

## Variants

### Number of Columns

The number of columns to win the game can be changed. Standard is 3; alternatively, 4 or 5 can be selected. This is capped by how many players are in the game:

- 2 players = 5 columns
- 3 players = max. 4 columns
- 4 players = max. 3 columns

*This variant can be combined with the variant “Jumping” or “Forced Move”.*

### Jumping

When you would move your climber to a space which is already occupied, you instead move it up to the next open space.

### Forced Move

When you move your climber to a space which is already occupied, you must continue rolling until you can move it to an open space where you will get the option to stop, or until you “blow it”, in which case you lose all progress.

**Game designed by Sid Sackson. Art designed by Heiko Günther.**



**8 years and up | 2-4 people | 30 minutes**

**Contents:** Board, 3 climber pawns (pick axe), 40 base camp pawns (4 colors, 10 each), 4 dice

**Goal:** To be the first player to reach the top of any three columns.

### Playing

To start your turn, roll all four dice. Look your roll over carefully. Then split your roll in half in any way you wish, and add the two dice in each half. The purpose: to create a pair of numbers. The pair of numbers you choose to create represents the two columns into which you must now place climbers

*Example: You roll a 1-5-4-6. With this roll, you can create any of the following pairs: 6 and 10 (1+5 and 4+6); or 5 and 11 (1+4 and 5+6); or 9 and 7 (5+4 and 1+6).*

*On this roll of 1-5-4-6, let's say you choose 6 and 10 as your pair. You must now place a climber into the “6” column and another climber into the “10” column. When first placing a climber into a particular column, always place it onto the space at the bottom of that column.*

In this game you may roll more than once on a single turn. On each additional roll, you also create a pair of numbers in the same way.

*a.) Let's say you roll again and create a pair that includes a number you've already chosen. When this happens, move the climber up one space in that number's column.*

b.) Let's say you roll again and decide to create a pair with a new number. If you have another climber left, you must place it into the new climber's column.

You may continue to roll as long as your last roll allowed you either to place a climber or to move one up. If you prefer, you may stop your turn whenever you wish. To "Stop", simply replace each climber with one of your colored base camps.

### Placing a climber

a.) If you choose a column that does not already have one of your colored base camps in it, place the climber onto the space at the bottom of that column.

b.) If you choose a column that does already have one of your colored base camps in it, place the climber onto the space directly above your colored base camp.

c.) You may place a climber onto a space that's already occupied by an opponent's colored base camp.

d.) If you can place a climber on your roll, you must.

*Example: Let's say you've already placed climbers into the "3" and "6" columns and you roll a 2-4-5-5. If you want to move up the climber in column "6", you must place the third climber into column "10". Otherwise you must place the third climber either into column "7" or "9".*

### Busting

When your roll will not allow you either to place a climber or to move one up, you've "busted" and must end your turn. Remove all of the climbers that you've placed, but leave all of your colored base camps that are already on the board.

**Remember: As soon as you've placed all three climbers on your turn, each additional roll on that turn must allow you to move up at least one of the climbers. Otherwise you've "busted" and your turn ends.**

### Winning a Column

You win a column as soon as you place one of your colored base camps onto the number at the top of that column. If any of your opponents already has a colored base camp in a column that you win, he or she must remove that base camp immediately.

a.) A climber on the number at the top of a column does not mean you've won that column.

*Example: Let's say you've placed climbers into columns "3", "6" and "8", and that you've just moved the climber in column "6" to the number at the top. You could stop your turn now and win that column by replacing each of the climbers with one of your colored base camps. You decide, however, to roll again – hoping to win columns "3" and "8", too. You roll a 2-4-5-5. Tough luck. You have no more climbers to place, and you can't move the climber in column "6" any higher than it already is. So you've "busted" and must end your turn by removing all of the climbers that you've placed. In other words, you do not win column "6".*

b.) You may not place a climber into a column that someone has already won – even if you've won that column yourself.

*Example: Let's say that columns "6", "8" and "10" are already won, and you roll a 2-4-4-6. You've "busted" – even if you still have climbers to place.*

### Winning

The winner is the first player to win any three columns.