



Authors: Peter Joustra & Corné van Moorsel  
 Graphics: Steven Tu  
 Rules Layout: Christof Tisch

Number of players: 2-5  
 Ages: 9-99  
 Playtime: 20 minutes



**Complete your challenge from the bottom to the top!**

### CONTENT

- 6 different Challenges, laminated: 5x Tree, 5x Matterhorn, 5x Burj Khalifa, 5x Space Needle, 5x Pyramid, 5x Eiffel Tower



- A 4-sided, 6-sided, 8-sided, 12-sided and 20-sided die.



- A white die with 2 + sides, 2 - sides, 1 +/- and 1 ↔ side.



- 5 dry-erase markers

### PREPARATION

- Give all players 1 sheet of the same Challenge, and a marker. (With new players the Burj Khalifa is the easiest.)
- The player who won the last game, rolls the 5 colored dice. (Roll again if all dice show an odd number.) Put aside any dice which show an odd number, those dice aren't in the game yet.
- Pick up all dice that show an even number and roll them again, together with the white die. The result is the first **dice roll result**.
- Shift the white die to your left neighbor. Its sign is for the next round, not for this round.

### CLIMB

Players **simultaneously** use the numbers of the **dice roll result** to fill in squares on their own sheet.

- A square can contain 1 number, from 1 die or the summed total of the numbers from several dice.
- In **bottom squares** (marked with a dot) **any** number is allowed.
- In **squares which lie** on 1 or more other squares, a number is allowed if all these underlying squares contain a number AND the new number is **higher than or equal to** each of these underlying numbers.
- In **squares which do not lie** on any other square (and have no dot), **any** number is allowed as soon as a neighboring square at its left or right side is filled in.
- Players can use each die number once, and **skip** each number that they can't or don't want to use.

		6
5		4
1	5	4

	2	5
3		4

After filling in the **dice roll result** (or skipping), mark the squares you filled in.

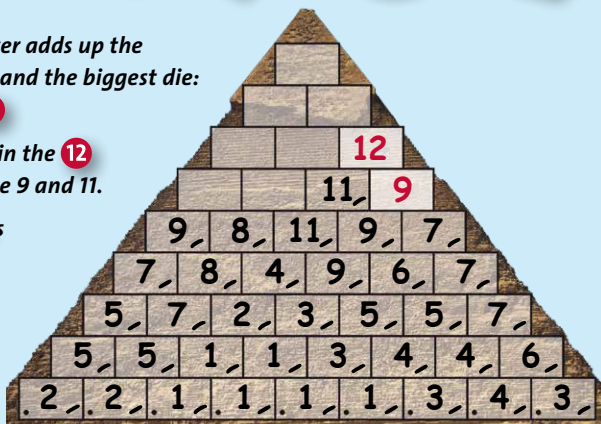
### EXAMPLE OF A DICE ROLL RESULT:



*This player adds up the smallest and the biggest die:*  
 1+8 = 9

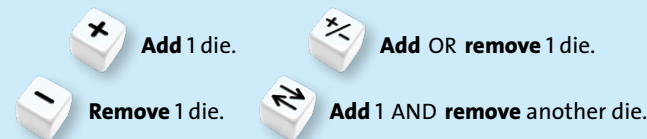
*And fills in the 12 above the 9 and 11.*

*The 5 is skipped.*



### SPEED UP OR SLOW DOWN

In each next round, the player with the **white die** is the new dice roller. That white die tells if this player must **first** add or remove a colored die to/from the rolled dice:



Now the dice roller rolls the current set of dice, together with the white die, to determine the new **dice roll result**, and shifts the white die to their left neighbor.

### Exceptions:

- If all 5 colored dice were rolled, the next dice roller must remove a die. (Ignore the white die.)
- If only 1 colored die was rolled, the next dice roller must add a die. (Ignore the white die.)
- If **all players didn't fill in** any number of the last dice roll result, the next dice roller must add a die. (Ignore the white die.) If impossible, keep it 5 dice.

### COMPLETING THE CHALLENGE

Once one or more players fill in their last remaining square(s), these players win. No tie-breaker!

The number of unfilled squares determines the order of the other players. For counting scores over several games, each open square is 1 minus point.

### VARIANT Decreasing instead of increasing numbers

In this variant, all rules are the same except that the underlying numbers must be **higher** or equal. Cool too, quite different!!

Play at [rolltothetop.com](http://rolltothetop.com) too!

Publisher:



**Cwali**  
 Einsteinstraat 4H  
 6227 BX Maastricht  
 Netherlands  
 tel: 0031-640-893506  
 info@cwali.nl  
 www.cwali.nl