

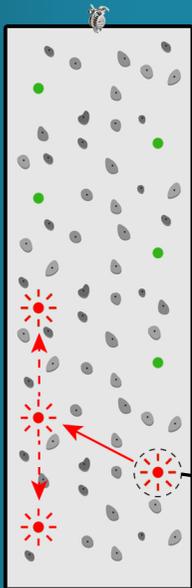
SkyClimb Games

Game 1: HighRise

90-second game where the aim is to hit out all 9 pods as you climb your way to the top, before belaying down to go again. Points value rises with every round, so the faster you climb, the more points you score.

After round one, pods illuminate in clusters starting with the lower, then middle and finally upper cluster. This is to ensure a player auto-belays down to the bottom of the wall, before climbing up again.

HighRise Quick Start



Game 2: Chaser

This game is all about reactions! A red pod lights up randomly and you must race to hit it (1 hit = 1 point). The red will then reappear elsewhere for you to climb to and hit. Red pods can appear anywhere on the wall - so react fast!

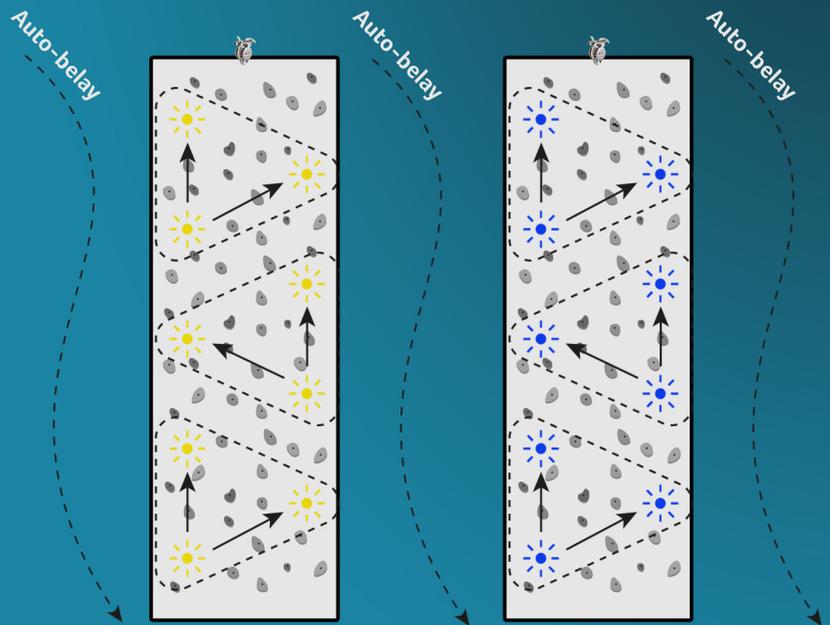
Chaser Quick Start

Game 3: TimeTrial

A race to the top! Aim of the game is to climb to the top as quickly as possible extinguishing every pod as you climb. There's a 10-second penalty for every pod missed, so this is a test of both speed and accuracy.

1-player = Time Trial

2-player = A head-to-head sprint to the top

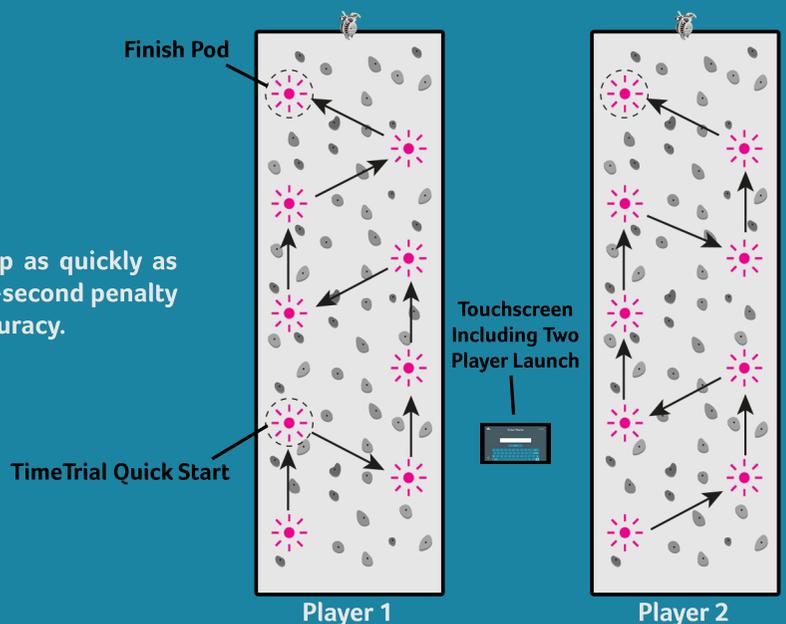


Round 1: Green - 1 point per hit

Round 2: Yellow - 2 points per hit

Round 3: Blue - 3 points per hit

Rounds continue until the timer runs out.



Player 1

Player 2