

Festival Climbers

A PyroMyth Game for 2 to 4 players

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It is the season of celebration and it all starts when the young men of the village compete to ring the bell for the honor of their families and to signal the start the festival. This ancient competition requires strength, stamina and teamwork. Players will take the roll of a team of climbers that must race to the top of the temple to start the celebration; they are bound by strict rules and are rewarded for how high on the temple they are able to climb.

Setting up the game

Print out these rules, board and climbers. We suggest that you mount the board and pieces on cardboard or heavy card stock. Once you have cut out the climbers (you may use colored markers in place of the climbers if you have them) give a color to each player. The number of climbers each player uses depends on the number of players.

2 players 12 climbers each

3 players 8 each

4 players 6 each

Determine the starting player by whatever means you think is fair. Play will continue clockwise. On a players turn they must do one and only one of two things if they are able.

The first is to introduce a climber onto any open space at the base level of the temple.

The second is to move a climber up the temple to any open space. This requires that two conditions are met.

1. Moving the climber up will not leave any other climbers above it completely unsupported. They must have at least one other climber below them.
2. The space that you are moving to is supported by two climbers below it.

If a player has no legal move they must pass their turn.

Ending the game and scoring

The game can end in two ways. The first and most likely is a player reaches the 8th level. The second is if all players in turn are unable to make a legal move.

Once the game has ended a player receives points for each climber they have on the board equal to the level they are on. The player who has scored the most points wins. In the case of a tie the player that has reached the highest level wins. If that does not break the tie the player that moved last wins.

For example the blue team has ended the game by reaching the 8th level; they have 1 climber on 8, 2 on 6, and 3 on 5. Blue will score $(8 \times 1) + (2 \times 6) + (3 \times 5) = 35$



