



# die AUFSTEIGER

von Holger Lanz

EIN SPIEL FÜR ALLE,  
DIE GANZ NACH OBEN WOLLEN

## THE CLIMBERS - ENGLISH RULES

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(with the generous help from Steve McKeogh, Chad Krizan & Steve Kearon)

version 2.0, 06/22/08



# die AUFSTEIGER

**Die Aufsteiger / The Climbers. - For 2 - 5 players · About 45 min.**

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## IDEA

Starting with a compact tower built of differently sized blocks, the players replace one block each turn in order to make it possible for their pawn to climb higher and higher. In general, the tower will grow taller and taller throughout the game, with the player who climbs his pawn the highest winning the game. Players can establish "rope teams" in order to climb faster, but in the end only one player can win!

## MATERIAL

- 2 large grey blocks (triple cubes)
- 12 coloured blocks, size "1" (half cubes)
- 12 coloured blocks, size "2" (cubes)
- 9 coloured blocks size "4" (double cubes)

All blocks except the grey ones have the following colours on opposing sides:

Red / Yellow

Dark blue / Light blue

Purple / grey

- 5 short ladders
- 5 long ladders
- 5 coloured figures
- 5 coloured blocking stones



## The coloured blocks

There are coloured blocks of 3 sizes: "1" (half cube), "2" (cube) and "4" (double cube). Each side of a block is of a different colour. The colours are - always on opposite sides - red / yellow, dark blue / light blue, purple / grey. The pawns can be placed only on a surface of their own colour or grey. A grey surface is neutral and can be occupied by all pawns, even by all of them at the same time - if there is enough space.

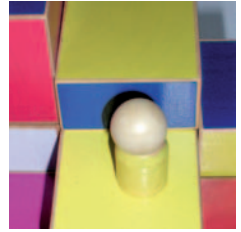
- **"Size 1" blocks** can be placed horizontally ("laying") or vertically ("standing"). In a horizontal position, 4 pawns can occupy the upper, square surface – if this is grey. The height of a block in this position equals the "eye height" of a pawn, which is height 1 – this being the height that a pawn can climb without using a ladder. In a vertical position, the height of the block is 2, and on its upper surface (if grey) only two pawns can be placed at the same time.
- **"Size 2" blocks** are cubes and their grey surface can be occupied by a maximum of 4 pawns at the same time. Their height is 2; such a difference of height cannot be overcome by a pawn in one step without using a ladder.
- **"Size 4" blocks** can again be placed "standing" or "laying". Standing, their height is 4, and pawns can only overcome this difference of height in one step using the long ladder. The top surface of a standing "size 4" block can be occupied by 4 pawns (if grey). Laying, the large upper surface (if grey) can be occupied by all pawns at the same time.

## The ladders

A pawn is able to overcome a difference of height 1 (equal to the height of a horizontal "size 1" block) by simply making one step upwards. To overcome more than this in a single step, they need a ladder: a difference of height 2 using the short ladder, a difference of height 2, 3 or even 4 using the long ladder. It doesn't matter how small the starting surface or how narrow the edge reached by the ladder might be. A quarter of a square is enough to start from and half an edge of a cube is enough to arrive at. Players can use both ladders in a single move – before or after moving a block or before and after (see "Sequence of play"). However, a pawn has to reach a surface in between using the two ladders. Hence players cannot place both ladders directly on each other to create a single, "very long" ladder. A ladder once used is instantly removed from the building and taken out of the game.

## The blocking stones

At the end of his turn, players may place their blocking stone on any free surface. This block is then blocked for the next round. It cannot be occupied, crossed, or moved. A blocking stone may be placed on surfaces of all colours, including grey. After one round, the blocking stone is taken out of the game.



*Height 1 can be overcome without a ladder*



*To overcome a difference of height 2, you need at least a short ladder*



*The long ladder reaches up to the maximum of height 4, but can be used for lesser distances, too.*

## PREPARATION

1. Each player chooses his/her colour and gets the corresponding pawn and blocking stone, plus one short and one long ladder.



*Each player gets his material*

2. The two large grey blocks are placed upright next to each other in the middle of the table. All coloured blocks are then built around these, so the two grey ones are completely hidden after the building process.

The blocks are placed arbitrarily. If it looks cool, even better!

All the players can join in together in building this structure. We recommend placing the larger blocks closer to the ground, and the "size 1" blocks towards the top.

Blocks may be offset, like bricks in a wall.

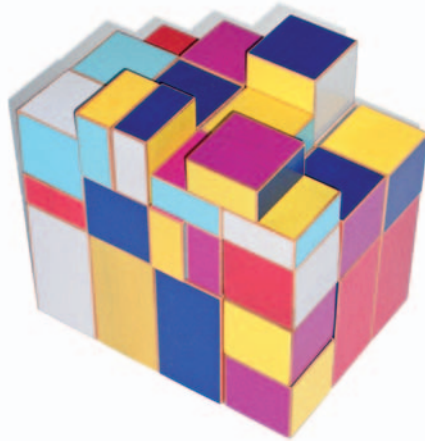
However, the undersurface of each block has to have full contact to the blocks underneath – there cannot be any holes or overhangs.



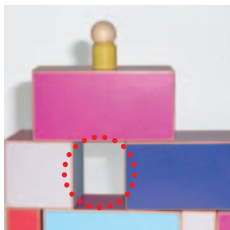
*Around the two large grey blocks (in upright position) ...*

**Note:** *If constructing the building in this way, we recommend players take turns to place one block at a time, and make it obligatory to hide the large grey blocks first.*

*As an alternative, players can decide to create the initial building before allocating player colours – this would lead to a more balanced starting building, and avoiding a lengthy, too strategic, building process.*



*... a colourful building emerges. The one shown here is only one of innumerable possibilities.*



**Attention:** *This doesn't work!*

*Holes, as shown on these pictures, must not occur! Blocks have to have full contact to the blocks underneath with their bottom side!*

## SEQUENCE OF PLAY

*(These paragraphs are changed a lot compared to the printed German text, thus integrating further remarks by designer Holger Lanz)*

### Pawns and moving them

In the beginning all pawns stand on the table around the large building. They may move around there as they wish. As a matter of fact, players can move their pawns freely in between the turns of the other players, as long as their pawn is moving on the table, surfaces of its own colour or grey and makes steps upwards only of the difference of height 1 (its "eye-height"). It may cross several blocks in a row, but crossed surfaces have also to be of their own colour or grey. Grey surfaces are neutral and a meeting place for all pawns.

However, there must be no movement of a pawn as long as any player is moving a block on his turn. Ladders can only be used on a player's turn.

### Sequence summary:

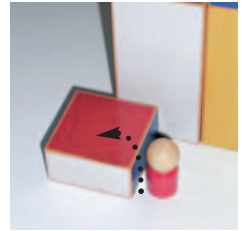
- General movement of all pawns
- A players' turn
  1. Move his pawn and climb higher, if possible (optionally using a ladder), then
  2. take a block and place it somewhere else (or rotate it), after that
  3. move / climb higher again, if possible (again, optionally using the ladder) and finally place his blocking stone.
- General movement of all pawns again ...

A turn basically consists of moving a block and usually the attempt to move your pawn higher directly before and/or after that. If it is not higher at the end of your turn, the game might end soon (see "End of the game"). During your turn, you may move one block or "pass" and move no block. You still may move your pawn using ladders or the blocking stone. A ladder is removed and taken out of the game immediately after it has been used, a blocking stone after one round.

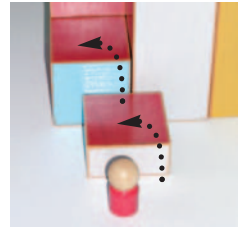
The starting player will usually take a "size 1" block from the top of the building and place it horizontally next to it, right on the table. Then he will climb with his pawn on this block and thus finish his move. Now the player to his left continues the game. On his next turn, the starting player can, for example, place a block "2" next to the first one and climb on this, and so on ...

### Moving blocks

All blocks, except for the block just moved by the previous player, with an upper surface totally visible (no other blocks on them and unoccupied by pawns or blocking stones) may be moved – including the large grey ones.



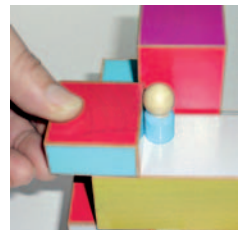
*A possible first move*



*The red figure is able to climb two steps in one move*



*Blocked blocks may not be moved for one round.*



*Pawns may be pushed in order to place a block*



*Grey surfaces can be occupied by pawns of all colours, otherwise the colour of the pawn has to match the colour of the surface.*



*Light blue has bad luck: The grey surface is fully occupied – the pawn has to wait for another one leaving.*



*All pawns of a 5-player-game can meet on the large grey surface of a „size 4“ block*

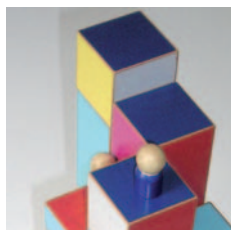
Blocks can be taken away and placed somewhere else with at least one of their sides connected to the building (see “Building regulations”) or just being rotated (in any way) and placed in the same space as before. You may look under a certain block if necessary, to figure out the colour of the upper surface of the block beneath. The block lifted can be put back and is not considered as “moved”, provided it has not been rotated. The building may be split into isolated parts by removal of a block.

Players may place a block on another one occupied by one or more pawns, if enough space is left on the surface for the pawns to remain. Pawns may be shifted on the block surface to create space for the new block placement. Pawns may not be pushed onto another block, even of the same colour.

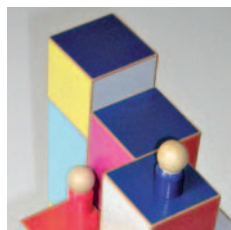
### **It is forbidden to ...**

- stand on other colours than your own or grey
- move the pawn diagonally onto another block
- place more pawns on a surface than permitted
- use ladders of other players
- use ladders more than once
- place blocks slanted, skew or shakily
- let the building collapse

**Note: Rope teams:** *It often makes sense to collaborate with one or more of the other players. You will then place neutral grey surfaces in front of the group. Such a “rope team” is often faster than a “lone fighter”. You may also place a block which enables another player to continue climbing with the aim of ensuring that the game continues until you can overtake and win. But even with a rope team it still holds true that in the end there will only be a single winner.*



*Dark blue cannot cross diagonally to the next block.*



*Here it looks better: Since two sides are connected, the dark blue pawn can move up to the topmost surface.*

## END OF THE GAME

If none of the players is able to move his pawn any higher for a whole round, the first player who failed in this gets a second (and last) chance. If he manages to climb higher again, the game continues as usual. If not, the game ends immediately.

The winner is the player with the pawn that has reached the highest level. If more than one is at the same highest level, the pawn that reached that level last, wins the game.

## BUILDING RULES

This is a summary of the most important regulations for building and placing the blocks:

- Each block can be thought of as being subdivided into a grid of smaller squares, as pictured. Each of these squares can be occupied by a single pawn. This grid should be followed throughout the game to avoid any ambiguous situations.
- It is legal to offset blocks, like bricks in a wall.
- At least one of its imagined squares has to be surface-to-surface with a square on a block of the building.
- Gaps and holes underneath a block are forbidden. You may place a block onto several others, but no hollow space underneath may occur.
- Pushing pawns: Blocks occupied by one or more pawns may be partly covered by another block, provided that in pushing the pawns to make space for the new block, the pawns still have enough space on that surface on which to stand.

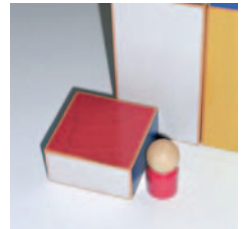
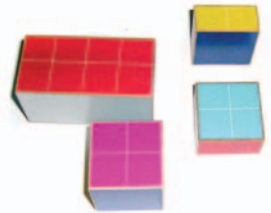
For any more questions, unaccounted in these rules, feel free to contact us via our homepage: [www.chili-spiele.de](http://www.chili-spiele.de).

The team of Chili-Spiele wishes you a thrilling and successful climb.

**Final note:** *This game offers more „creative possibilities in three dimensions“ not covered by the rules. So prior to the start of the game, players should agree to play a more „serious“ or a more „fun“ game (or a combination, remember the different ways to start?).*

*The main creativity goes into the placing of ladders. Is it allowed to by-pass a whole block by a long ladder? Use it as a bridge or crossing „canyons“? – I recommend to try a more „freestyle game“ first and then decide, which kind of game you want to play with „The Climbers“ in each actual group of players.*

*Have fun!*



*This Block, size “1” meets the minimum demands required for a placement: One of its imagined squares covers another one on the building.*





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