

Bump it Up! Instructions

Contents:

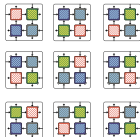
4 Player Indicator cards, 9 Play Area cards, 2 instruction cards

Setup:

Make a play area by shuffling and rotating the the appropriate play area cards for your player count and then placing them on the table with around .5 inches of space between them.

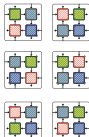
4 players

All cards



3 players

2+ and 3+ cards



2 players

2+ cards



Setup continued:

Each player chooses a color and takes the player indicator card and three die for that color. Place all 3 die on the player indicator color card with the 1 face showing. Any unused colors can go back in the box.

Everyone rolls a die and the largest number goes first. This is the only die rolling that takes place in the game.

Goal of the Game:

The goal of the game is to be the 1st player to level all 3 of their die up to level 6 by moving around the board in the direction of the arrows and leveling up their die by increasing the number on the die face whenever one of their die moves into a square of their color.

Play:

On each turn a player must take two of the following actions.

- **Spawn** by placing their smallest die not in play on any unoccupied square of their color on the play area
- **Move** any die in the direction of an arrow, bumping die in the way. You cannot move or bump die off of the edge of the board.
- **Rotate** any card in the play area by 90° in either direction along with any die on top

Bumping explained:

Die can bump any number of die of the same size or smaller as long as there is no larger die in the path and there is an unoccupied square at the e to push them into.

Victory:

The game ends as soon as any player gets all 3 of their die to level 6.

Finally:

Table talk is encouraged, and working together to stop the player in the lead from getting their last few levels is all part of the game.

Video:

Learn how to play at

www.midnightlaunchgames.com/bumpitup



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