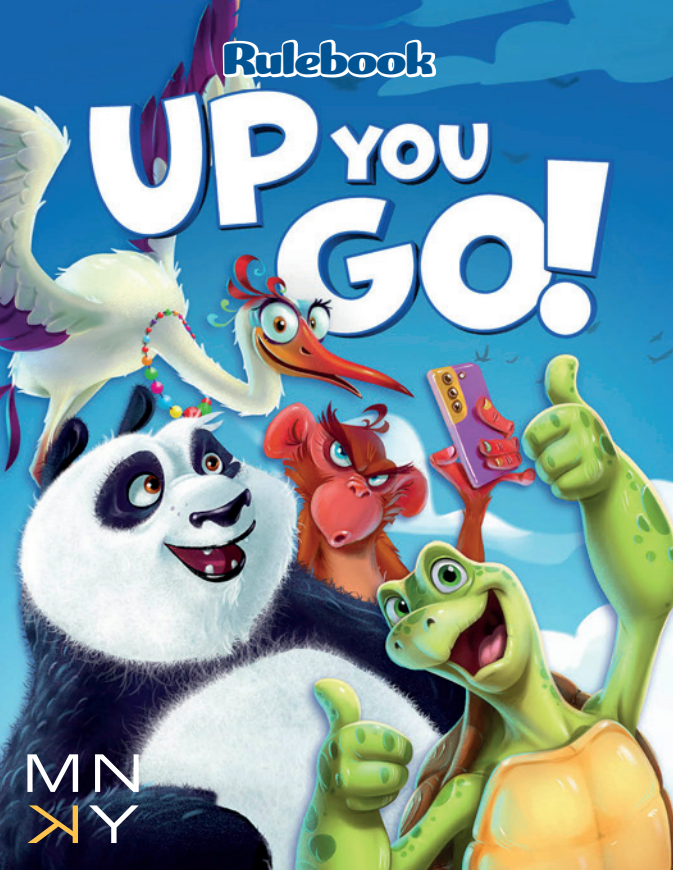


Rulebook

UP you Go!



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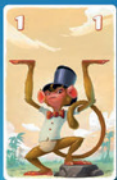
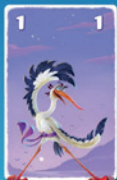
UP ^{you} Go!

Crowds of athletes and enthusiasts alike have gathered for the animal kingdoms' annual acrobatics competition. Troupes of cranes, monkeys, pandas, and turtles compete in a stacking event to determine which animal species is the greatest acrobat!

All the while you, the onlookers, try to predict which animal troupe you think will be the first to complete their tower. As audience members, you not only compete for bragging rights by backing the winning team but can also influence the performance of the teams with your support or sneaky hampering. Encourage your favourite team by shouting "***Up You Go!***"

CONTENTS

40 Animal cards (10 in each of the 4 troupes)



20 Jury cards



8 Joker cards



OVERVIEW

Over the course of the game each of the animal troupes will build their own stack in a race to make the highest. At the beginning of the game, and whenever a stack reaches 5 high, you will gain Jury cards which you will use to predict which troupe you think will win the race. Only one troupe can reach a stack of 10 high and claim victory, and only Jury cards matching that troupe will score. Play and discard the Animal cards at the right time and choose the right Jury cards to win the game!

SETUP

- 1 Shuffle all 40 Animal cards together with the 8 Joker cards to form a single deck in the middle of the play area.
- 2 Deal seven cards to each player as their starting hand. You may look at your hand but cards in your hand should be kept secret from all other players.
- 3 Reveal the top four cards from the deck and place them face up in the middle of the play area; this forms the display.
- 4 Shuffle the 20 Jury cards and return four of them to the box unseen.
- 5 The player who last did a handstand becomes the first player.
- 6 The first player looks through the stack of 16 Jury cards and chooses one to place face down in front of them. This continues to the next player clockwise around the table until each player has chosen one Jury card. Set aside the remaining Jury cards for later.

Player: Melanie



Player: Haruto



1



3

Display



2

Player: Ketan



4

6

Example:
3 players

GAMEPLAY

The game starts with the first player and proceeds clockwise around the table with each player taking a turn until the end of the game is triggered. On your turn you hope to play a number of Animal cards into the stacks in the play area and discard a card to the display. Each Animal troupe has its own stack and the cards you discard form the display for all players. The game ends immediately when a '10' card is placed to complete a full stack. At the end of the game the player with the most jury stars matching the complete stack, wins the game.

At the start of the game and whenever a stack reaches '5', you will claim Jury cards to secretly back one (or more) of the teams. During your turn, you play cards to advance the stack of a team you are backing and discard a card to the display. Choosing which cards to discard and where to place them has a big impact on the options available to your rivals and therefore the progress of the stacks.



On Your Turn

1. Draw one Animal card from the display.
2. Play one Animal card if possible to either:
 - Start a stack, or
 - Continue a stack. After doing this, **draw another card** from one of the face-up display piles.

You **must** play at least one card on your turn if you are able to. If you cannot do anything in step 2, draw one Animal card from the face-up piles and end your turn. (Steps 3 and 4 do not apply.)

3. You may repeat step 2 as many times as you are able.
4. End your turn. Discard one Animal card from your hand to any pile in the display.

THE DISPLAY

The display should always be made up of four face up piles of cards. If at any time any pile in the display is empty, immediately reveal the top card of the deck and place it on the empty space, so there are always four piles in the display. The card you discard on your turn goes on top of one of these piles (this may also be on an empty pile), which changes the options available to the other players. Think carefully about which card to discard and where to put it as it will have a big influence on how each stack progresses.

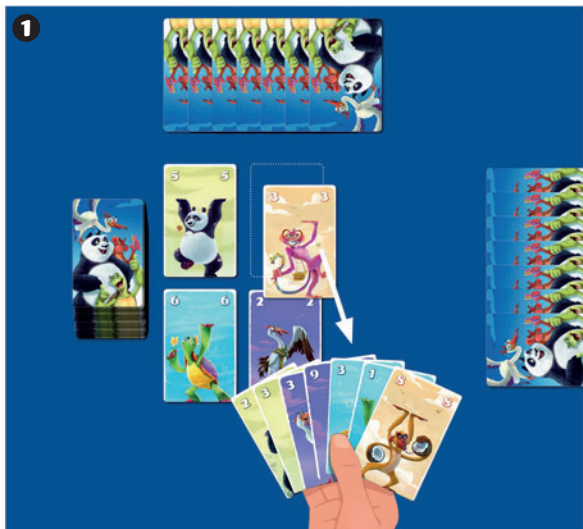
START A STACK

The Animal cards come in four types (crane, monkey, panda and turtle). Each type forms a separate stack and there can only be one stack for each troupe. To start a stack you must have a card of that type with a value of '1' or a Joker card. Place this card on the table to start the stack. Ensure there is space above it for additional cards.



EXAMPLE:

Ketan is taking the first turn. He draws the '3' Monkey from the display **1**. The pile is now empty, so he immediately reveals the top card of the deck to fill this space in the display. He only has one '1' card so must play that card to start the Turtle stack **2**. He chooses not to repeat step 2. Since he played at least one card, he must discard a card. He chooses to place the '9' Crane on top of the 'Joker' Crane to prevent the next player from drawing it **3**.



2



3

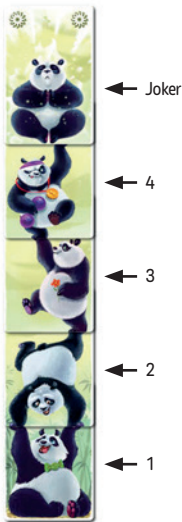


CONTINUE A STACK

To continue a stack you must place the next card in numerical order, exactly one number higher than the card highest in the stack of that type. Place the card above the current highest card (overlap the cards slightly so the animals align). If a '5' is played or a 'Joker' in place of a '5', a Jury phase occurs.

JOKER CARDS

Joker cards can be used as any number including starting a new stack as a '1'. Playing a Joker card means that a space in the stack is taken, and the Animal card of that value can no longer be played. Remember you must play at least one card on your turn, so if you have a Joker card, playing a card is possible.



EXAMPLE:

Melanie is taking a turn. She chooses the '6' Monkey from the display **1**. She plays the '6', then draws the '10' **2**. She continues by playing the '7', a 'Joker' as an '8', and the '9' from her hand (drawing new cards after playing each card) **3**. Finally, she is able to play the '10' and trigger the end of the game **4**.



JURY CARDS

Jury cards allow you to earn star points in one of the four troupes. At the end of the game, the player with the most stars collected in the troupe that forms a complete stack (1–10) wins. Aim to collect Jury cards with the highest star values, and preferably in the troupe you think will form the complete stack.



JURY PHASE

If at any point a ‘5’ card (or a ‘Joker’ acting as ‘5’) is placed, the game pauses and players choose new Jury cards.

The player who placed the ‘5’ looks through the set aside Jury cards and chooses one to keep. The next player clockwise then does the same until each player has chosen one Jury card. Set aside the remaining Jury cards for later. Play continues with the same player who placed the ‘5’.

A Jury phase can happen between one and four times during the game, depending on what cards are played and when the game ends. If a fourth Jury phase is triggered and not enough Jury cards remain in the set aside pile, retrieve the Jury cards from the game box and shuffle them with any remaining Jury cards before the current player chooses their new card.

EXAMPLE:

Haruto has two '5' cards in his hand and wishes to trigger two Jury phases on his turn so he gets the first choice of Jury cards twice. He selects the '4' Crane from the display and then plays it ①. He then collects the '4' Monkey and plays that ②. He can now play both of his '5' cards (drawing new cards after playing each card) ③. Knowing he has lots of Cranes in his hand, he first chooses the highest star Crane Jury card when he plays the first '5'. The other players then all choose a Jury card. When he plays the next '5', he sees there are no Cranes left, so he takes a Monkey Jury card just in case they win the race ④. He discards the redundant '3' Turtle on top of the '8' Turtle to make it harder for Turtles to win ⑤.



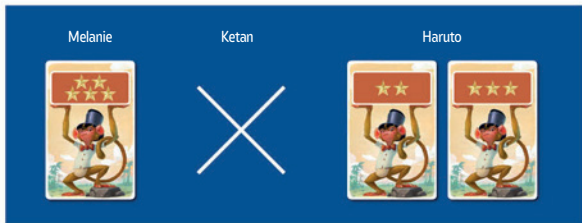
END OF THE GAME

The game ends immediately when a '10' is placed to complete a full stack of Animal cards. All players reveal their collected Jury cards.

The player with the most stars matching the troupe of the completed stack wins. In case of a tie, the player with the highest value Jury card of that troupe wins.

EXAMPLE:

The game has ended with the Monkeys reaching 10 first. All players reveal the Monkey Jury cards they have collected. Ketan doesn't have any. Melanie has the '5' star Monkey, Haruto also has five stars as he has the '2' and the '3'. Melanie wins the tie since her '5' is higher than Haruto's '3'.



OUR GAMES





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6-99



2-4



20



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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.

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