

5.15

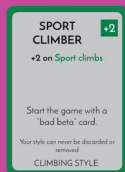
Guidebook

five15game.com/rules

Overview

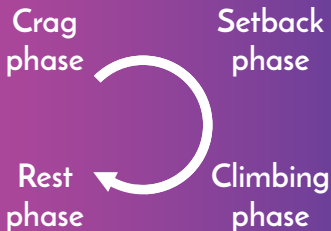
You are a rock climber! Your goal is to be the first of your friends to climb a **5.15**.

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

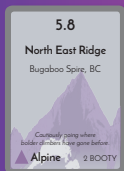


The game proceeds in rounds. On each round, players go through four phases:

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, boosting strength with **Action** cards or **Bailing**, if necessary
4. **Rest phase:** check that everybody has four or fewer cards and rotate the dealer



Overview (cont.)



To succeed on a climb, your **climbing strength** has to be greater than the **climb difficulty**.
To send this 5.8, you need to be 5.9.

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 attempt a **5.15**. If you succeed, you win the game!

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

Contents

20 moderate Climb cards

22 difficult Climb cards

8 5.15 Climb cards

10 Style cards

102 Booty cards

80 climbing strength tokens

1 6-sided die

1 Guidebook

Video tutorial: five15game.com/rules

Cards: Climb

Climb cards are the key to success. Successfully climbing moderate and difficult climbs adds +1 to your **base strength** 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. To climb **La Rambla** and win the game, your strength needs to be **5.16** on Sport.

Epic consequences: Failing to send means you have to attempt to Bail. Learn more on page 16.

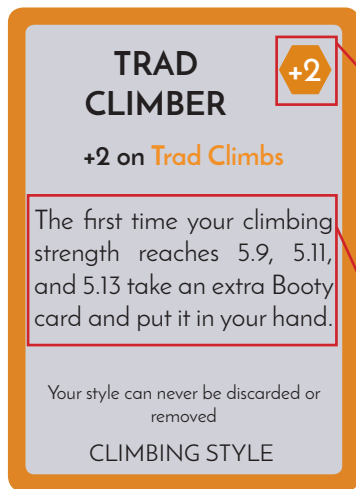
Partnering with your friends helps everybody build strength faster. But to win, you need to climb a **5.15** alone.

Each climb has a style. Bonuses to climbing strength are specific to only certain styles.

Cards: Style

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

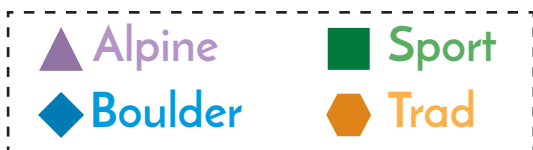
You choose your style during setup and put it face up on the table *in play*. It can't be removed or changed.



Your style 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 one helmet, clothing, harness, and pair of shoes *in play*:



and two pack gear:



Important: You can **Hire a Guide** at the end of each round to gain +1 base strength (add a token) by discarding at least **\$120** of gear.

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 Setback card subtracts two climbing strength.



This card's effect is to **pause** another player. Card effects will always use non-italicized text.

Cards: Actions

Action cards are positive cards. These are played during the **Climbing phase**.

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



+1

The grey icon indicates that this Action card adds a temporary +1 climbing strength for all climbing styles.

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




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 strength. To make them easy to count, put them in rows of five.

Base strength: climbing ability before bonuses.



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**.

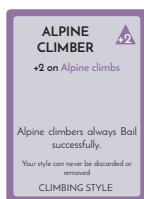
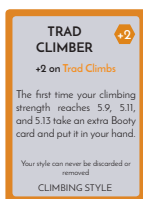
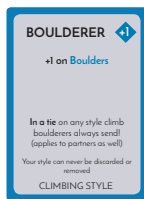
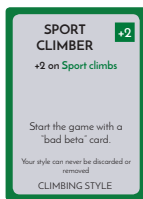
Setup (cont.)

Deal each player two **Booty** cards.

Booty cards can be *in your hand* or *in play*. When cards are *in play* they need to be on the table, face up. At the end of each round players can only have four cards *in hand*.



Each player next chooses a **Style**. Lay out the style cards. The player who climbed most recently will be the first dealer. They should choose first, then go clockwise.



You are now ready to start the first round! Each round has four phases, explained in detail on the following pages:

Crag phase
(pg. 10)

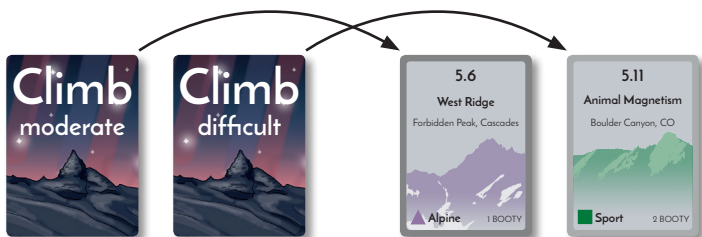
Setback phase
(pg. 14)

Rest phase
(pg. 16)

Climbing phase
(pg. 15)

Crag phase

The dealer begins the **Crag phase** by flipping onto the table one less climb than the number of players. Do not count players who are paused. Always flip at least one climb.



Each climb can come from any of the three decks (moderate, difficult, 5.15). If a deck runs out, shuffle the discards back in.

As the dealer, you can only turn over 5.15 climbs if your climbing strength is enough to attempt at least one style of 5.15, i.e. 5.16 on one style of climb (or 5.15 for boulderers).

Going clockwise, each player now chooses between three options:

- 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

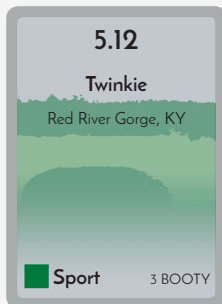
Option 1: Attempt a climb alone

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

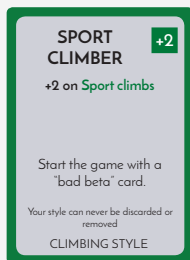
In this example, a 5.13 sport climber can attempt this 5.12 sport climb thanks to their Style and Gear.

Total climbing strength:
5.9 (base) +2 (Style) +2 (Gear)
= 5.13

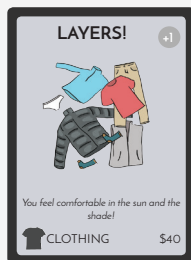
Base strength: 5.9



Style: +2 on Sport



Gear in play +2 on Sport



Crag phase (cont.)

Until you commit to a climb you can swap gear between *your hand* and *in play*.

To commit to 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.

Option 2: Climb with a partner

You can partner with any of the players who haven't taken their turn in the Crag phase yet. 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, commit by announcing “**Climbing!**” and continue clockwise.

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

Crag phase (cont.)

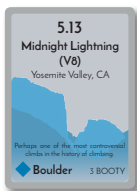
Option 3: Take two **Booty** cards

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

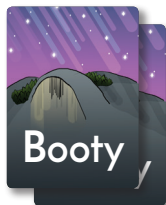
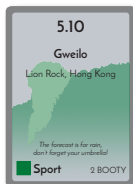
Every player should now either be climbing (with or without a partner) or have taken two Booty cards and put them *in their hand*.

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



I took two Booty cards.

I'm attempting this 5.6 in the Gunks. 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 other climbers. Place your negative cards on the climb(s) 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 climber or cause them to **skip a round**.

When **paused**: you do not take part in the rest of the Setback phase or Climbing phase for the current round. You skip the Crag phase of the subsequent round (you’re out climbing!) but re-join for the Setback and Climbing phases. This creates a second opportunity to play Setbacks on paused climbers. If a paused climber would have been the next dealer, skip them.

When **skipped**: you don’t take part in the next round at all.



When paused or skipped you are immediately blocked 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 and collect the number of **Booty** cards listed. Partners must agree in advance on how to split Booty.

You can play **Action** cards at this time to boost your climbing strength. If you can't send your climb you need to 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 piece of **Gear** to get down safely. Consequences for 5.15s, are described on each climb.

5-6 **Successful bail!** Return the climb to the deck, for a later attempt.

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*. If you are over the limit you can put cards *in play*, discard, or **Hire a Guide** (pg. 5).

Rotate the dealer clockwise, and start the next round.

Winning

As the dealer, you can flip climbs from the 5.15 deck when your climbing strength is 5.16 or more on any style.

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: 35 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 5.11, 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. Special thanks to the supporters who designed custom cards and climbs to include. You are all the best!!

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"/>	5.10	Gweilo	Lion Rock
<input type="checkbox"/>	5.10	Space Boyz	El Portrero Chico
<input type="checkbox"/>	5.11	Levitation 29	Red Rocks
<input type="checkbox"/>	5.11	Animal Magnetism	Boulder Canyon
<input type="checkbox"/>	5.12	Twinkie	Red River Gorge
<input type="checkbox"/>	5.13	Predator	Rumney
<input type="checkbox"/>	5.14	Dreamcatcher	Dreamcatcher
<input type="checkbox"/>	5.15	Jumbo Love	Mt Clark
<input type="checkbox"/>	5.15	La Rambla	Siurana

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"/>	5.10	Erect Direction	Shawangunks
<input type="checkbox"/>	5.11	Lightning Bolt Cracks	North Six Shooter
<input type="checkbox"/>	5.12	Moonlight Buttress	Zion
<input type="checkbox"/>	5.13	The Glass Menagerie	Looking Glass
<input type="checkbox"/>	5.14	Cobra Crack	Squamish
<input type="checkbox"/>	5.15	The Dawn Wall	Yosemite
<input type="checkbox"/>	5.15	El Cap Free Solo	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"/>	5.9	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"/>	5.10	Ham and Eggs	Moose's Tooth
<input type="checkbox"/>	5.11	D7	Longs Peak
<input type="checkbox"/>	5.12	Cassin Ridge	Denali
<input type="checkbox"/>	5.13	Compress Route Free	Cerro Torre
<input type="checkbox"/>	5.15	The Central Pillar	Nanga Parbat
<input type="checkbox"/>	5.15	Slovak Direct	Denali