

The Climbers

Roger's Rules: Firedrake/BGG

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Goal

Be the last player to move

Notes

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

Setup

- place the two large neutral blocks ($6 \times 2 \times 2$ 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

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.