an example.

Overview

The aim of this game is to place wall panels and climb them to the top of the wall.

Each wall panel has 4x4 squares on it (See **Figure 1**). Roll dice and advance the number of squares. However, you cannot move freely on vertical walls.

You need to complete each move by clipping to a hold on the wall. Holds on the panels are indicated by red circles ●, blue squares ■, and yellow triangle ▲ icons. Occasionally using a device to prevent slipping (chalk) and advanced skills (such as jumping), aim to reach the top of the wall.

Sometimes, you may need to use other climbers' routes. Sometimes, you may encounter climbers who actively hinder other people's moves.

Set Up

2-Player Game

(See the left figure.)

Place the folded Start panel in front of the players as the ground.

Only 1 set of wall panels (44 panels) is used for the game.

3- and 4-Player Game

(See the left figure)

Place the unfolded Start panel in front of the players as the ground.

2 sets of wall panels (88 panels) are used for the game.

Regardless of the number of players,

place the unfolded Height panel at right angles to the Start panel. The Height panel is used as the guideline to assess the height when placing the wall panels.

See the left column.

Hand out 2 Chalk cards and 1 Jump card to each player.

Hand out 12 Stamina chips to each player. Each player shall place the chips face up in front of him/her.

Face-down Stamina chips indicate the amount of stamina consumed.

Shuffle the wall panels and put them face down in a draw pile. Each player shall draw 6 panels from the

draw pile and keep them as his/her hand. Make sure that your hand is concealed from other players.

Wall panels are thick and there are many of them, so you might find it difficult to shuffle them. We recommend putting the panels into a large pouch and mixing them. Thereafter, the players shall draw the panels from the pouch without seeing them.

If a player draws **3 or more red-framed wall panels**, return those red-framed panels to the draw pile, and then draw the same number of wall panels. Repeat this procedure until the number of red-framed wall panels in your hand is 2 or less. Lastly, shuffle the wall panels again.

Each player shall choose a player piece of a certain color and receive a clip marker of the same color.

Next, determine the turn order in whatever way you like.

The indented part of the Start panel is the starting point.

Place the player pieces at the starting point in the turn order from left to right on the Start panel.

At this stage, the board would appear as shown in

Figure 2.

In the figure, the first player is the Yellow piece, followed by the Red, Blue, and then the White piece (though the White piece seems obscure.) Lastly, each player shall place **2 wall panels, one panel at a time in the turn order**, at the prescribed areas in the Start panel.

These 2 panels are "**initial placement panels**". Place the 1st wall panel at the indented part of the Start panel and the 2nd panel according to the following rules:

► Rules Concerning Wall Panel Placement

Note: Be sure to follow this rule throughout the game.

Place the wall panel with **half of its side adjoining** another wall panel.

*Half of the panel's side corresponds to the length of 2 squares.

You cannot place the wall panel with its side of 1 or 3 squares adjoining another panel.

Some wall panels must be placed in a specific orientation.

If the wall panel has the "▲" arrow on it, place the panel with the "▲" arrow facing up like this.

Panels without the "▲" arrow can be rotated freely



Figure 2: Set up

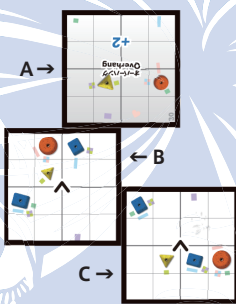


Figure 3: Panel placement and orientation

Panel A: It doesn't have the "∧" arrow on it, so it can be placed in any orientation.

Panel B/C: Place them with the "∧" arrow facing up.

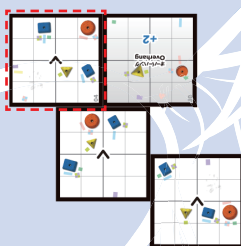


Figure 4: Adjoining by half



Figure 5: Adjoining one's own panels

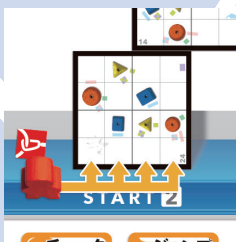


Figure 6: Starting Line

in units of 90 degrees. (See **Figure 3.**)

As the game advances, you might encounter a situation whereby your panel adjoins multiple wall panels. In this case, the panel to place newly can be placed if half of any of its sides adjoins another wall panel. (See **Figure 4.**)

*In **Figure 4**, the player is newly placing a dotted red-framed wall panel.

The panel's right side adjoins another wall panel entirely, but its bottom side adjoins another wall panel by half. Thus, it's possible to place the panel like this.

Note: You can also place the panel with its side adjoining other players' wall panels.

Some of the wall panels obviously obstruct the route. Such panels might be useful to confuse other players' plans so that you can climb up to the top before them.

However, your panel must always be placed adjoining your initial placement panels. So long as your panel adjoins your initial placement panel, you can place it in the way that it adjoins other players' wall panels too.

*In **Figure 5**, the wall panels of 2 players on the right are adjoining, but both

adjoining wall panels are also adjoining each player's own wall panels, so it's not a problem.

When all the players have placed 2 wall panels from their hand, it's time to start the game!

The remaining 4 panels in your hand shall be used during the game.

During the game, **you cannot place wall panels to the height of 8 or above** (See **P.5 "Action to Check the Route"**), but you can place panels endlessly in the horizontal direction. If the Height panel gets in the way, you can move it aside.

▶ Starting Line

Start from beneath the bottom square of the wall panel that was placed first. (See **Figure 6.**)

It means that you need to move by 1 square in order to enter the first wall panel.

You may freely decide whether to enter the wall panel from the left-most, 2nd left-most, 2nd right-most, or right-most square.

How to Play

Now, it's time to start the game.

Start climbing to the top of the wall!

The turn player shall first **choose whether to use his/her turn as the Rest or Move turn.**

► Rest Turn

Relax to recover your balance and calm down. By taking a deep breath, you can **recover 5 stamina points**. Thus, **you can flip up to 5 stamina chips face up**.

Furthermore, you can perform the following 2 actions during your Rest turn:

- **Action to check the route**
- **Clip action**
Optionally discarding wall panels and replenishing your hand

You may also choose to recover stamina without performing any of these actions.

► Action to check the route

It may be advisable to check your route while resting.

By **using 1 Stamina point** (flipping 1 Stamina chip face down), you can place a wall panel on the board from your hand. (Make sure to follow the procedure

described in **P. 3 "Rules Concerning Wall Panel Placement")**

You can take this action up to **3 times** at each turn.

*You cannot place a wall panel to achieve a height of 8 or higher.

In **Figure 7, A, B and C** would achieve the height of 8 or higher, so you cannot place a wall panel there.

D would achieve the height of 7.5, so you can place the wall panel there.

► Clip action

You are wearing a harness (safety belt) on your waist. The harness is tied to a rope, and the other end of the rope is held by your fellow belayer. Thus, by **clipping the rope (to a quickdraw)**, the belayer can pull you up as if by pulleys. By doing this, even if you slip and lose your footing, the belayer can prevent your fall.

By **using 1 Stamina point** (flipping 1 Stamina chip face down), you can place **a clip marker** in an empty square adjacent to your player piece.

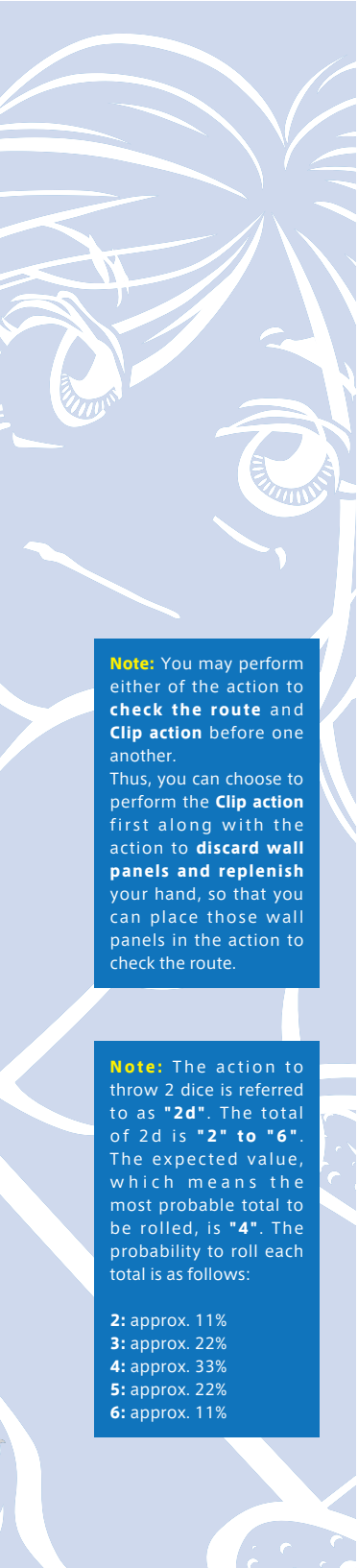
In **Figure 8**, the Red player can place the clip marker only in the square adjacent to the left, because other squares are already occupied by a hold of some color and another player's clip marker and the there



Figure 7: Height limit



Figure 8: Empty square?



isn't any square below.
*Panel decoration, serial numbers, and text don't count as being occupied.

If you've already placed your clip marker in another area, move that clip marker. If you perform the Clip action as you climb the wall, your clip marker will also steadily move up.

Even if you slip and fall, you can resume climbing from the clip marker's position with the belayer's help. See also **P. 11 "Falling"**.

Optionally discarding wall panels and replenishing your hand

By resting, you've recovered strength. Furthermore, by clipping, you've secured safety and regained your composure. Now, you can calmly replan your route.

By **performing the Clip action**, you can feel secure to replan your route, whereby you can discard as many wall panels as you like from your hand.

Draw the same number of panels from the draw pile to replenish your hand.

*Discarded wall panels will be unavailable for use in the game. Form a discard pile.

► Finishing the Rest turn

Once you've recovered your

stamina with or without performing the 2 Rest actions, your Rest turn is over.

If the wall panels in your hand is fewer than 4 panels, **draw wall panels from the draw pile to replenish your hand to 4 panels.**

► Move Turn (Basic)

Now, it's time for climbing!

Each wall panel has 4x4 (16) squares on it.

The players shall move through these squares by using **move points**.

The wall panels have holds of Red circles ●, Blue squares ■, and Yellow triangles ▲.

During the game, the players will use only 1 type of hold, so choose which type (color) of hold to use before starting the game. (See **P. 2**.)

Important: You must always finish your move at the square with the hold of the selected color.

In this rulebook, we describe the procedure using Red holds as an example.

► Dice action (Gaining Move points)

This is the most basic way to move.

By **using 3 Stamina points** (flipping 3 Stamina chips face down), the player can

Note: You may perform either of the action to **check the route** and **Clip action** before one another.

Thus, you can choose to perform the **Clip action** first along with the action to **discard wall panels and replenish** your hand, so that you can place those wall panels in the action to check the route.

Note: The action to throw 2 dice is referred to as **"2d"**. The total of 2d is **"2" to "6"**. The expected value, which means the most probable total to be rolled, is **"4"**. The probability to roll each total is as follows:

2: approx. 11%
3: approx. 22%
4: approx. 33%
5: approx. 22%
6: approx. 11%

roll 2 dice and gain **Move points (MP)** corresponding to the dice roll results.

*You can increase Move points (MP) by using **Chalk and Jump cards** described in P. 9 "**Move Turn (Special Moves)**".

> Rule related to the basic move

See **Figure 9**.

- By 1 MP, You can move up by 1 square.
- By 1 MP, You can move horizontally or below by up to 2 squares.
- **During the Move turn, you can use 1 MP to move diagonally.**

Normally, you cannot move diagonally by 1 MP, but you can use 1 MP to move diagonally during each Move turn.

Next, see **Figure 10**.

The Red player can move to any one of the squares with the Red hold by 3 MP.

*You can increase Move points (MP) by using **Chalk and Jump cards** described in P. 9 "**Move Turn (Special Moves)**".

You cannot end your move at the hold which is already occupied by another player piece.

You can pass through a square occupied by another player during your move

(although it's an interesting situation in reality).

You might not manage to roll sufficient MP to reach any hold.

You can choose not to move only when you throw 2 dice.

When you perform a "special move"(SeeP.8.),you cannot choose not to move. In such a case, you must move from your present hold to another hold. If you fail to move to another hold due to the lack of MP, you will fall. (See P. 11.)

> Special wall panel

Some wall panels require more MP to move through them and some wall panels don't allow the players to move through them.

① Overhang wall panel

Overhang wall is extremely steep and requires substantial strength to challenge it.

Entering (or passing through) this panel requires using **additional 2 MP** other than the usual MP for the move.

By entering (or passing through) this panel, you **receive the Overhang Award card (See P. 10.)** in praise of the achievement.

*You cannot receive the Overhang Award card when you enter the Overhang

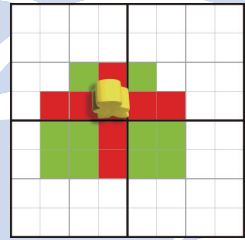


Figure 9: How much you can move by 1 MP

You can move to the ■ squares at all time.
You can move to the ■ squares only once during each Move turn.

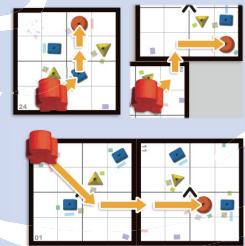
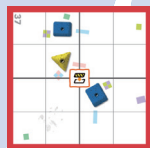


Figure 10: How much you can move by 3 MP





wall panel which you've already entered.

*You cannot receive the Overhang Award card once it runs out. The great achievement is praised on a first come, first served basis.

② Hard Move wall panel

This is a very challenging wall, which forms the critical part of climbing. It's an exhausting route both physically and mentally.

Entering (or passing through) this panel requires using **additional 4 MP** other than the usual MP for the move.

By entering (or passing through) this panel, you **receive the Hard Move Award card (See P. 10.)** in praise of the achievement.

*You cannot receive the Hard Move Award card when you enter the Hard Move wall panel which you've already entered.

*You cannot receive the Hard Move Award card once it runs out. The great achievement is praised on a first come, first served basis.

③ to ⑤ Boundary wall panels

Part or all of the wall is an entry prohibited area. Although the wall has squares printed on it, you

cannot enter the squares in the area with a pattern of yellow and black stripes.

③ to ⑥ Stackable wall panels

Red-framed panels ③ to ⑥ can be placed like a normal panel or be **stacked on top of panels that have already been placed.**

In such a case, place each panel completely over the panel beneath so that the panel below is concealed. You cannot place the panel in the way it conceals only part of the panel below.

You can also stack this panel on top of another one of this panel already stacked.

*You cannot stack this panel over a wall panel with a player piece or clip marker on it or over the 2 **initial placement panels** placed in "Set Up".

Move Turn (Special Moves)

Climbers use their entire experiences and skills to challenge the walls. In their challenge, they may occasionally demonstrate incredible climbing actions.

> Spending dice roll results

If the dice roll results are very high so that you have some MP to spare, you can spend them to gain the following effects:

— You can recover your

stamina corresponding to each spent **dice roll result**.

- By using a dice roll result (regardless of the result), you can perform a **Clip action** (See P.5.) without using your stamina. Thus, you can also perform the action to “**Optionally discard wall panels and replenish your hand**” without using your stamina.

You can use as many dice as you like, but the used dice results will become unavailable as MP.

> Powerful dice action (Gaining Move points)

You can make a daring move to increase your moving strength.

You must decide whether or not to use this action before rolling the dice.

By increasing the stamina spent for the dice roll from the usual 3 points, you can increase the number of dice to roll.

- By **spending 5 stamina points**, you can roll **3 dice**. The expected value of 3d is “6”.
- By **spending 8 stamina points**, you can roll **4 dice**. The expected value of 4d is “8”.

Caution: If you fail to reach any hold when you take this move, you will fall.



> Using the Chalk card (Increasing Move points)

Magnesium carbonate in the chalk absorbs the sweat on your palm and finger tips, improving your grip on the hold.

It removes the risk of slipping from the hold by sweat, thus helping you challenge a more difficult hold.

Choose whether or not to use this card before rolling the dice.

It increases your MP by 2 points.

Furthermore, during your present Move turn, you can use **additional 1 MP to move diagonally**.

Proceed with your Move turn like this.

Used Chalk cards are excluded and remains unavailable in the rest of the game.

If the dice roll includes 2 or more dice rolling “1”, you’ve made a critical failure and you will fall.



*This card provides an additional effect to the dice roll. You cannot use this card without rolling the dice.

Caution: Caution: In the usual dice roll, whereby you roll 2 dice, you can choose to spend both dice roll results without moving.

However, if you make a special move, you must move from the present hold to another one. You cannot spend dice roll results if it prevents you from reaching another hold. If you fall, you cannot spend the unused dice roll results.



*You can use only 1 Chalk card during your present turn. You can choose to use 1 Chalk card and 1 Jump card at the same turn.

Caution: If you fail to reach any hold when you take this move, you will fall.



► Using the Jump card (Increasing Move points)

You can make a risky and daring move to try reaching a difficult hold.

Choose whether or not to use this card before rolling the dice.

By **announcing the hold you're aiming to reach**, your **MP increases by 4 points**. Furthermore, during your present Move turn, you can **additionally use 2 MP to move diagonally**.

While you proceed with your Move turn after announcing your target hold, you may forget which hold you've announced as your target. Use the **Target Hold marker** as shown in **Figure 11**. Proceed with your Move turn like this.



Figure 11: Target Hold Marker



If the dice roll includes 2 or more dice rolling "1", you've



made a critical failure and you will fall.

*This card provides an additional effect to the dice roll. You cannot use this card without rolling the dice.

*You can use only 1 Chalk card during your present turn. You can choose to use 1 Chalk card and 1 Jump card at the same turn.

You can move only to the hold you've announced as your target.

Caution: If you fail to reach any hold when you take this move, you will fall.



► Using the Award card (Gaining Move points)

Overhang Award cards and **Hard Move Award cards** you've gained during the game can be used during your Move turn, **1 card of each type at a time**, to gain MP. You can use an Overhang Award card as **2 MP** and Hard Move Award card as **4 MP**.

Used cards are excluded and remains unavailable in the rest of the game.

***Award cards** can be used **only 1 card of each time at a time**. (See the column on next page.)

By using 1 Overhang Award

card and 1 Hard Move Award card, you can gain up to 6 additional MP at a time.

Note: These 2 Award cards have the effect to **gain MP** and that you can use the MP **anytime** during your Move turn.

It means that these cards will be **helpful for climbing to the top of the wall at the final stage.**

For details, see "**Play Example 1**" in "**End of the Game**" in the next page.

*You can receive the Award cards after your Move turn is over and you've managed to enter (or pass) the challenging walls. Thus, you cannot use the Award cards during the turn you receive them.

Falling

Climbers are exposed to many dangers, such as reckless challenges, slight miscalculation, and unexpected incidents. Appropriate and secure clips would minimize damages in case of falling.

If you fall, you can continue the game by moving your player piece to your clip marker's position.

*If you enter an Overhang or Hard Move wall panel as a result of falling, you cannot receive the Award card.

This can happen by placing a clip marker at an Overhang or Hard Move wall panel you haven't entered.

To receive the Award card, you need to move out of the panel and then enter it again by your own power. The achievement is praised only when you manage to perform it by yourself.

If you climb recklessly and fall without any clipping, you fall directly on the ground without anything to secure your safety.

If this happens, **you immediately drop out of the game.**

*You might fall even from the starting point by failing at your initial attempt to climb.

Timing: Each type of Award cards can be used 1 card at a time. It may sound like you can only use up to 2 Award cards during a turn, but it's not so, because you have 3 occasions to use the Award cards during a Move turn.

These occasions are "before the dice action", "during the dice action", and "after the dice action".

Whenever you use them in any of these occasions, you must reach the target hold.

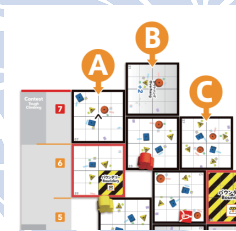


Figure 12: Wall panel height

Panel A and B are placed at the height of 7 or above, so the holds in these panels can be used as **the final hold**.

Panel C is at the height of 6.5.



Figure 13: Play Example 1

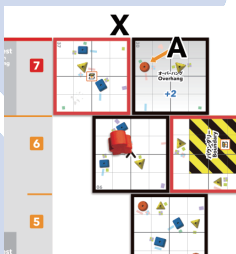


Figure 14: Play Example 2

End of the Game

The player who reaches the top of the wall becomes the winner.

The top of the wall refers to the top end of the wall panel which is placed at the height of 7 or above (See **Figure 12**).

To reach the top of the wall, you must first reach the hold on the wall panel placed at the height of 7 or above ("**the final hold**") and then climb up to the top end of the panel.

In your Move turn, move to the final hold in the wall panel placed at the height of 7 or above.

If you manage to move from that hold to the top end of the wall panel in your next turn (1 MP is required), you will have reached the top of the wall.

Congratulations!

You've conquered your route!

Play Example 1: See **Figure 13**. The panel as shown is placed at the height of 7. You are the player with the Red piece.

You've rolled the dice, which show "3" and "3", adding up to 6 MP. It's the best dice roll!

With regard to the number of squares, the dice roll result is sufficient to reach "**X**" at the top end of the

panel. However, to gain the right to reach the top of the wall, you need to first move to the **Hold A** or **B** in the last panel.

You've moved to **Hold A** by spending 5 MP out of the 6 MP you've rolled.

Now, you've laid your hand on **the final hold**.

You could have moved to **Hold B** by 3 MP and spend a dice roll result there, but you didn't do so, because you've previously gained an **Overhang Award card** during the game.

After moving to **Hold A** by the dice roll, you gain 2 MP by the Overhang Award card.

Then, you can immediately climb to "**C**" at the top of the wall!

Play Example 2: As shown in **Figure 14**, there is a wall panel (the panel on the left) at the height of 7 without any hold. You are the player with the Red piece.

You roll the dice and gain 6 MP. With regard to the number of squares, the dice roll result is sufficient to reach "**X**" at the top end of the panel. However, a wall panel without any hold cannot be the top of the wall.

Only a wall panel with a hold, as the panel on the right, can be considered the top of the wall.

In your present turn, you

move to Hold A as **the final hold**.

This panel is an Overhang wall panel, so you receive an Overhang Award card. However, the card cannot be used during this turn.

By using the card in your next turn, you can reach the top of the wall without rolling the dice.

► Who is the true winner?

Even after a player reaches the top of the wall, continue the game until all the players finish their present turn.

In this game, it's advantageous for your turn to come earlier.

Thus, if a player who starts his/her turn before you reaches the goal first, it doesn't mean that they have better climbing skills than you.

If you think that you can also reach the top of the wall in the same turn, try it.

You might manage to reach an unexpectedly high position by effectively using

your remaining stamina and cards in your hand. If you manage to reach the top of the wall in this last turn, you will also receive the honor of having reached the top of the wall.

Then, if multiple players manage to reach the top of the wall, who is the true winner?

In such a case, the player with the highest stamina points left among them is the true winner.

The climber who is still lively at the top of the wall surely cannot be a loser.

What if multiple players at the top have the same stamina points left?

Then, they should all be praised as the winners!

► Let's climb!

Occasionally, the wall panels in the draw pile may run out, because the players can place the wall panels in the horizontal direction without limits.

The wall panel placement in the horizontal direction is

not prevented by the Height panel or even the size of the table.

The game ends at the end of the turn when the wall panels in the draw pile runs out.

If the draw pile runs out in the middle of a turn, proceed with the game using only the wall panels in your hand until all the players finish their turn.

The player at the highest square at the end of the turn wins the game.

If multiple players are at the square of the same height, the player with the highest stamina points among them wins the game.

If multiple players at the top have the same stamina points left, they all win the game.

Anyway, we have only specified such a rule for the sake of determining the winner. Just remember that the true winners are those who manage to reach the top of the wall.

If you find any components missing or defective, or have any question about the rule, please contact the designer, **Masahiro Yoshida**, by **e-mail(yossie@kichikichian.com)** or **twitter([@yossiem](https://twitter.com/yossiem))**. We also appreciate any comment or request.

The 2 sets of wall panels differ from each other in their color on the back, while they appear the same on the front. The panels have serial numbers ("01" to "44") printed at the corner on their front. If a wall panel goes missing, please specify its color on the back and its serial number.

Rules Summary

For instruction: When you have other players play this game for the first time, it would be helpful to explain the game outline in the following order:

■ Set Up

Place the Height panel and Start panel.

Each player decides his/her color.

Hand out 2 Chalk cards, 1 Jump card, 1 clip marker, and 12 stamina chips to each player.

Decide the color of the holds to be used.

Hand out 6 wall panels to each player. Make adjustment so that the number of red-framed panels in each player's hand is 2 or less.

Explain the rule concerning the wall panel placement (that the panel must be placed with at least one of its sides adjoining another panel by half) along with the rule concerning moving the panels, Overhang/Hard Move/ Boundary wall panels, and stacking of red-framed wall panels.

Then, have each player place 2 wall panels as Start panels.

■ How to Play

Choose the **Rest** or **Move** turn.

Rest turn

Recover 5 stamina points and freely choose the following actions:

→ **Action to check the route:** Use 1 stamina point to place 1 wall panel.

→ **Clip action:** Use 1 stamina point to place the clip marker to the adjacent square (above, below, left, or, right)

Furthermore, you can discard any number of wall panels in your hand and draw the same number of panels from the draw pile to replenish your hand.

These actions may be performed in your desired order.

At the end of each turn, draw wall panels from the draw pile to replenish your hand to 4 panels.

Move turn

→ **Choose whether or not to use the Chalk card (providing additional 2 MPs and 1 additional diagonal move)**

If you fail to move to another hold or if you roll

"1" on 2 or more dice, you will fall.

→ **Choose whether or not to use the Jump card (providing additional 4 MPs and 2 additional diagonal moves)**



Determine the target hold. If you fail to move to another hold or if you roll "1" on 2 or more dice, you will fall.

→ **Dice action:** Roll the dice to gain MPs.

Use 3 stamina points to roll 2d.

Use 5 stamina points to roll 3d.

If you fail to move to another hold, you will fall.



Use 8 stamina points to roll 4d.

If you fail to move to another hold, you will fall.



→ **Spend dice roll results:** You can recover stamina points corresponding to the dice roll results of the spent dice.

Basic move: Use 1 MP to move up by 1 square or move horizontally or down by 2 squares.

Entering an **Overhang wall panel** requires extra 2 MP.

Entering a **Hard Move wall panel** requires extra 4 MP.

By entering or passing through these panels, you receive corresponding Award cards.

You can use the **Overhang Award card (2 MP)** or **Hard Move Award card (4 MP)** during your Move turn. You can use 1 card of each type at each occasion.

■ If you fall:

Move to your clip marker. If you haven't placed your clip marker, you'll drop out of the game.

■ End of the Game

The game ends at the turn when a player reaches **the top of the wall**. If multiple players manage to reach the top of the wall, the player among them with the highest amount of stamina points remaining wins the game.

To reach the top of the wall, you need to move to a hold on a wall panel at the height of 7 or above in advance.

The game ends also at the turn when the wall panel runs out. If this happens, the player at the highest position wins the game.

Variant Rules

► Tough climbing

This variant rule is recommended for people who wish to play the game more extensively!

The top of the wall will be the top end of the wall panel which is placed at the **height of 10** or above.

It means that you need to climb 3 more panels above the top end of the standard Height panel to reach the top of the wall.

Place the **Height panel for tough climbing** on top of the standard Height panel.

At **P.2 "Set Up"**, each player receives **2 Jump cards**. Furthermore, each player receives **7 wall panels** instead of 6 as their initial hand.

Place **3 panels as "initial placement panels"** before the game.

Except for these changes, this variant rule is the same as the standard rule.

► Contest

In this variant rule, place certain wall panels at specific positions after setting up the Start panel and Height panel at the start.

First, take out all **Overhang and Hard Move wall panels** from among the wall panels.

Each set includes **8 Overhang** and **8 Hard Move wall panels**.

Shuffle these special wall panels and place them on the board according to the number of players.

The number of wall panels comprised of Overhang and Hard Move walls to be **placed is 1 panel less than the number of players**.

Place each panel in the center between 2 players horizontally and at the height of 4.5.

(In the tough climbing variant rule, place it at the height of 7.)

See **Figure 15**.

The game with the wall panels placed like this would provide a different feel.

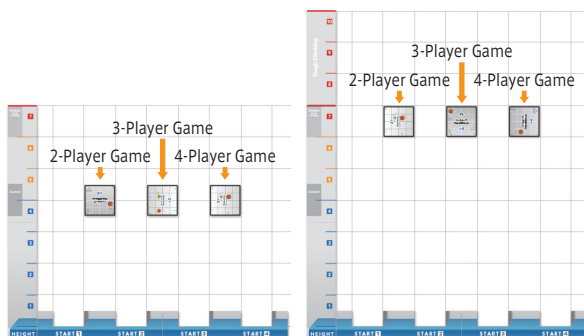


Figure 15: Panel placement for the contest (The figure on the right showing a tough climbing contest)

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<http://mistralclimbinggym.jimdo.com/>

If this game has prompted your interest in climbing, how about trying it for real?



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