

GAME INSTRUCTIONS

2 TO 8 PLAYERS
AGES 7 THROUGH ADULTS

Game Components

32 colored chips, 5 Tip Top Cards, 72 Over and Out Cards, Instructions

Object:

To be the last player left in the game. Players are eliminated when they lose all of their chips.

Set Up:

Choose one player to be the Dealer. Remove the five Tip Top cards from the deck. Shuffle them and place them face down in a separate pile. Shuffle all of the rest of the cards together.

As Dealer, deal four cards to each player, starting with the player on your left. Deal four cards to yourself last. Place the remaining cards face down in a separate pile. This is the draw deck.

Each player takes four chips of the same color. The chips signify the number of cards a player will hold in any given round.

Play:

The Dealer begins by turning over the top Tip Top card and placing it face up next to the Tip Top pile. The number on this card determines the top limit number - the "Tip Top" number. This number can only be changed by playing a Topsy Turvy card during the game.

(See game set-up example and Card Values)

The player to the left of the Dealer begins the game. On your turn, select any card from your hand and place it face up next to the draw deck. This begins the card pile total.

For example, at the start of the game, the card pile total is 0. If you play a 4, the card pile total is 4. If the next player plays a 5, the card pile total becomes 9.

After placing your card face up on the card pile, announce the new total to the other players, and draw a new card from the draw deck. Play passes to the player on your left, who then plays a card from his/her hand, and so on.

Depending on the cards you have, you can do much more than just increase the card pile total! You can subtract from the card pile total, multiply the card pile total, change the direction of play or even choose a new Tip Top card for that round. See the Card Values.

Note:

- The card pile total may never go below 0.
- The card pile total may not exceed the Tip Top number.
- If you run out of cards in the draw deck, reshuffle the discard pile and create a new draw deck.

If, during a round, you are unable to play a card without causing the card pile total to exceed the Tip Top number, you lose the round and must forfeit one chip. The round is over. For the next round, you are dealt one less card. All players with chips begin the next round.

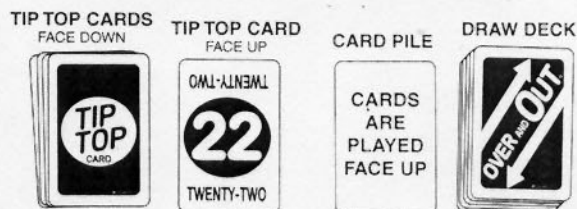
For example, if you started with four chips, but lost the last round, you would have three chips and be dealt three cards on the next round. If you lose all of your chips, you are out of the game.

Proceed with the next round. (You may choose a new Dealer if you like.)

Shuffle the cards. The Dealer deals cards to the players depending on how many chips they have. Shuffle the Tip Top cards separately and then select a new Tip Top card. Begin play, starting with the player on the Dealer's left.

Winning: The winner is the last player left in the game!

GAME SET-UP EXAMPLE



EACH PLAYER RECEIVES 4 CARDS & 4 CHIPS TO START THE GAME



CARD VALUES:

- 0** - Add nothing to the card pile total.
- 1, 2, 3, 4, 5** - Add that number to the card pile total.
- x2** - Double the current card pile total.
- 10** - Subtract 10 from the current card pile total. You may only play this card if the card pile total is 10 or more.
- Spin Out** - When you play this card, the direction of gameplay is reversed. In other words, if play is going clockwise, play now proceeds counter-clockwise from that player.
- Top Out** - When you play a "Top Out" card, the card pile total is immediately brought up to the "Tip Top" number. For example, if a "Top Out" card is played when the "Tip Top" number is 44 and the card pile total is at 30, the card pile total is immediately at 44.
- Topsy Turvy** - When you play this card, you may draw a new Tip Top card from the top of the pile and thus change the Tip Top number. This card does not change the card pile total.

If the new Tip Top card is LOWER than the current card pile total, then you have automatically gone over the Tip Top limit and have lost the round. For example, if the card pile total is 45, and you draw a new Tip Top card with the number 44, then you have gone over the limit. You lose the round and must forfeit one chip.

Jax