

# ON BELAY: Realtime Dicerolling Climbing Simulator

by Quantum Productions <http://quantumproductions.itch.io/on-belay>

**TIME:** 5-10 minutes

**PLAYERS:** 1-2 per Climbing Team.

**COMPONENTS:** [3D6, 1 token] per Climbing Team

Each climbing team is a Climber + Belayer. You could play with 1 person taking both roles.

With 2+ Climbing Teams, the first team to ascend 10 holds wins.

Each Climbing Team plays simultaneously.

**GOAL:** Climber ascends all holds to TOP!

## PLAY:

Each Climbing Team follows this play order:

1. Belayer rolls Slack D6. (Slack helps climb with a bigger risk if the Beta fails).
2. Climber rolls Ascent D6. (How many holds the Climber wants to move up).
3. Belayer can re-roll Slack, if they want to.
4. Climber can re-roll Ascent, if they want to.
5. Climber rolls Beta D6.
6. Resolve Climb.

## RESOLVE CLIMB:

1. Calculate Bonus: Slack – Ascent (minimum 0)

2. If Beta + Bonus does not exceed Ascent roll, Climber falls distance = to Slack roll.

Move Climber token down this many holds. Climb is resolved – continue to next Climb.

3. If Beta + Bonus exceeds Ascent roll, Climber gains distance = to Maximum of (Ascent roll, Slack roll). If Climber reaches or passes TOP, Climber has finished the climb! Otherwise, continue to next Climb.

START 1 2 3 4 5 6 7 8 9 TOP!

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<https://github.com/quantumproductions/>

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