



STARTING THE GAME

1. **Shuffle** the deck.
2. Everyone starts with **5 cards** and a **project mat**.
3. Determine who goes **first** (We suggest the player with the hardest outdoor redpoint).
4. When it's your turn, you may perform **one action** (see below).
5. First player to get **15 points** wins

TYPES OF ACTIONS (Each player does one of these per turn)

1. Place **one climber** in the 0 attempts slot, and **one climbing route** on the project mat in their appropriate spot. (The climbing route starts in the numbered slot that corresponds to how many points it's worth).



CLIMBER AND ROUTE ON PROJECT MAT

2. **Make an attempt** (Move your climber to the next attempt slot).



CLIMBER MAKES AN ATTEMPT

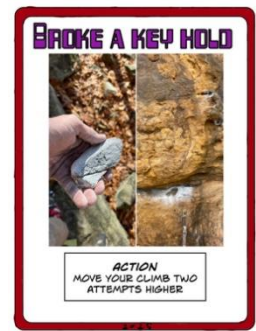
3. Play an **action card** and do what it says. Typically, upgrade cards are played on yourself to help you and downgrade cards are played on your opponents to sabotage them.

UPGRADE CARD



DOWNGRADE CARD



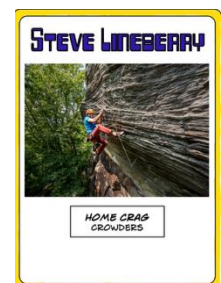


SAME INSTANCE AS ABOVE AFTER DOWNGRADE CARD WAS PLAYED

4. Take a rest day and **draw two cards** and place them in your hand.
5. If you are unhappy with the hand you are dealt, you may **discard any 3 cards** from your hand in exchange for the route or climber closest to the top of the deck.

WHEN YOU COMPLETE A CLIMB

Sick!!! Your climber sent!!! Once your climber lands on their route, put the climbing route in the **completed climbs** pile on your project mat, and your climber in the discard pile. Celebrate your send by drawing **two cards** from the deck.



ROUTE IN COMPLETED CLIMBS WITH CLIMBER IN DISCARD PILE

SPECIAL SITUATIONS

1. **HOME CRAG ADVANTAGE:** Everyone climbs harder at their home crag. If you choose to pair a climber with a climbing route from their home crag, then you will still start the climber at 0 attempts, but the climbing route will take one less attempt, so you will initially put the climbing route one slot lower than the number of points on the card.



**ROUTE MOVES FROM THE 3 ATTEMPT SLOT TO THE 2 ATTEMPT SLOT
DUE TO MATCHING HOME CRAG**

2. **LOCAL LEGENDS:** Local legends are so strong and influential at all areas that they gain a home crag advantage at EVERY crag. **Any climbing route** paired with a local legend will start one attempt lower than the number of points on the card.
3. **INSTA SEND!:** Using a home crag (or Local Legend) advantage on a one-point route means that you can put down a climber + route and send all in one turn.