## **TABLETOP Climber**

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#### **Game Overview**

In "Tabletop Climber," you start with a set of cards as your team and compete against other teams over five seasons. In each season, you aim to get rid of your hand by playing cards with higher numbers than those on the table. As the seasons progress, more cards are added to your team, giving you more options to choose from. Follow the rules set for each season, organize your best hand, and bring more victories to your team.

## **Game Objective**

This game take place over five seasons. In each season, you earn Victory Points (VP) by being the first or second to get rid of your hand. The player with the highest total VP at the end of the five seasons wins the game.

#### Contents

- 74 Playing Cards
  - 28 Initial Cards (Numbers 1-7 in 4 colors)



46 Reinforcement Cards (with special effects\*)
\*Refer to the Reinforcement Card Details section



• 13 Season Cards (8 gold, 5 silver)



- 1 Starting player card
- 4 lodge cards
- 1 Instruction sheet.

### **Game Setup**

- 1. Arrange the 5 Silver Season Cards from left to right as "1st Season" to "5th Season" on the table.
- 2. Place the "Standard" Gold Season Card slightly overlapping the "1st Season" Silver Season Card.Place the "Climax" Gold Season Card slightly overlapping the "5th Season" Silver Season Card.
- 3. Shuffle the remaining 6 Gold Season Cards face down and place 3 of them face down on the "2nd Season," "3rd Season," and "4th Season" Silver Season Cards. Return the remaining 3 Gold Season Cards to the box.
- 4. Each player receives 1 Lodge Card and places it in front of them with the summary side up.
- 5. Shuffle the Initial Cards face down and deal 7 to each player. In a 3-player game, return any remaining Initial Cards to the box.
- 6. Shuffle the Reinforcement Cards face down and deal 2 to each player. Place the remaining Reinforcement Cards face down within reach of all players as a draw pile.
- 7. The player who has climbed most recently receives the Start Card.

The game setup is now complete. Begin the first season.

## Gameplay

Each player's set of Play Cards is called a team. Teams generally remain with the player throughout the game and are not redistributed. At the start of the game, each team consists of 7 Initial Cards and 2 Reinforcement Cards, totalling 9 cards.

#### **Season Flow**

Each season consists of the following four phases:

- 1. Rule Reveal
- 2. Hand Selection
- 3. Main
- 4. End

#### 1. Rule Reveal Phase

Reveal the rules for the current season using the Gold Season Card. Some Gold Season Cards require actions at this stage ("Transfer," "Accident," "Climax").

The rules for the 1st and 5th Seasons are revealed at the start.

#### 2. Hand Selection Phase

Each player selects the cards they will use for the current season from their team. The number of cards to select varies by season and is indicated on the Silver Season Card. Place the unused cards face down under your Lodge Card in the Lodge space.

#### 3. Main Phase

At the start of each season's Main Phase, the player with the Start Card must play it.

Start Card: The Start Card is the weakest card with no number. The player with the Start Card must play it at the start of the Main Phase. The Start Card is played as a Single. The next player can play any number but cannot play a Set or Run. [The Start Card is not counted in the hand size.]

Other players take turns in a clockwise direction, repeating the following steps:

On your turn, perform: A. Play. OR B. Pass.

## A. Play

Play cards from your hand in front of you, following these rules:

- The played cards must have a higher number than the previously played cards.
- The played cards must be of the same type as the previous play.
- The played cards must be of the same quantity as the previous play.

#### **Card Play Types:**

- Single: Play one card.
- **Set**: Play multiple cards with the same number. For example, two cards of the same number make a "2-Set", three of the same make a "3-Set", etc.
- **Run**: Play multiple cards of the same color in consecutive numbers. For example, two consecutive numbers make a "2-Run", three make a 3-Run, etc.

Note: A run and a set cannot be play at the same time (2-2-3-3)

Each player keeps their played cards in front of them. If it's your turn and you already have cards played in front of you, place the new cards on top of the previously played cards.

## **B.** Pass

If you cannot or do not want to play, you pass. Place your Lodge Card with the Pass side up in front of you. If you have played cards, place the Lodge Card on top of them to indicate you have passed. A player who has passed skips their turn until the field is reset.

#### Reset

When all but one player has passed, the field is reset. Each player moves all their played cards to their Lodge space, placing them on top of the other cards in the Lodge. To distinguish them from unused cards, keep them face up. Place the Lodge Card with the summary side up on top.

The player who did not pass restarts the turn. Since no cards are on the field, they can play any number, type, and quantity of cards.

#### **End of Main Phase**

The first player to get rid of their hand becomes the 1st place for the season. The last card played by the 1st place player remains on the field until reset. Skip the 1st place player's turn and continue with the other players as usual. If all remaining players pass on the 1st place player's last played card, reset the field and restart the turn from the player to the left of the 1st place player.

When the second player to get rid of their hand (2nd place) appears, the Main Phase ends immediately.

#### 4. End Phase

As the season ends, each player receives their season rewards.

#### • 1st Place Player:

- o Receives the Gold Season Card for that season and gains the VP indicated on it.
- Receives the Start Card and places it in front of them.
- o Draws 1 Reinforcement Card from the draw pile and adds it to their team.

#### • 2nd Place Player:

- o Receives the Silver Season Card for that season and gains the VP indicated on it.
- o Draws 2 Reinforcement Cards from the draw pile and adds them to their team.

#### Other Players:

o Draw 3 Reinforcement Cards from the draw pile and add them to their team.

Place the received Season Cards face down in your Lodge. The Reinforcement Cards drawn from the draw pile are added to your team, increasing your hand selection options for the next season.

Return to the "Rule Reveal Phase" and start the next season.

Note: Each player's team is not reset and carries over to the next season. You will select a new hand from all your cards for the new season.

#### Game End

After five seasons, the player with the highest total VP from the Season Cards wins the game. In case of a tie, the player with the most cards in their team wins. If still tied, share the victory.

#### **Reinforcement Card Details**

#### Numbers 8-11 in 4 Colors

These are higher-numbered cards. The cards 8, 9, and 10 have the following special effect icons when played:

- **XXXX Reset Icon**: Immediately reset the field when this card is played.
- **Discard Icon**: Immediately choose and discard one card from your hand face up to the Lodge. You can get rid of your hand this way.
- **(† († († ))** Reverse Icon: If you play this card, the strength of the numbers will be reversed until the next reset. From now on, you will have to play a number lower than the card played before.

Note: When you play a card with an icon, the special effect is mandatory. You must do so if it's technically possible.

If you play multiple cards with special effect icons at the same time, only the effect of the card with the highest number will be activated. The order of priority is 10-9-8, even in the "Revolution" season or after *reverse icon* was played.

If you play multiple cards of the same value (10-10) the effect is only activated once.

#### Wild color

These are card with numbers 0-7 that have all four colors. They can be played as any color. You can use them as a set,run and single.



#### Colorless cards

The following cards are colorless and cannot be played in a run.



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## Set of two

Cards with this icon are treated as a set of two cards with the same number. You may combine it with other cards of the same number to create a bigger set. Normally, this card can't be play as single.

## Mountain cards

If you have three cards with this icon, you can play them all at once. It that case, the number, play method, and number of the card played before will be ignored. If 3 cards with this icon are played, the only way to beat it is to play 3 other cards with this icon.

## Season cards

Standard (5VP)

There are no special rules

Reverse (6VP)

The turn order will be counterclockwise instead of normal.

No Set (7VP)

Sets cannot be played this season (runs are allowed). Cards with the icon (Set of two) can be played as singles for this season only.

#### Transfer (7VP)

Before the hand selection phase, each player simultaneously selects one card from their team and passes it to the player on their left.

Each player adds the card received from the player on their right to their team. The cards added this way can also be selected during the hand selection.

Cards added to a team with "Transfer" will remain on the team from the next seasons.

#### • Up to 2 cards (8VP)

The number of cards that can be played is limited to 2. Sets or runs of 3 cards cannot be played. Three cards with the mountain cards cannot be played neither. However, since you can play up to two cards, it's possible to play a set of three number by playing a card with the "set of two" icon. can be played.

#### Accident (8VP)

Before the hand selection phase, each player shuffles their cards and places them face down. Then, each player draws one card randomly from the shuffled deck. The drawn card is placed in the lodge. That card will no longer be available for the current season. Instead of doing it the way described, you might find it more exiting to have the layer to your right draw the card face down from.

#### Revolution (9VP)

In this season, the strength of the cards is reversed. The smaller the numerical value, the stronger the card. Be careful with your strategy!

In this season, the order of card strength is: 1 > 2 > 3 > 4 > 5 > 6 > 7 > 8 > 9 > 10 > 11 > 12 > 13 > 14 > 15 > 16 > 18.

If reverse icon is played during this season, the effect is reversed.

#### • (Climax 10VP +)

The final season is used. In the usual hand selection phase, you can add as many card as you want to your 12 hand cards (from your team). Add as many cards as you like from your team.

In this season, the winner will collect  $10 + \text{the number of cards he adds to his hand (ex: Player chooses to play with 17 cards; <math>17-12 = 5$ ; 10 + 5 VP).

Player must announce the number of cards in the hand before starting the main phase.