

5.15

Guidebook

Video tutorial: five15game.com/rules

Overview

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

You'll start as just a **5.7** climber. By succeeding on easier climbs, partnering with your friends, and collecting Gear you will build up the strength needed to attempt a **5.15**.

Along the way you'll also collect Setbacks and Weather to slow down your "friends". When bad weather comes your way, you'll counter it with positive Action cards to boost yourself to success.

Good luck climbers!

Contents

10 Style cards

19 moderate Climb cards

22 difficult Climb cards

8 5.15 cards

103 Booty cards

75 climbing strength tokens

1 6-sided die

Guidebook

Cards: Climb

Climb cards are your key to success. Successfully climbing a moderate or difficult climb increases your **base strength** by +1 and earns you the number of **Booty** on the card.



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

Epic Consequences: Failing to send a climb can result in consequences, see Bailing on page 16.

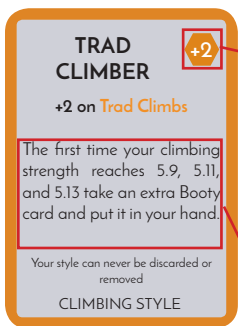
While building up your strength it can be good to partner with your friends. But to win, you need to climb a **5.15** alone.

Each climb has a style. Bonuses from cards and Gear are often specific to one style of climb.

Cards: Style

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

You choose your Style at the start and put it face up on the table *in play*. It can't be removed or changed.



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

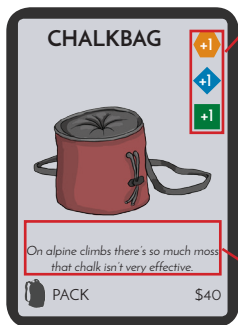
Read your Style card carefully and don't forget to use your unique bonus during the game!

There are four climbing styles in the game. Each has unique advantages and disadvantages:



Cards: Gear

Gear cards that are *in play* can give you bonus strength on certain styles or have 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:  



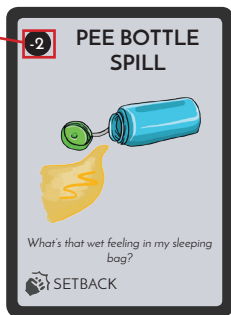
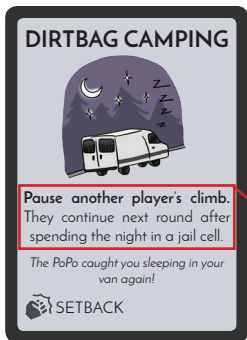
Important: You can “hire a guide” at the end of each round to gain +1 base strength (add a token) by discarding **\$120** of gear.

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.

The black icon indicates that this Setback card subtracts -2 climbing strength.



Text that is not in italics is important for the effect of a card. This card **pauses** another player.

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.

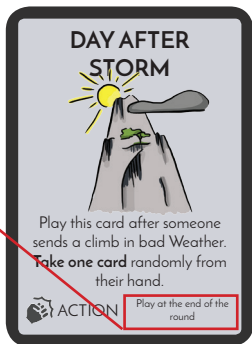


The grey icon indicates that this Action card adds a temporary +1 climbing strength on all styles of climbs.



Some action cards 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.



Booty
discard



Next, have each player take seven tokens to represent their base strength.

Base strength: climbing ability without bonuses.



Start the game at 5.7

Put your tokens in rows of five so they are easy to count!

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

7



Your base strength is capped at 5.15.

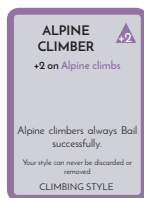
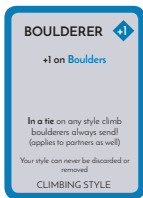
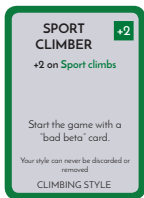
Setup

Deal each player two **Booty** cards.



Each player's Booty cards can be "*in their 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 their hand*.

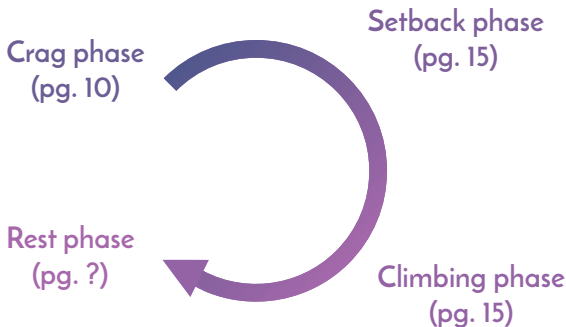
Each player next chooses a **Style**. Lay out the style cards. The player who climbed most recently will be the first dealer. They should choose first, then go clockwise.



You are now ready to start the first round!

Gameplay

In **5.15**, you begin as a 5.7 climber. Your goal is to be the first player to climb a **5.15**. The game is played in a series of rounds, with four phases.



Crag phase: players choose whether to go climbing and with whom to partner.

Setback phase: they play **Weather** and **Setbacks**.

Climbing phase: climbers either succeed or bail, and have a chance to save themselves with **Action** cards.

Rest phase: at the end of each round everybody checks that they have four or less cards *in hand* and can “Hire a guide” (page 4) if needed.

Crag phase

The dealer begins the **Crag phase** by flipping onto the table one less climb than the number of players. Only count un-paused players and 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 always turn over moderate or difficult climbs. You can't flip over 5.15 climbs until your climbing strength (base strength, plus **Style** and **Gear**) is 5.16 on at least one style (5.15 for boulderers, see their bonus).

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 difficulty.

Example: This 5.13 sport climber can attempt this 5.12 sport climb.

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 (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 front of you and announce: **"Climbing! I am 5.X on a 5.Y"** to the other players. Continue clockwise.

Option 2: Climb with a partner

You can partner with any of the remaining players who haven't chosen a climb or taken Booty. Together, your combined strength becomes your climbing strength (base + Style + Gear) plus their bonuses (just Style + Gear). If you send, you both earn +1 base strength. Make sure you agree in advance how you will split the **Booty**.



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

Once your team agrees to a climb, commit by announcing **"Climbing!"** and continue clockwise.

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 (alone or with 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** (as many as you want). Place your negative cards 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** will pause a climber’s turn or cause them to skip a round.

When paused: you do not take part in the rest of the Setback phase and Climbing phase for this round. You also skip the Crag phase of the subsequent round (you’re out climbing!). You re-join for the Setback and Climbing phases. If a paused climber would have been the next dealer, their turn as dealer gets skipped.

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



In both cases you don’t get to play any cards during the time you are paused or skipped.

Climbing phase

Starting with the dealer and going clockwise, each climber (or pair of climbers) adds up their total climbing strength, subtracts any **Setbacks** and **Weather**, and compares it to the climb's difficulty. If your strength is larger, you succeed! Take a token for +1 base strength and collect the number of **Booty** cards listed. Partners 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.

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

Bailing (cont.)



Beware: the consequences of an Epic are higher on 5.15 climbs!

Whether you succeed or bail, discard all of the **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, discard or Hire a Guide (page 4).

Rotate the dealer clockwise, and start the next round.

Winning

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

Congratulations!

Variations

Expected playtime

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

3 players	4 players	5 players
5.7: 35 min	5.7: 45 min	5.7: 55 min

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 | Unimpeachable Groping | Red Rocks |
| <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 | Biographie | Ceuse |

Ticklist: Trad

- | | | | |
|--------------------------|------|--------------------------|-------------------|
| <input type="checkbox"/> | 5.6 | High Exposure | Shawangunks |
| <input type="checkbox"/> | 5.7 | Snake Dike | Yosemite |
| <input type="checkbox"/> | 5.8 | Walk on the Wild Side | Joshua Tree |
| <input type="checkbox"/> | 5.9 | Flower of High Rank | Tahuquitz |
| <input type="checkbox"/> | 5.9 | Epinephrine | Red Rocks |
| <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 | The Grand Traverse | The Grand Teton |
| <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 |