

# Climbing Game - Hold that Hold

## Rules

### *General:*

- Banned holds may not be used under any circumstances
- You may not ban a hold that results in the climb being impossible
- If you accidentally step on a hold but correct yourself before moving on, it isn't a failed attempt, if you however continue while either hands or feet are in contact with the banned hold, it counts as a fail
- You get two attempts at the climb each turn
- You may chalk up and have a brief resting period in between attempts

### *Finale:*

- Each turn you have the possibility to offer to start a finale if it seems appropriate
  - No hold gets removed during the finale
  - In the finale everyone has two final attempts at the climb (*including the finale starter*)
  - If both contestants complete the climb the game results in a draw
  - If only one contestant completes the climb, that player is the winner

### *For 3 players or more:*

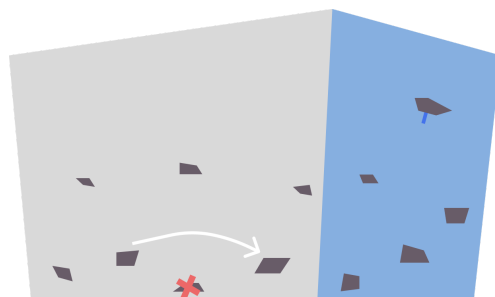
- A finale may only be started once three players remain

## Set Up

Find a climb that should be relatively easy such that you can repeat it several times over, preferably a traverse wall for a longer game. Choose a person who starts at random

## Game Turn

1. Climb the climb excluding the banned holds



2. Choose a hold to ban (*You need to prove that the part is possible without it if it seems like it needs proving*)

*Note: try to be nice if possible with your hold choosing, don't make it impossible for the short*