

5.15

Guidebook
For 3-5 players

Also online at five15game.com/rules

Overview

You are a rock climber! Your goal is to be the first of your friends to climb a **5.15**. Right now, you aren't yet strong enough.

To get there, you'll need to build your strength by sending easier climbs and teaming up with your friends.

Each time you succeed on a climb, your **Climbing Strength** will increase by one.

You'll also gather precious **Booty** (a mixture of **Gear**, helpful **Actions**, and **Weather** and **Set-backs** for attacking others).

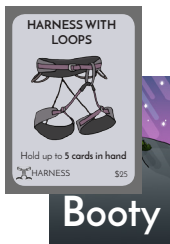
It's not enough to be the *strongest* climber. Make sure you are the *first* to successfully climb a **5.15**, good luck!

What's in the box?

8 5.15 cards



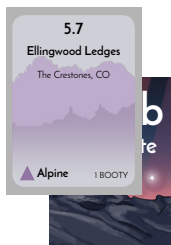
104 Booty cards



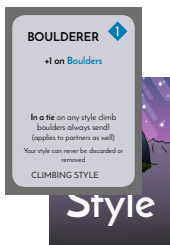
22 difficult Climbs



19 moderate climbs



10 Style cards



Rulebook



One six-sided die

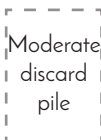
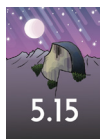
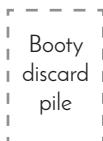
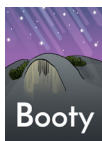


To play 5.15, you also need:

- 15 tokens per player (small rocks, poker chips, beans, cereal)

Setup

Shuffle and place the booty deck and the moderate, difficult, and 5.15 climb decks on the table.



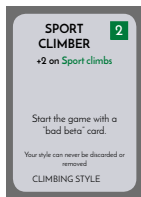
Give each player seven tokens to keep track of their base **Climbing Strength**.



Setup (continued)

Deal each player two **Booty** cards. 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 you can only have four cards *in your hand*. There is no limit to cards *in play*.

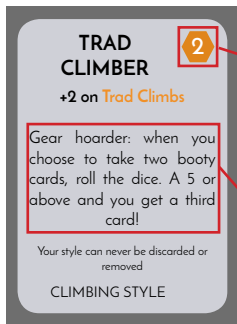
Each player next chooses a **Style**. Lay out the style cards (multiple players can have the same **Style**). The player who climbed outdoors most recently will be the first dealer. They should choose first, then go clockwise.



Before starting the first round, read about the different types of cards.

Cards: Style

Style cards give you a permanent boost in climbing strength on one style of climb. Each of the four Styles also comes with a special ability. You choose your Style at the start and put it face up *in play*. It can't be removed or changed during a game.



Each 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.

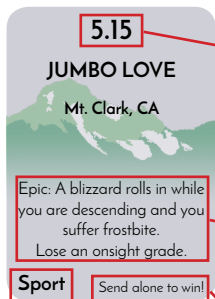
Read your Style card carefully and don't forget to use your unique bonus ability during the game!

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



Cards: Climb

Climb cards are your key to success. Sending a moderate or difficult climb permanently increases your Strength by +1 and earns you the number of **Booty** on the card. To win, send a 5.15 by yourself.



The number after the decimal is the **climb difficulty**. To send (succeed), 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.

If you fail to send a climb, there can be consequences, see "Bailing" (page 15).

While building up your strength it can be good to partner with your friends (page 13). But to win, you need to climb a 5.15 alone.

Climbs have different Styles. The bonus Climbing Strength you get from gear is specific to certain Styles. Styles are indicated by name, color, and icon (see page 5).

Cards: Gear

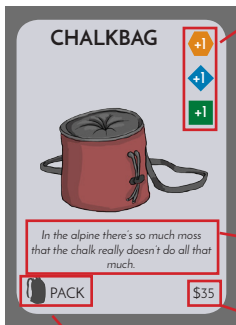
Gear cards that are *in play* (face up on the table) give you bonus strength on certain styles. You can swap gear between *your hand* and *in play* as long as you aren't on a climb.

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

A grey bonus applies to all styles:



A yellow bonus depends on the cards played on you:



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

Important:

Any time you are not climbing you can discard \$100 of gear at once to "Hire a Guide" and gain +1 Climbing Strength permanently (add a token).

You can only have one pair of shoes, helmet, clothing, and harness *in play*:



you can have two pack

Gear *in play*:



Cards: Actions

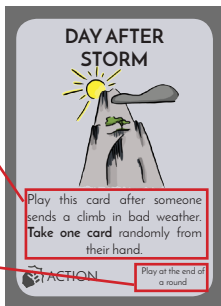
Action cards are positive cards that will help you succeed. They can only be played during the **Climbing phase**, unless the card says otherwise.



The icon indicates that this Action card adds +1 to your strength, on all styles of climbs.

The text on an Action card explains how it is used. When you play a card, read it aloud, so everybody knows how it works.

Some Action cards can be played outside of the **Climbing phase**.

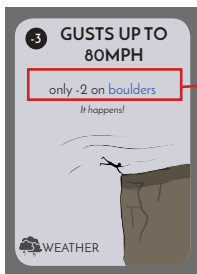
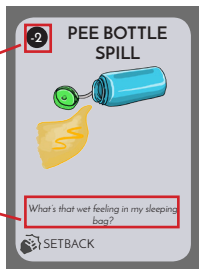


Cards: Setbacks and Weather

Setbacks and weather are negative cards that help you slow down other climbers. They can only be played during the **Setback phase**, unless the card says otherwise.

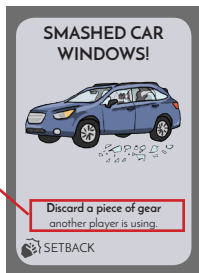
The icon indicates that this Setback card subtracts -2 from the strength of a climber.

Again, any text on a card *in italics* doesn't affect the game, it's just for fun.



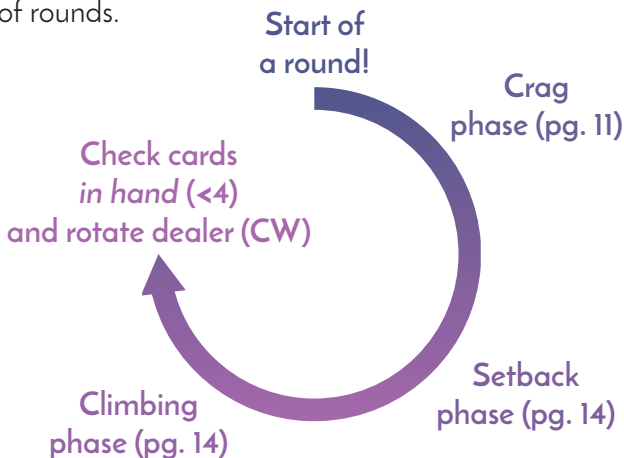
Text that is not in italics is important for the effect of the card. In this case, the effect changes for some Styles of climb.

Make sure to read the card carefully! This card has a powerful effect, letting you discard another player's gear.



Gameplay

In **5.15**, you begin as a 5.7 climber. Your goal is to be the first player to “send” (succeed on) a climb with a 5.15 difficulty. The game is played in a series of rounds.



Each round has three phases. First, players choose whether to go climbing and with whom to partner. Next, they play **Weather** and **Setbacks** on other climbers -- reducing their strength. In the final phase, you have a chance to play **Action** cards to boost your own strength. At the end of each round everybody checks that they have four or less cards *in hand*.

Crag phase

A round begins with the **Crag phase**. Each player now decides if they want to go climbing and if they want to team up with a partner.

The dealer begins by choosing from the climb decks (moderate, difficult, or 5.15) and flipping over one less climb than the number of players. The dealer can flip cards from multiple decks. If the 5.15 deck runs out, shuffle the discards back in.

As the dealer, you can't flip over 5.15 cards until your climbing strength (base strength plus **Style**, and **Gear**) is 5.16 on at least one **Style**.

Starting with the dealer each player in turn now chooses to:

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

One player will always have to take **Booty** cards.

Crag phase (continued)

1 - Attempt a climb alone

To attempt a climb, your total strength (base strength plus bonuses from Style and Gear) needs to be greater than the difficulty (i.e. you need to be, in theory, strong enough to send the climb).

For example, a 5.9 sport climber might have a total strength of 5.13, just enough to attempt this sport climb. If they succeed, they will earn 3 Booty and +1 climbing strength.



Base strength 5.9		Style +2			Gear in play +2 (total)	= 13
----------------------	--	-------------	--	--	-------------------------------	------

Until you commit to a climb you can swap gear between your *hand* and *in play*. When you're ready, take your climb and announce: **"Climbing!"** to the other players. Continue clockwise.

Crag phase (continued)

2 - Climb with a partner

If you aren't strong enough alone, you can partner with one of the remaining players (who haven't chosen a climb or taken **Booty**). When partnered, you get your climbing strength (base strength, Style, and Gear), and you also get the bonuses from your partner (their Style and Gear). If you send your climb, you both earn +1 base strength, but you split the **Booty**.

When partnered, you don't add your partners base strength. Partners also bail separately, so there are risks and benefits to teaming up.

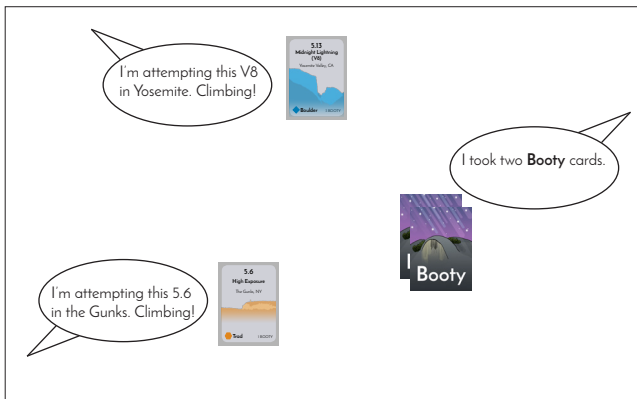
Once you choose a partner commit by announcing "**Climbing!**" and continue clockwise.

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.

Crag phase (continued)

Every player should now either have a climb *in play* to attempt alone, be partnered with someone, or have taken two **Booty** cards and put them in their hand.



The **Crag phase** is now over. In the next two phases each player in turn will have a chance to play negative cards on the others (**Setbacks** and **Weather**) and then if they need to, to play positive **Action** cards.

Setback phase

Starting with the dealer and going clockwise, each player can now play **Setbacks** and **Weather** (as many as they want) on any of the other players who are climbing. When finished, announce **"Climb on!"**, so the next player knows it's their turn.

Climbing phase

Starting with the dealer and going clockwise, each player adds up their Climbing Strength, minus Setbacks and Weather, and compares it to their climb's difficulty. If your strength is larger, you succeed! Take a token for +1 base climbing strength and collect the number of **Booty** cards listed.

Your base strength (the tokens) can never exceed 5.15

If you aren't strong enough, you can play **Action** cards to boost your climbing strength. If you don't have enough, you need to attempt to bail (see the next page).

Climbing phase (bailing)

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

Each player 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.

Some cards let you to re-roll the dice after a failed attempt to bail. 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 played this round and continue clockwise.

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, rotate the dealer clockwise, and start the next round.

Winning 5.15

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

Other rules: getting paused

Often, a setback will pause your climb until the next round. Paused climbers skip the **Climb phase** and the **Crag phase** of the following round. They re-join for the **Setback** and **Climb phases**.

If a paused climber would have been the next dealer, their turn as dealer gets skipped.

For the following **Crag phase** the dealer flips one climb less than the number of un-paused players.

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	Realization	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 |

Credits

Game Design: Dan Birman (danbirman.com)

Artwork: Allison Ong (??)

A huge thank you to our many playtesters over the past five years.

Thanks to Cameron Sun for creating our videos.

The original 5.15 was created by Allison, Shay, and Dan, on a rainy day in Vancouver.

"Cautiously going where bolder climbers have gone before" - USS S.A.D.B.O.O.