

# The Climbers

Roger's Rules: Firedrake/BGG

Last edited 2024-03-19

## Goal

Be the last player to move

## Notes

A block may never overhang, i.e. have any part of its bottom surface unsupported.

move up as far as desired without moving blocks.

## End Game

When each player in succession has not moved upward, the game ends; the winner is the player with the highest Climber, ties broken in favour of the one that got there first.

## Setup

- place the two large neutral blocks (6×2×2 units) vertically next to each other.

- build all coloured blocks around them such that the neutral blocks are hidden.

- each player gets a Climber, a matching blocking disc, a long ladder and a short ladder.

- rake turns in rotation

## Player Turn

In any order, you may do any or all of:

- Move your Climber as far as desired. You may never move downwards. You can climb up one level unassisted; more than that requires a ladder (short for 2 levels, long for 2-4 levels), which is removed from the game immediately after use. You may not move diagonally, and may only move onto horizontal surfaces that are your colour or neutral. A Climber's specific location on a block doesn't matter, but the maximum capacity is one Climber per square unit (i.e. 2 Climbers on the smallest surface).

- Move an unoccupied block. Not the one moved by the previous players, and not one with a blocking disc on it. It must end up touching the main structure. You may push climbers on the surface of a block you're laying this block onto, but you may not push them off the edge.

- Place your blocking disc on any horizontal surface. This block may not be moved. The disc is removed from the game at the start of your next turn.

- At the end of your turn, all other players in turn order may