

Climbing the Ropes

Outsmart your rivals to prove you have what it takes to be the next gym coach.

1-4 players

30-45 minutes

Ages 12+

(Components: 45 cards, 40 meeples, 4 screens, 4 mats)

The hook

This worker placement strategy game features a novel, non-transitive combat mechanic. First use your meeples to stake claims on equipment cards that are up for grabs, but don't use too many. You need meeples from the same pool to power up equipment cards you've won in previous rounds.

When two players claim the same card they compete for it head-to-head. Place each of your meeples in one of three orientations (which represent push-ups, sit-ups, and jumping-jacks) while your opponent does the same on the other side of a screen. Reveal and count the meeples in each orientation to see who won (as described in the chart below). But first, take turns using meeples placed on equipment cards to make last-minute adjustments or to re-roll your meeples like dice.



Or play a solo game by rolling your opponent's meeples behind a screen. Meeples act like weighted dice and those probabilities are perfect for this game!

The premise

The old gym coach has finally agreed to hang up his whistle. You and the other substitute teachers desperately want that job, but he has devised one final game that will test not only your prowess with the gym equipment, but also your willingness to push your students past their breaking point.

How to play

Piles of gym equipment sit unused in the center of the basketball court. Send your students out to drag them back to your corner of the gym, but if another player chooses the same equipment your kids will have to compete against theirs head-to-head in a calisthenics contest. Place your meeples to decide how many students should do push-ups, sit-ups, and jumping jacks while the other player does the same on the other side of a screen. Reveal to see who pushed their kids harder.



When you win a battle (or a card you claimed went uncontested for one round) use the meeples you put on the card to capture it and unlock additional powers in future battles. The game ends when someone has captured \$15 worth of equipment cards.