

5.15

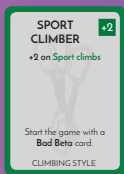
Guidebook

five15game.com/rules

Overview

Your goal is to be the first climber to climb a **5.15**.

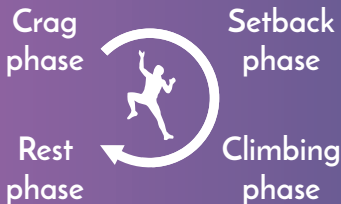
At the beginning of each game everybody starts with a climbing strength of **5.7** and their choice of climbing **Style**.



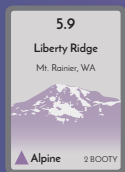
The game proceeds in rounds.

On each round, players go through four phases:

1. **Crag phase:** choose whether to attempt a climb.
2. **Setback phase:** play **Setbacks** and **Weather** on other climbers.
3. **Climb phase:** resolve climb attempts, if necessary boost strength with **Action** cards or **Bail**.
4. **Rest phase:** check that everybody has four or fewer cards and rotate the dealer.



Overview



To succeed on a climb, your **climbing strength** must be greater than the **climb difficulty**.
To send this 5.9, you need to be 5.10.

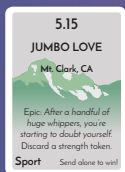
Every climb you send increases your base strength by +1 and earns you **Booty** cards.



5.7!



5.8!



When you are strong enough, you can choose to attempt a **5.15**. If you succeed, you win!

Read on to learn about the cards and gameplay in more detail.

Game contents

20 moderate Climb cards

22 difficult Climb cards

8 5.15 Climb cards

10 Style cards

102 Booty cards

76 climbing strength tokens

1 dealer token

1 6-sided die

1 Guidebook

Cards: Climb

Climb cards are the key to success. Climbing moderate and difficult climbs adds +1 to your **base strength** (pg. 8) and earns you the number of **Booty** indicated on the card.



Climb difficulty: To send, your **climbing strength** needs to be greater than the difficulty. So to succeed on **La Rambla** and win the game, your strength needs to be **5.16** on Sport.

Failing to send means you will have to attempt to Bail (pg. 15).

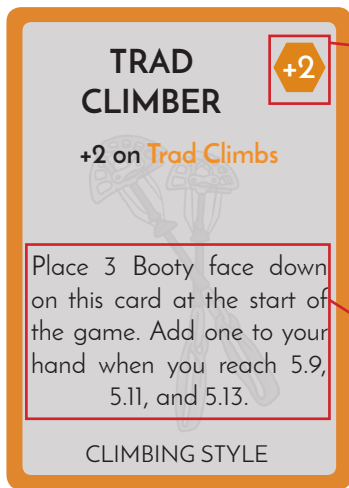
Partnering with a friend helps everybody build strength faster. But to win, you need to climb a **5.15** alone.

Each climb has a style. When you attempt a climb, you only count your climbing strength on that style.

Cards: Style

Style cards give you a permanent boost in **climbing strength** on one style of climb.

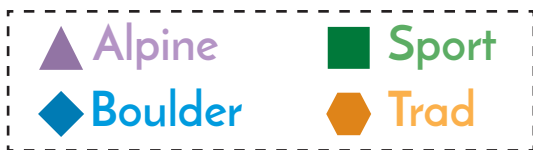
You choose your style during setup and put it face up on the table *in play*. It can't be discarded or changed.



Your style card gives you bonus climbing strength. The color and shape of the icon matches the colors used on the climbs and the icons on Gear.

Read your style card carefully and don't forget to use your unique ability during the game!

There are four climbing styles. Each has unique advantages and a special ability:



Cards: Gear

Gear cards that are *in play* can give you bonus strength on certain styles or provide special effects to protect you from Weather, bailing, etc.








The colored icons and numbers indicate the bonus climbing strength you get on that style of climb.

● Grey applies to all climbs

● Yellow depends on the cards played on you

Text *in italics* doesn't affect the game, it's just for fun.

You can have two pack gear cards and one each of helmet, clothing, harness, and shoe gear cards *in play*.

2 pack:  1 each:  
 



Important: You may discard **\$120** of gear at the end of a round to **Hire a Guide**. Gain +1 base strength (add a token).

Cards: Setbacks and Weather

Setbacks and Weather are negative cards. These are played during the **Setback phase**.

There is no limit to the number of Setback and Weather cards you can play on your turn and you can play them on any number of other players attempting climbs.

The black icon indicates that this Weather card subtracts three climbing strength.



This Setback card **pauses** another player (pg. 14). The effect of a card will always be in non-italicized text.

Cards: Actions

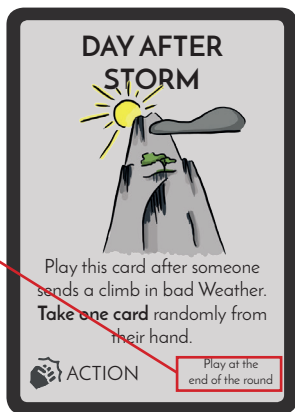
Action cards are positive cards. These are played during the **Climbing phase** to boost your strength or escape Setbacks.

There is no limit to the number of Action cards you can play on your turn.



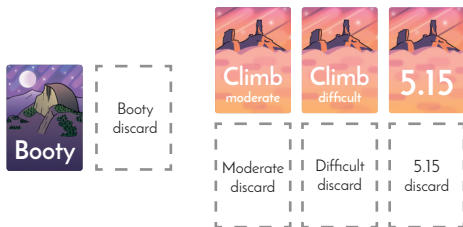
The grey icon indicates that this Action card adds +1 climbing strength to an attempt on any climbing style.

A few Action cards can be played outside of the Climbing phase. This will be indicated in the bottom right.



Setup

Shuffle and place the Booty, moderate, difficult, and 5.15 decks on the table, leaving space for discard piles.



Give each player seven tokens to represent base climbing strength. Put them in rows of five for easier counting.

Base strength: climbing ability before bonuses. Goes up by +1 each time you successfully send a climb, or if you Hire a Guide (pg. 5).



Start the game at 5.7



Base strength is capped at 5.15.

Climbing strength: When you attempt a climb you add up your **base strength** plus the bonuses you gain from your **Style** and **Gear**.

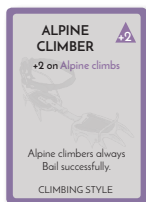
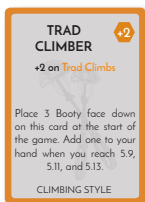
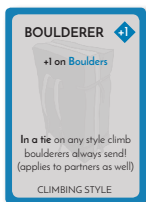
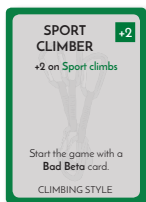
Setup (cont.)

Deal each player two **Booty** cards.

Booty cards can be *in your hand* or *in play*. When cards are *in play* they must be on the table, face up. The number of Gear cards *in play* is limited (pg. 5). At the end of a round players can only have four cards *in hand*.



The player who climbed most recently will be the first dealer, give them the **dealer token**. Then, starting with the dealer and going clockwise have each player pick a climbing **Style**.



You are now ready to begin! 5.15 is played in a series of rounds. Each round has four phases:

Crag phase
(pg. 10)

Setback phase
(pg. 14)

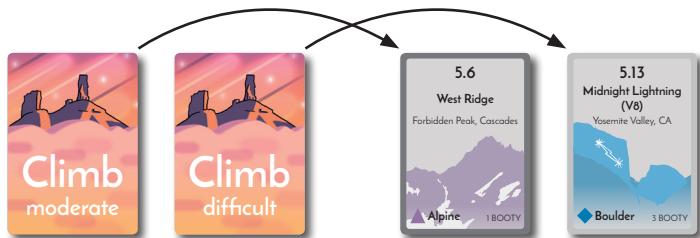
Rest phase
(pg. 16)

Climbing phase
(pg. 15)



Crag phase

The dealer begins the **Crag phase** by turning over one less climb than the number of players. Do not count players who are paused (pg. 14). Always flip at least one climb.



The dealer may flip climbs from any of the three decks: moderate (5.6 to 5.10), difficult (5.10 to 5.14), or 5.15.

If a deck runs out, shuffle the discards back in.

As dealer, you can flip climbs from the 5.15 deck once you are strong enough to make an attempt (i.e. 5.16 on at least one style, or 5.15 for boulderers).

Going clockwise, each player now chooses one of three options for this round:

- 1 - Attempt a climb alone (page 11)
- 2 - Attempt a climb with a partner (page 12)
- 3 - Take two **Booty** cards (page 13)

Crag phase

Option 1: Attempt a climb alone

To attempt a climb, your climbing strength needs to be **greater** than the climb's difficulty.

In this example, a 5.13 sport climber can attempt this 5.12 sport climb thanks to their Style and Gear.

Total climbing strength:
 $5.9 \text{ (base)} + 2 \text{ (Style)} + 2 \text{ (Gear)}$
 $= 5.13$

Base strength: 5.9



Style: +2 on Sport



Gear in play +2 on Sport



Crag phase

Before committing to a climb you can swap gear between *your hand* and *in play*.

To attempt a climb alone, place the card *in play* in front of you and announce: **"My climbing strength is 5.____, I am attempting a 5.____. Climbing!"**. Continue clockwise.

If you commit to a climb alone, nobody else can attempt it.

Option 2: Climb with a partner

You can also choose to partner with any of the players who haven't yet taken their turn in the Crag phase. Together, your total strength becomes your climbing strength (base + Style + Gear) plus their bonuses (Style + Gear). If you send, you both earn +1 base strength. Make sure you agree in advance about how you will split Booty cards you earn.



When partnered, you don't add your partner's base strength, only their bonus from Style and Gear. Partners bail separately, so there are both benefits and risks to teaming up.

Once your team agrees to a climb, announce that you are climbing (see above) and continue clockwise.

You can't partner or be forced to partner on a 5.15.

Crag phase

Option 3: Take two **Booty** cards

If you don't want to climb, or no climbs are left, take two Booty cards and put them *in your hand*. Continue clockwise.

End of the Crag phase

Every player should now either be attempting a climb alone or with one partner, or have taken two Booty cards.

We're teaming up to attempt this V8. Climbing!



I took two Booty cards.

I'm attempting this 5.10 in Hong Kong. Climbing!



Setback phase

Starting with the dealer and going clockwise, each player can now put *in play* **Setbacks** and **Weather**. You can play as many as you want on one or multiple climbs being attempted. Place each card on the climb you want to affect.

When finished, announce “**Climb on!**” so the next player knows it’s their turn.

Paused & Skipped

Some **Setbacks** and Epic consequences will **pause** a climb or cause a climber to **skip a round**.

When **paused**, climbers do not take part in the rest of the Setback phase or Climbing phase for the current round and skip the Crag phase of the subsequent round (they’re out climbing!). If a paused climber would have been the next dealer, skip them. Paused climbers re-join at the Setback phase. Note that the Setback phase of the new round starts with the dealer, as usual.

When **skipped**: do not take part in the next round at all.



Being paused or skipped immediately blocks you from playing cards until the effect ends.

Climbing phase

Starting with the dealer and going clockwise, each climber (or team) adds up their total **climbing strength**, subtracts any **Setbacks** and **Weather**, and compares it to the climb's difficulty. If their strength is greater, they succeed!

Successful climbers add a token for +1 base strength (up to 5.15 max) and collect the number of **Booty** cards listed. Partners must agree in advance on how to split Booty.

You may also play **Action** cards at this time to help you succeed. If you can't send, you must attempt to bail.

Attempting to bail

If you can't raise your climbing strength above your climb's difficulty, you need to attempt to bail.

Each climber attempts separately. Roll the dice:



1-4 Epic! Bad news: discard a **Gear** card (from your *hand* or *in play*) to get down safely. If you have no Gear, discard any other **Booty** card. Epic consequences for 5.15s are described on each climb.

5-6 Successful bail! No consequences.

Climbing phase (cont.)

Whether you succeed or bail, discard your **Climb** and any **Setbacks**, **Weather**, and **Actions** that were put *in play* this round and continue clockwise.

Rest phase

Once everybody has resolved their climb and sent, bailed, or had an Epic, the round is over. Check that everybody has four or fewer cards *in hand*. Players over the limit may put cards *in play*, discard, or **Hire a Guide** (pg. 5).

Rotate the dealer clockwise by passing the dealer token and then begin the next round.

Winning

As the dealer, you can flip climbs from the 5.15 deck once you are strong enough to make an attempt (i.e. 5.16 on at least one style, or 5.15 for boulderers).

The first player to climb a **5.15** alone wins the game!

Good luck!

Variations

Expected playtime

You can speed up or slow down the game by starting at a different base climbing strength. Add ± 5 minutes for each starting grade you add or subtract.

Expect your first game to take 20 minutes longer.

3 players	4 players	5 players
5.7: 40 min	5.7: 45 min	5.7: 55 min

For experienced players

Once you've mastered the regular game, consider adding one additional rule: once your base strength reaches 5.10, you can only earn increased base strength by climbing Difficult climbs. This change encourages stronger climbers to attempt more difficult climbs and to partner more often.

Thank you!

Thank you to all 637 backers who made **5.15** possible. We hope you enjoy the game as much as we have enjoyed creating it. You are all the best!! Special thanks to the supporters who designed the custom Climbs and Booty.

Ticklist: Bouldering

<input type="checkbox"/>	V0	Hero Roof	Buttermilks
<input type="checkbox"/>	V0	The Melon Patch	Hueco Tanks
<input type="checkbox"/>	V1	Heavenly Path	Buttermilks
<input type="checkbox"/>	V2	The Angler	Joe's Valley
<input type="checkbox"/>	V3	Gunsmoke	Joshua Tree
<input type="checkbox"/>	V4	Super Mario	Stone Fort
<input type="checkbox"/>	V5	Kill By Numbers	Joe's Valley
<input type="checkbox"/>	V6	The Wave	Stone Fort
<input type="checkbox"/>	V8	Midnight Lightning	Yosemite
<input type="checkbox"/>	V13	Child of the Storm	Pawtuckaway
<input type="checkbox"/>	V15	Wheel of Life	Grampians
<input type="checkbox"/>	V16	The Process	Buttermilks

Ticklist: Sport

<input type="checkbox"/>	5.7	Pioneer Route	Smith Rock
<input type="checkbox"/>	5.8	27 Years of Climbing	Red River Gorge
<input type="checkbox"/>	5.9	Flight of the Gumbie	New River Gorge
<input type="checkbox"/>	5.10a	Gweilo	Lion Rock
<input type="checkbox"/>	5.10d	Space Boyz	El Potrero Chico
<input type="checkbox"/>	5.11b/c	Levitation 29	Red Rock
<input type="checkbox"/>	5.11c	Animal Magnetism	Boulder Canyon
<input type="checkbox"/>	5.12a	Twinkie	Red River Gorge
<input type="checkbox"/>	5.13b	Predator	Rumney
<input type="checkbox"/>	5.14d	Dreamcatcher	Squamish
<input type="checkbox"/>	5.15a	La Rambla	Siurana
<input type="checkbox"/>	5.15b	Jumbo Love	Mt Clark

Ticklist: Trad

<input type="checkbox"/>	5.6	High Exposure	Shawangunks
<input type="checkbox"/>	5.7+	CCK	Shawangunks
<input type="checkbox"/>	5.8	Frogland	Red Rock
<input type="checkbox"/>	5.9	Wonderland	Squamish
<input type="checkbox"/>	5.9	Epinephrine	Red Rock
<input type="checkbox"/>	5.10	Supercrack of the Desert	Indian Creek
<input type="checkbox"/>	5.10b	Illusion Dweller	Joshua Tree
<input type="checkbox"/>	5.11-	Lightning Bolt Cracks	North Six Shooter
<input type="checkbox"/>	5.12c	Moonlight Buttress	Zion
<input type="checkbox"/>	5.13a	The Glass Menagerie	Looking Glass
<input type="checkbox"/>	5.14	Cobra Crack	Squamish
<input type="checkbox"/>	5.13a	Freerider	Yosemite
<input type="checkbox"/>	5.14d	The Dawn Wall	Yosemite

Ticklist: Alpine

<input type="checkbox"/>	5.6	West Ridge	Forbidden Peak
<input type="checkbox"/>	5.7	Ellingwood Ledges	The Crestones
<input type="checkbox"/>	5.8	Northeast Ridge	Bugaboo Spire
<input type="checkbox"/>	AI2-3	Liberty Ridge	Mt. Rainier
<input type="checkbox"/>	5.9+	Direct North Ridge	Mt. Stuart
<input type="checkbox"/>	5.10	Becky-Chouinard	South Howser Tower
<input type="checkbox"/>	WI4 M4	Ham and Eggs	Moose's Tooth
<input type="checkbox"/>	5.11c	D7	Longs Peak
<input type="checkbox"/>	WI4	Cassin Ridge	Denali
<input type="checkbox"/>	5.13b	Compressor Route Free	Cerro Torre
<input type="checkbox"/>	WI4 M5	The Central Pillar	Nanga Parbat
<input type="checkbox"/>	WI6 M6	Slovak Direct	Denali