

UPDOWN RuleBook



Contents

- Card : 108 [Number Card(1~100) Arrow Cards (3 Pass, 3 Reverse, 2 Shot): 8]
- Chips: 42 (7pcs 5-point chips, 35pcs 1-point chips)
- Rulebook: 1 • Chip Bag: 1

Watch the
how-to-play
video here. →

Basic Rules

Number
of Players: **2~7**

The last player
remaining wins.

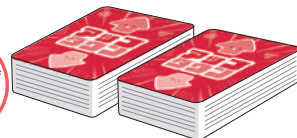
SETUP

Choose the starting player with a game of rock-paper-scissors. That player shuffles the cards and deals five cards face down to each player.

Place the remaining cards face down in the center to form a draw pile.



"It's easier to draw if you split the deck into two piles!"



How to Play

1. The starting player goes first. On your turn, play any card from your hand face up, then draw cards from the deck to refill your hand (you always have 5 cards in hand). Then, continue clockwise.



! ATTENTION !
If you forget to
draw from the deck

Continue playing with the smaller hand.
You cannot draw cards to refill your hand.

2. Starting with the second player, you must play a card with a number higher than the previous player's card (e.g., play 97 after 51). However, if the last card played has the same ones place as your card, you can play a lower number (e.g., play 11 after 51).



POINT!



"Cards with the same ones place
are marked in the same color."

3. If you have no cards you can play, declare "I can't play" and place your hand face down. The last player remaining wins. (You can use the included 1-point chips to keep track of wins.)



! ATTENTION !
When the draw
pile runs out

Do not use the discard pile; continue playing with the remaining cards in your hand. If it's your turn and you can't play a card, you're out.

4. How to Use Action Cards

You can play any of the three Action Cards regardless of the current number.

Playing one does not change the number, but can change the turn order.

Note: With 2 players, any Action Card simply passes the turn to the other player.

The next player uses the number on the table before the Action Card was played when playing their card.



pass

Pass the turn to the next player.



Reverse

Reverse the play order.



Shot

Choose a player to pass the turn to.

Note: When playing a Shot card, draw 1 card from the deck after choosing the next player.

Point-Based Rules

Number of Players:

2~7

The player with the most chips wins!

SETUP

Decide the starting player with rock-paper-scissors.

The starter shuffles and deals 5 cards to each player, placing the rest face down as the draw pile. Give each player 10 points in chips (1 × 5-point, 5 × 1-point).



How to Play

Each player puts a 1-point chip into the central pot. The gameplay follows the basic rules, but if a player is eliminated because they can't play a card, they must give 1 chip to the player who last played a card. The last player remaining wins and takes the pot.

Note: You can only claim the pot if you could play another card on top of the last card you played.

Pot Winning Condition

"Here we go!
This one's the decider!"



"I can't play!
Take 1 chip!"



"If you can play another
card on top of the one
you played last turn,
you win the pot!"



"If the pot isn't claimed,
it carries over
to the next game..."



Note: Add any carryover to the next game's pot. Note: Trade 5 or more 1-point chips for a 5-point chip.

Win condition

The game ends when a player can't pay a chip.

However, if there's a carryover at that time, start a new game with the remaining players until someone claims the pot. The player with the most chips at the end is the winner.

Watch the
how-to-play
video here.



Survive by drawing the **highest number**
from **1 to 100!**

2~7 6~ 15min



**UP
DOWN**



The last player standing wins!

How to play

1 Deal 5 cards to each player.

Deck

2 Play a card with a higher number or the same last digit as the previous card.

After playing a card, you must draw one card.

3 If you can't play a card, you're out!

Loser

4 The last player standing wins!

WINNER Loser Loser Loser



Get Out of Trouble with an Arrow Card!

A Higher Number!



or

Same Last Number!



HOW TO PLAY
2 WAYS
Basic Rules
POINTS GAME

Product Name	UP DOWN
Item No.	TRA-094
Package Size	W124 × H132 × D30 mm (W124 × H95 × D30 mm with header folded)
Contents	108 Cards (100 Number Cards / 8 Arrow Cards) 42 Chips (7 × 5-Point Chips / 35 × 1-Point Chips) 1 Chip Bag Instruction Manual
Materials	Cards, Chips, Instruction Manual, Package: Paper Bag PP (Polypropylene)
Age	6+
Qty. per Carton	20 pcs



Game Design MOSAIC GAMES