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Number of players: 2–5
Ages: 9–99
Playtime: 20 minutes



**Complete your challenge
from the bottom to the top!**

CONTENT

- 5 Challenge blocks of 25 sheets: 25 x Tree, 25 x Burj Khalifa, 25 x Matterhorn, 25 x Pyramid, 25 x Eiffel Tower



- A 4-sided, 6-sided, 8-sided, 12-sided and 20-sided die.



- A 6-sided white die with 2 $+$ sides, 2 $-$ sides, 1 $+/-$ and 1 $\leftrightarrow$ side.



PREPARATION

- Give all players 1 sheet of the same challenge.
(The Burj Khalifa is the easiest with new players.)
- Each player needs a pen, pencil or marker.
- The player who won the last game, rolls the 5 colored dice.
(Roll again if all dice show an odd number.) Put aside any dice which show an odd number, those dice aren't in the game yet. Pick up all dice that show an even number and roll them again, together with the white die. The result is the first **dice roll result**.
- Shift the white die to your left neighbor. Its result is for the next turn, not this turn.

CLIMB

Players simultaneously use the **numbers** of the **dice roll result** to fill in squares on their own sheet.

- A square can contain 1 number, from 1 die or the summed total of the numbers from several dice.
- In **bottom squares** (marked with a dot) **any** number is allowed.
- In **squares which lie** on 1 or more other squares, a number is allowed if all these underlying squares contain a number **AND** the new number is **higher than or equal to** each of these underlying numbers.
- In **squares which do not lie** on any other square (and have no dot), **any** number is allowed as soon as a neighboring square at its left or right side is filled in.
- Players can use each die number once, and skip numbers that they can't or don't want to use.
- After filling in the **dice roll result** (or passing), mark the squares you filled in.

		6
5		4
1	5	4

	2	5
3		4

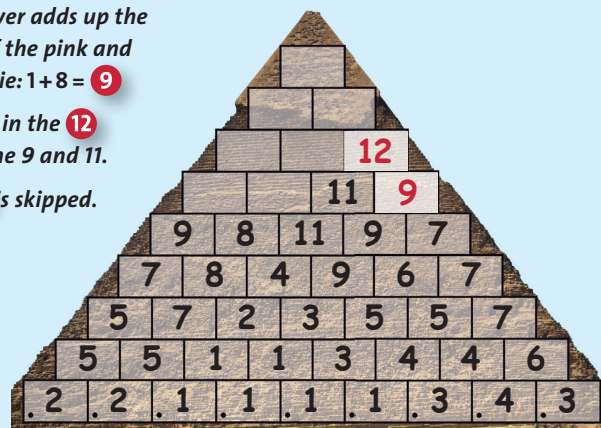
EXAMPLE OF A DICE ROLL RESULT:



*This player adds up the
result of the pink and
purple die: $1 + 8 = 9$*

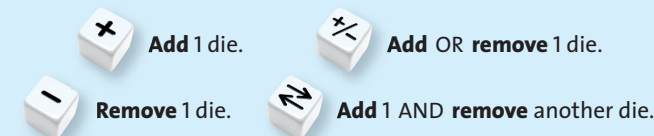
*And fills in the **12**
above the 9 and 11.*

*The **5** is skipped.*



SPEED UP OR SLOW DOWN

In each of the next rounds, the player with the **white die** is the new dice roller. That white die tells if this player must **first** add or remove a colored die to/from the rolled dice:



Now the dice roller rolls the current set of dice, together with the white die, to determine the new **dice roll result**, and shifts the white die to their left neighbor.

Exceptions:

- If all **5 colored dice** were rolled, the next player must remove a die, no matter what the white die shows.
- If only **1 colored die** was rolled, the next player must add a die, no matter what the white die shows.
- If **all players didn't fill in** any number of the last dice roll result, the next player must add a die (if possible), no matter what the white die shows.

COMPLETING THE CHALLENGE

Once one or more players fill in their last remaining square(s) by the latest **dice roll result**, these players win. No tie-breaker! The number of unfilled squares determines the order of the other players. For counting scores over several games, each open square is 1 minus point.

VARIANT Decreasing instead of increasing numbers

In this variant, all rules are the same except that the underlying numbers must be higher or equal, instead of lower or equal. Cool too, quite different!



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