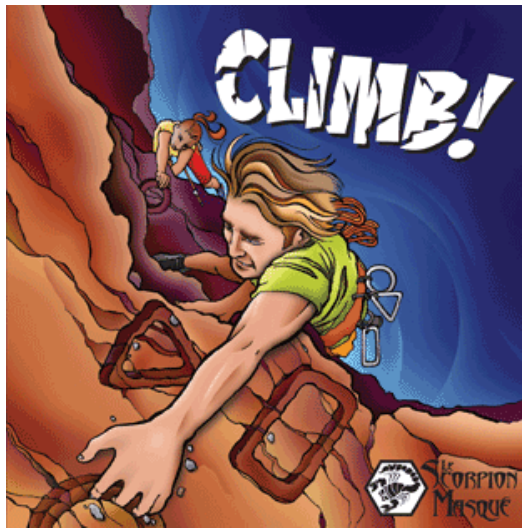


Climb!



Climb! is a very clever and original game. To reach the summit, players use holes on cards as holds of the route. Performing complex manoeuvres is the key: the more fingers a player puts on the table, the more points they score. But watch out: if any card moves, your turn stops.

To make it even more interesting, each hold is bordered by a colour and code you must follow. Each finger can only be in a specific one colour...

This ingenious dexterity game uses a deck of cards with odd-shaped holes in. Players set up a climb using a sequence of cards. They place their fingers in the holes, swivelling their hand to progress along the cards. The further they go, the more points they score, but shifting a card counts as a fall and you lose the points!

- Designed by Benoit Michaud
- Published by Scorpion Masqué
- For 1-5 players, aged 10+
- Playing Time 20 minutes
- RRP £10.00 (inc VAT)
- Trade price £5.11 (ex-VAT)

