

1UP DOUBLE UP



INSTRUCTION BOOK

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- GAME REFERENCES -

MATCH BY:



COLOR



NUMBER



SYMBOL

DECK →



ADD

DECK →



1 DIGIT

RULE

DECK →



2 DIGIT

RULE

DECK →



NO 3
DIGIT
RULE



- COMPONENTS -

108 playing cards
12 Gameplay Cards
1 blank score pad

- WINNING THE GAME -

WHEN DOWN TO ONE CARD THE PLAYER SAYS 1 UP.
IF A DIFFERENT PLAYER IS HOLDING A WILD HE/SHE
CAN THROW IT DOWN AND SAY DOUBLE UP.
THE CURRENT TURN PLAYER MUST DRAW 2 CARDS.
PLAYER WHO PUTS DOWN WILD CARD DECIDES THE
NUMBER AND OR COLOR FOR THE CARD AND PLAYER
AFTER GOES NEXT.

(CAN'T THROW OUT A WILD CARD IF PERSON PUTS OUT
MULTIPLE CARDS AND HAND IS EMPTY IN THE SAME TURN.)

FIRST PLAYER TO LOSE ALL OF THEIR CARDS WINS.

- ALTERNATIVE WIN -

IF A PLAYER MAKES A RAINBOW IN ONE TURN USING ALL
OF THEIR CARDS + THE CURRENT RULE
(LAYS OUT ALL 6 COLORS REGARDLESS OF THE CARD'S
NUMBER OR SYMBOL) ONE CARD PER COLOR.





- ADVANCED PLAYING -

Another way of playing is by keeping score.

**ANYTIME A RULE IS MATCHED BY ADDING CARDS THAT
PLAYER REMOVES THOSE CARDS FROM STACK**

**A NEW CARD IS FLIPPED TO CREATE A NEW RULE
(NO WILD CARDS)**

**CARDS REMOVED ARE PUT INTO A SEPARATE PILE &
ADDED UP**

**FIRST PLAYER TO 50 POINTS OR ANY NUMBER
SET FOR GAME WINS**

**WHEN A PLAYER'S HAND RUNS OUT HE/SHE DRAWS 5 NEW
CARDS TO REPLENISH THEIR HAND**

REFER TO CARD:

ADVANCE SCORING PLAY GUIDE



- SET UP -

- THE DECK IS SHUFFLED AND EACH PLAYER IS GIVEN A GAMEPLAY CARD TO REFER BACK TO DURING GAME
- EACH PLAYER STARTS WITH 5 CARDS



- ONE CARD FROM DECK IS FLIPPED OVER. THAT CARD'S NUMBER, SYMBOL AND COLOR IS THE CURRENT RULE FOR THE FIRST PLAYER. **CAN'T START WITH A WILD CARD.**

**PLAYER TO RIGHT OF DEALER GOES FIRST
(COUNTER CLOCKWISE)**

THE "RULE" IS THE COLOR, SYMBOL & OR NUMBER ON THE CARD(S) THE PLAYER HAS TO MATCH DURING THEIR TURN



**IN ADVANCED GAMEPLAY THE BLANK SCORE PAD IS USED
TO KEEP TRACK OF A PLAYER'S SCORE**



- GAME PLAY -

- TURN PLAYER HAS TO MATCH THE "**RULE**" WITH NUMBERS THAT ADD UP TO THE "**RULE**" OR PLACING DOWN ANY CARD WITH A **SIMILAR NUMBER, SYMBOL OR COLOR** IN ORDER TO CHANGE THE RULE.
- IF PLAYER CANT MAKE A MOVE THAT PLAYER **FLIPS** OVER A NEW CARD TO CREATE A NEW "**RULE**" THEN MUST **DRAW 2 ADDITIONAL CARDS** TO ADD TO THEIR HAND.
- NEXT TURN PLAYER GOES.

WHEN ADDING NUMBERS TO MATCH A RULE THE LAST NUMBER PLACED DOWN BECOMES NEW RULE

PLAYER MUST SPECIFY IN WHICH WAY HE/SHE IS MATCHING CURRENT RULE.

- RULES FOR 1s AND 10s -

- 1s CAN BE MATCHED ON TOP ON OTHER 1s
- IF THE NUMBER 1 IS FLIPPED OVER IT GOES IN **FRONT** OF CURRENT RULE TO MAKE A **2 DIGIT NUMBER RULE** FOR NEXT TURN PLAYER.
- 1s CAN BE PLACED DOWN TO MAKE A 2 DIGIT RULE IF A PLAYER IS HOLDING ONE DURING THEIR TURN.
- IF A 10 IS FLIPPED OVER OR PUT DOWN NO 1s CARD CAN BE USED TO MAKE IT A 3 DIGIT NUMBER & VICE VERSA. (**NO 3 DIGIT RULES**)

IF A 10 IS FLIPPED OVER WHILE THERE IS A 2 DIGIT RULE THE 10 BECOMES THE NEW 2 DIGIT RULE

- 2 DIGIT RULES -

- IF A PLAYER DOES NOT HAVE CARDS TO MATCH A 2 DIGIT RULE A NEW CARD IS FLIPPED FROM DECK.
- THE FLIPPED CARD IS PLACED IN PILE NEXT TO THE "1" CARD (**EXCEPT 10s**) TO MAKE A DIFFERENT 2 DIGIT RULE FOR NEXT TURN PLAYER.
- THAT PLAYER ALSO DRAWS 2 CARDS TO ADD TO THEIR HAND AND NEXT PLAYER GOES.

WHEN CARDS ARE ADDED TO MATCH A 2 DIGIT RULE THE LAST CARD BECOMES NEW 1 DIGIT RULE. OTHER CARDS GO UNDER PILE.

- SYMBOLS -



SYMBOLS ACT AS A DRAW 1 CARD EACH TIME ONE IS MATCHED.

- EVERY CARD BUT "1s" HAS A SYMBOL ON IT. (**TRIANGLE, CIRCLE OR SQUARE LIKE**).
- IF A PLAYER HAS ANY CARDS THAT **EXACTLY** MATCH THE SYMBOL OF THE CURRENT RULE THAT PLAYER CAN PUT EACH CARD DOWN.
- THE NUMBER OF CARDS PLACED IS THE NUMBER OF CARDS THE NEXT PLAYER HAS TO DRAW



- SYMBOLS CONTINUED -

- IF NEXT PLAYER HAS A CARD THAT ALSO MATCHES THE SYMBOL HE/SHE CAN PLAY IT.
- THE TOTAL NUMBER OF CARDS PLAYED MATCHING THE SYMBOL THE NEXT PLAYER HAS TO DRAW.

EXAMPLE: 5 TOTAL CARDS ARE PUT DOWN WITH A CIRCLE SYMBOL ON IT. THE NEXT PLAYER HAS TO DRAW 5 CARDS UNLESS HE/SHE ALSO HAS A CARD WITH A CIRCLE SYMBOL TO PUT DOWN.

-ONCE CARDS ARE DRAWN THE NEXT PLAYER GOES.

- WILD CARDS -

WILD CARDS ARE ANY NUMBER (1-10) AND COLOR A PERSON MAKES IT. (DO NOT HAVE SYMBOLS)

SOME WILD CARDS HAVE A PREDETERMINED COLOR

SOME WILD CARDS ARE FOR ONLY EVEN OR ODD NUMBERS BUT ANY COLOR

CAN BE USED AS A SINGLE DIGIT, TO CREATE A 2 DIGIT (IF THE #1 IS ON IT), TO ADD TO ANOTHER CARD OR CHANGE A 2 DIGIT RULE TO A 1 DIGIT RULE.





- WILD CARDS CONTINUED -

WHEN A PLAYER HAS 1 CARD LEFT IN THEIR HAND AND CAN NOT USE IT, A WILD CARD CAN BE PLAYED BY ANOTHER PLAYER AS A DOUBLE UP CARD.

WILD CARDS CAN NOT BE STACKED BY PLAYERS AS MULTIPLE DOUBLE UP CARDS. FIRST CARD OUT IS THE ONE THAT'S USED.

THE PLAYER HOLDING ONE CARD HAS TO DRAW TWO CARDS TO ADD TO THEIR HAND.

IF A WILD CARD IS USED AS A *DOUBLE UP* DURING A 2 DIGIT RULE THE WILD BECOMES A *1* TO CONTINUE 2ND DIGIT RULE.



- SPECIAL SITUATIONS -

WHEN STACKING SYMBOLS

- A PLAYER IS LEFT WITH 1 CARD AND ANOTHER PLAYER IS HOLDING A WILD CARD**
- PLAYER CAN USE WILD TO MAKE THE PLAYER DRAW 2, BUT WILD CARD BECOMES A 1 TO MAKE A 2 DIGIT RULE.**
- A MATCHING SYMBOL CAN STILL BE PLAYED IF THE CURRENT PLAYER HAS ONE TO PUT DOWN.**
- (THE EFFECTS OF CARDS BEING PLAYED ARE IN THE ORDER THE CARDS ARE PLACED DOWN.)**



- SPECIAL SITUATIONS CONT. -

WILD CARDS WITH 2 DIGIT RULE

- IF A WILD CARD IS FLIPPED OVER WHILE A 2 DIGIT RULE IS OUT THE PLAYER CAN CHOOSE TO...

- 1) CONTINUE TO USE IT AS 2ND DIGIT
- 2) OVERRIDE THE 2 DIGIT RULE AND MAKE THE WILD INTO A 1 DIGIT RULE



OR



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