

A game of strategy and luck for 2-4 players • Ages 10 and Up • Roughly 10 Minutes per player

PRIME CLIMB

The Beautiful, Colorful, Mathematical Game • Instructions

PREFER TO LEARN VIA VIDEO?

Check out primeclimbgame.com/rules

OBJECTIVE

Get both your pawns to **101** exactly.

SET-UP

1. Lay out the game board.
2. Shuffle the 24 Prime Cards, setting aside the four blank cards first.
3. Choose your color.
4. Place your two colored pawns on **0**.
5. Roll for starting player.

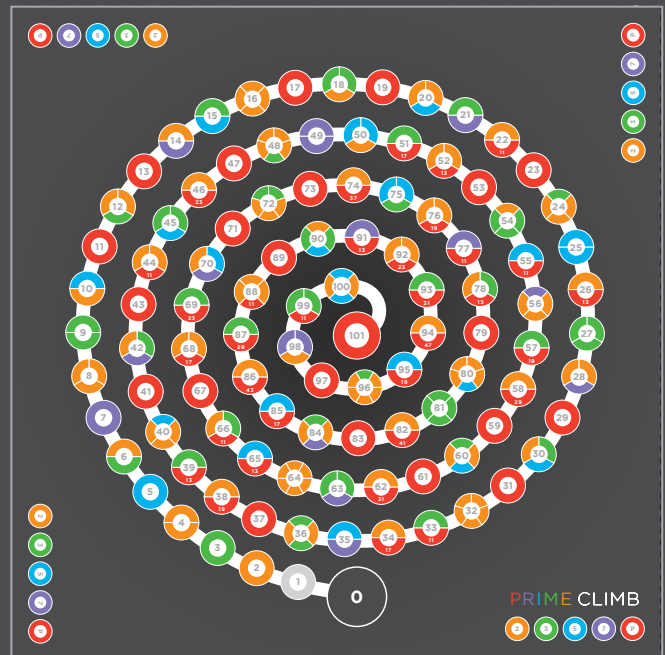


8 PAWNS



2 DICE

IN THE BOX



RULES

- Players take turns.
- A turn consists of four phases:
ROLL, MOVE, BUMP, DRAW

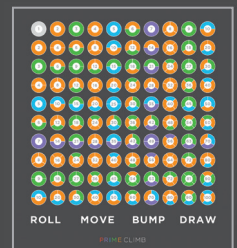
PRIME CLIMB BOARD



24 PRIME
CARDS



4 BLANK
CARDS



REFERENCE CARD

Anything missing? Contact orders@mathforlove.com for free replacements.

ROLL

Roll the dice. The two numbers you roll will be used, individually, to move your pawns. In the case of **DOUBLES**, use the number you rolled four times instead of twice.

- The numbers on the dice do not affect each other. For example, if you roll a **6** and a **5**, it cannot be used as an **11**, or a **30**.
- You must use all your rolls each turn except on the turn you win.

MOVE

To move your pawn, **ADD**, **SUBTRACT**, **MULTIPLY**, or **DIVIDE** the number your pawn is on by the number you rolled. Send that pawn to the resulting number. You may move each pawn once or a single pawn twice.

- You may apply the numbers you rolled, in any order, to the pawn or pawns of your choice.
- You must use both the numbers you roll before you end your move phase.
- You can apply the numbers you roll to pawns of your color only.
- Your pawns may land on any space on the board, including occupied spaces.
- Pawns may never move to a space not on the board, such as negative numbers, non-whole numbers, or numbers greater than **101**.
- If you have Keeper Cards, you may choose to play one or more of them before, between, or after applying your dice rolls.

BUMP

If you end your Move phase with either of your pawns on the same space as another pawn, you **MUST** send the pawn you landed on to **0**.

- You can bump your own pawns.
- Do not bump when you merely pass through an occupied space; bump only when you end your turn on an occupied space.

DRAW

Draw a Prime Card if you end your Move (or Bump) phase with one or more of your pawns on an entirely red space. Draw only if the pawn did not start your turn on that space.

- Draw only one card per turn, even if both your pawns end on red spaces.
- No card trading is allowed!
- There are two types of cards: **ACTION CARDS** and **KEEPER CARDS**. (See page 4 for details).



DRAW A
PRIME CARD



DO NOT DRAW
A PRIME CARD

ACTION CARDS

- Any card that does not say Keeper on it is an Action Card.
- When you draw an Action Card, immediately perform the action the card requires.
- If the Action Card requires you to move one of your own pawns, you must move the pawn that landed on the red space; if both your pawns moved to red spaces that turn, you may choose the pawn the card applies to.
- If an Action Card takes your pawn to an occupied space on the board, bump the pawn you land on back to **O**.
- If an Action Card takes your pawn to a new red space, do not draw another Prime Card.
- In some positions, Action Cards may have no effect.

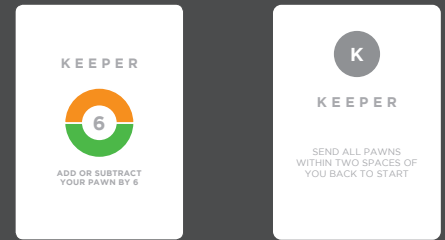


ACTION CARDS

KEEPER CARDS

- If you draw a Keeper Card, keep that card, face up, for a future turn.
- You may play any number of Keeper cards during your Move phase.
- You may not play a Keeper Card the turn you draw it.

After you play a card, discard it. If you run out of cards, shuffle the discard pile and continue drawing as necessary.



KEEPER CARDS

101 AND WINNING THE GAME

- When your first pawn reaches the **101** circle exactly, remove it from the board.
- After your first pawn reaches **101**, you must apply all dice rolls to your remaining pawn.
- Win immediately when you can apply a dice roll or Keeper Card to land your second pawn on **101**.
- You do not have to use both dice rolls on your winning move.
- Do not draw a Prime Card when you land on **101**.
- You cannot move to a number past **101**, or “bounce off” **101**.



DO NOT DRAW
A PRIME CARD
HERE

EXAMPLE: You want to apply a roll of **7** to pawn on **98**:

You cannot roll to **101** by adding.

You cannot roll forward **3** and back **4** to end at **97**.

The only options available are to subtract to end at **91**, or divide to end at **14**.

USING THE COLORS

The game board is color-coded to make multiplication and division easy.

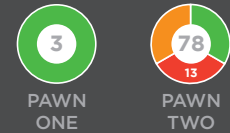
Players can use the colors to check their math, or even do the work for them!

Lets see how we can use the colors during an example turn.

YOUR ROLL



PLAYER ONE

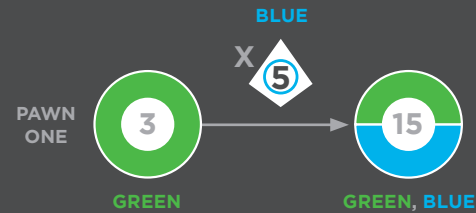


COMBINE COLORS TO MULTIPLY

You choose to multiply your pawn on **3** by **5**.

Every time you multiply, the colors of the two numbers multiplied together are combined.

- Notice that **3** is **GREEN** while **5** is **BLUE**. That means their product, **15**, will be **GREEN** and **BLUE**. **15** is the only space with precisely those colors.

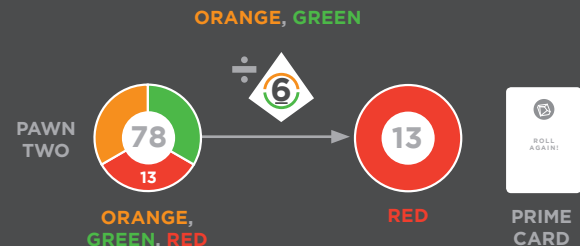


REMOVE COLORS TO DIVIDE

You choose to divide your pawn on **78** by **6**.

When you divide, remove the colors of the smaller number from the larger one.

- Notice that **78** is **ORANGE, GREEN** and **RED** while **6** is **ORANGE** and **GREEN**. That means **78** divided by **6** will be **RED**. Red sections are labeled with their number so they can be identified.



STRATEGY FOR PRIME CLIMB

Once you've learned the rules, these strategic considerations can sharpen your play.

THE SWEET SPOT FOR MULTIPLICATION

- Once a pawn is past **50** you can no longer multiply to move forward. If you go beyond **50**, consider using subtraction or division.
- Keep pawns in the “sweet spot” from **10 - 33** to maximize your chance to use multiplication on your turn. (Unless you are playing the “Way Stations” variation.)

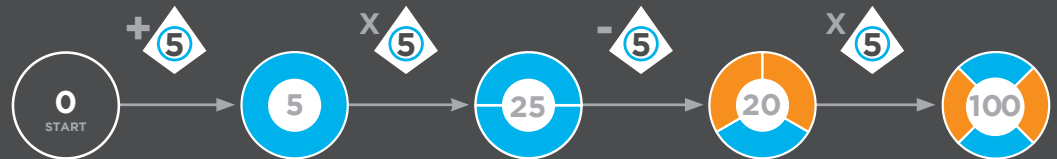
USING DOUBLES

Doubles can make for a powerful opening roll, especially when you remember that you can subtract or divide.



OPTION ONE

- Add **5**: Move your pawn from **0** to **5**
- Multiply by **5**: Move your pawn from **5** to **25**
- Subtract **5**: Move your pawn from **25** to **20**
- Multiply by **5**: Move your pawn from **20** to **100**
- End your turn on **100**

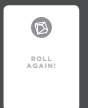


OPTION TWO

- Add **5**: Move your pawn from **0** to **5**
- Divide by **5**: Move your pawn from **5** to **1**
- Add **5**: Move your pawn from **1** to **6**
- Add **5**: Move your pawn from **6** to **11**
- Draw a Prime Card
- End your turn on **11**

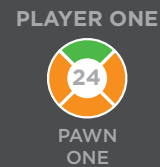


PRIME
CARD



SUBTRACT AND MULTIPLY

It's easy to forget the possibilities of subtracting or dividing, but they come in handy!



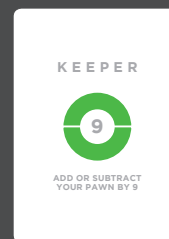
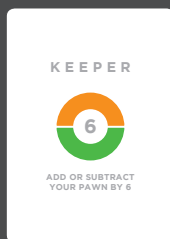
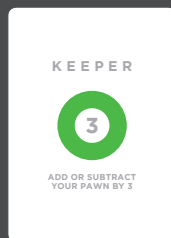
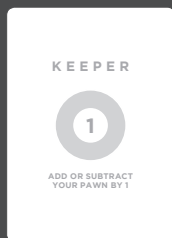
EXAMPLE

- Subtract **10**: Move your pawn from **24** to **14**
- Multiply by **7**: Move your pawn from **14** to **98**
- End your turn on **98**



KEEPER CARDS ARE KEY

- Draw Prime Cards whenever you can to avoid being stuck rolling and re-rolling to reach **101** exactly.
- Try to have at least 1 of the numbered Keeper Cards on hand when you make your play to win the game.



VARIATIONS

DOUBLE TIME

- In normal game play, Bump and Draw Phases happen after all your moves are completed. In Double Time, you bump and draw after each move of a pawn. You can draw two or more Prime cards per turn in Double Time.

WAY STATIONS

- Choose one or more prime number(s) between **30** and **80**. Before a player can move any pawn to **101**, they need to land a pawn on the chosen space(s). This is a good variation for players who have begun to master the strategy of the standard game.

PRIME SPRINT

- Whoever gets a single pawn to **101** wins. Perfect for when time is short, this game often takes less than five minutes.

FILL IN THE BLANKS

- Make your own Prime cards with the four included blanks!

FAQ

Q: I ended a turn on **26**. That has some red in it. Do I still get a card?

A: No. Only take a card if you land on a circle that is entirely red, like **29**.

Q: Can I apply a card to either pawn?

A: If it's a Keeper card, yes. Otherwise, Action cards apply to the pawn that is on the prime number. If both pawns are on red circles, then you may choose which pawn the card applies to.

Q: I was on **99** and rolled a **2** and a **5**. Can I just use the **2** to get to **101** and forget about the **5**?

A: Yes! If you have a second pawn, you must apply the **5** to it. If not, the game ends as soon as you land on **101**, and you don't have to use the **5**.

Q: When both tokens land on a prime number, do I draw one card or two?

A: Just 1. The advantage in this situation is that you get to choose which pawn the card applies to, if it's not a Keeper.

Q: When using division does the die number need to exactly divide the board number?

A: Yes. Do not use fractions or rounding when you divide.

PRIME DECLINE

- Instead of starting at **0**, both pawns start at **101**, and must get to **0**. If your pawn is bumped, it is sent back to **101**.

THERE AND BACK AGAIN

- Get both pawns in to **101**, and then back to **0**. When you are bumped, you get sent to **101** or **0**, whichever is worse for you.

SOLITAIRE VARIATION 1

- Get two pawns from **0** to **101** in the minimum number of rolls you can. Play only with the 9 Keeper cards that allow you to add or subtract your pawn by a certain number. Keep track of your rolls, and try to break your record!

SOLITAIRE VARIATION 2 (There and Back Again Solo)

- Same as Variation 1, except you have to get your two pawns to **101**, and then back to **0**.

Q: When a token lands on **101**, do I draw a card?

A: No.

Q: Do I have to move? If the only thing I can do is subtract, do you have to move backwards?

A: You do have to move. That may mean moving backwards. In the unlikely event that you are forced to go below **0**, you stay at **0**.

Q: Do Action cards apply only to the pawn that landed on the red square?

A: Yes. If both pawns landed on a red space, you may apply the action to either pawn.

Q: In any one turn, can I move one pawn OR both?

A: Yes! Depending on the situation, moving one pawn might be a better move than moving both, or vice versa. Making this decision is an important part of the strategy of Prime Climb.

Q: I drew an Action Card that said I should reverse to the nearest pawn and send it back to Start. But the nearest pawn behind me is also my pawn! Do I send my own pawn back to Start?

A: Yes. In some situations, including this one, you may have to bump your own pawn back to **0**.

