

# Climbing Man

## A solitaire game for piecepack by Jorge Arroyo

Version 1.2, Sep 2007. (c) 2006-7 Jorge Arroyo.

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1 player, 1 piecepack set, 15 minutes.

### - **Introduction**

This is my first piecepack design. I took the idea from a phase of the old computer game "Chamonix Challenge" or "Final Assault" where you have to climb a rock wall selecting each extremity and moving it to find spots with a secure grip.

### - **Setup**

If this is the first time you're playing, you should do the Basic Setup, when you're more experienced with the game, you can do the Free Setup, for a more challenging game.

#### Basic Setup:

Place all 24 tiles face down in a 4 tile wide and 6 tile tall rectangle. Mix all the coins, suit up, on the table and place each one of them in one of the tiles, choosing one of the 4 squares of the tile so that no two coins are touching each other (ortogonally).

#### Free Setup:

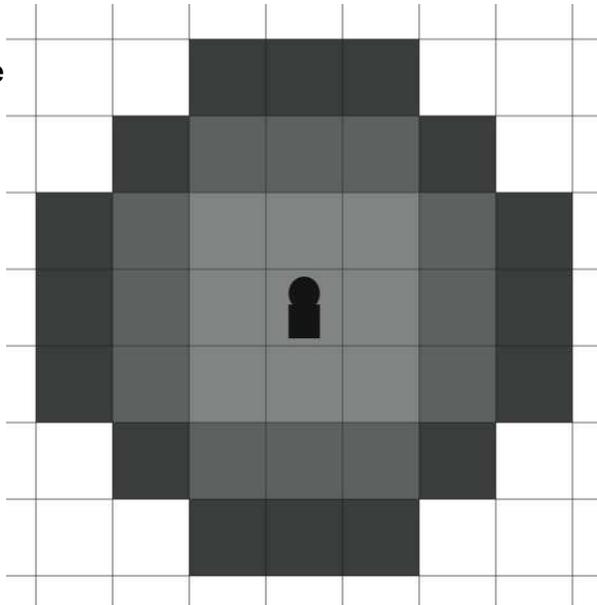
Instead of making a 4x6 rectangle, you can make any other shape with the tiles, for example a 3x8 rectangle or a zig-zagging path of varying width. This will make the possibility of getting stuck higher, and the game will be more challenging.

When the board is ready, place a pawn (your body, or centre of gravity) in any of the bottom squares. Place any two die showing a 5 under the pawn, each one at one side, just outside the board. These are your two feet, which are on the ground, supporting all your weight (10). Keep the other die on your hand. These are your hands, which are not supporting any weight yet.

## - Play

The dice on the board, represent the extremities of the climber. If a die is not on the board, then that extremity is not being used to hold on to the wall. The numbers on the dice represent how much weight each extremity is supporting. The sum of all the die on the board must be 10 or more. If it's less, then you made a mistake and have to go back to the last legal position.

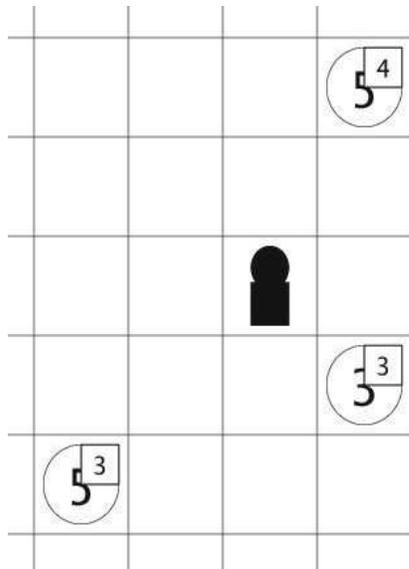
Each "turn" you can move any extremity to any square in range of your body as long as the other extremities on the board support your total weight of 10 (you can change this value to adjust difficulty of the game). Don't think of any one die as a specific hand or foot. A skilled climber can exchange extremities as needed to free up other extremities, so for example, if you take one of the lower die from the board (possibly a foot) and place way up, you can think of it as a hand now, and some other die becomes the foot.



The maximum distance an extremity can be placed from the body (pawn) is 3 steps. One step (any) can be in any of the eight directions, but the other two must be orthogonal. The maximum strength for an extremity is 5 when it's one step away from the body, 4 when it's 2 steps away and 3 when it's 3 steps away. You can see in the figure, the distances for the legal range around the pawn, in three gray scales.

You can place the extremities in any small square in range and you can place the hands outside the board on the top. On an empty square the value is 0 (blank) because there is no grip at all. Once you place an extremity onto a coin, flip it to see its value. This value is the maximum weight that can be supported on that spot.

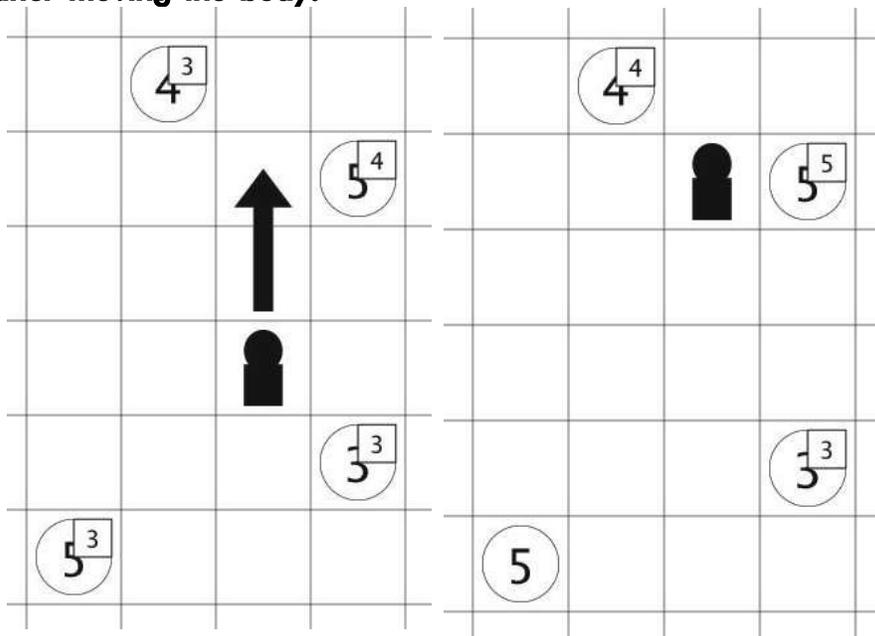
When you place an extremity on a new square, turn the die so that it shows the strength for that spot and distance (the lowest number of the two). If you've got a free extremity (a die in your hand) then you can reveal any coin in range of your body.



Example: A hand is 1 step away from the body in a grip with a maximum strength of 3. Even though the hand at that distance can support up to 5, you have to place the die so that it shows 3. You would need a grip with a strength rating of 4 or 5 to take better advantage of your hand's position. In the figure you can see an example position with one free extremity that can be used to reveal more coins in range.

At the end of your turn, you can move your body to any small square as long as enough extremities to support your weight remain in range of the body. Also, don't forget to recalculate the strength for each extremity based

on the new distance from the body and make sure the total strength is always 10 or more. The following example shows how an extremity can become free after moving the body.



**- Special Rules:**

- The top spaces outside the board are considered as strength 5 grips (It's actually the top of the wall). Normal distance rules apply.
- The bottom spaces outside the board are considered as strength 5 grips (It's the ground). Also, they're always strength 5 even if the body is 2 or 3 steps away.

## **- Winning and Scoring**

Once you move your body outside the board on the top, you've managed to climb the whole wall safely. Your score is the height of the wall in small squares plus the sum of the numbers from the coins left unturned on the wall.

If you play with a different weight number, multiply your score by the result of dividing your number by 10. So, if you play with 8, multiply your score by 8/10, or 0.8

If you reach a position where you can't climb any higher (I guess not all the possible layouts will be solvable) then you can exchange one of the coins around the climber for one of the unturned ones. This will cost you 5 points.

If at any time the sum of the dice is less than your weight (10) you fall and your score is 0. If you just made a mistake and remember your last legal position, you can return to it and continue from there...

## **- Variants**

**2 Players:** If you've got 2 piecepack sets and a 30 seconds timer or sand clock, you can play the game with 2 players. Set up a wider wall using the extra tiles and coins. Each player sets up his pawn and two of their die on the ground.

Players play in turns of 30 seconds. During their turn, a player can do as many moves as they want as long as they're legal moves. The other player will check that no mistakes are made. When the timer ends, the player must stop (If they have the pawn on their hand, they can place it on the board and update the dice normally). Then the next player turns the clock and does the same. The first player to reach the top of the wall wins.

This way, the game is played as a multiplayer puzzle, but players can interfere with each other by using coins that the other player would need.