

ONE UP™

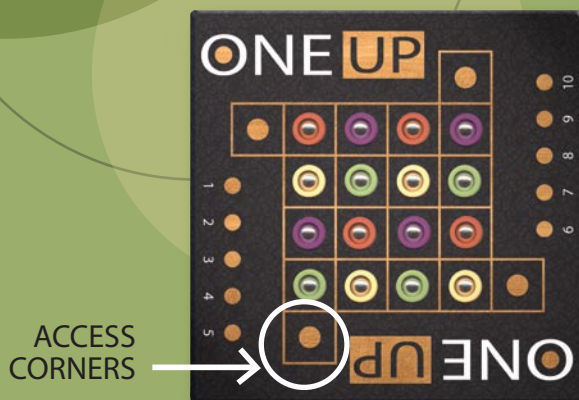
OBJECT OF THE GAME

Line up 4 of your bearings in any direction, or, arrange your bearings in all 4 access corner squares.

GAME PREPARATION

- Choose your bearing color. In turn, each player positions one of their bearings on the board until all 16 bearings are in place. No bearings may be placed in the four corner access squares. Same color bearings may not be positioned adjacent to each other, be it horizontally, vertically, or diagonally, unless there is no choice but to do so. See fig. 1 for suggested placement of bearings.
- If 2 or 3 are playing, players position their bearings on the board before placing the remaining bearings in the remaining holes.
- Position the counter in Hole 1.
- Decide who play first.

Fig. 1



GAME PLAY

In turn, each player moves one bearing one space, either vertically or horizontally, to any adjacent empty hole, including the 4 access corner squares. A player may move ANY bearing; be it their own, their opponent's, or bearings not belonging to any player. A player may not reverse the last move made.

Once all players have completed one move, the counter is moved One Up™ a notch to number 2. In turn, all players must now complete two moves; 1 bearing 2 spaces or 2 bearings 1 space each. Each player must complete the full number of moves for their turn unless they can win in fewer moves. Play continues with the counter being moved One Up™ per round, and the number of moves a player makes increases per round.

WINNING

The first to line up all 4 bearings of their chosen color vertically, horizontally, or diagonally, or arrange their bearings in all 4 access corner squares, wins the game.

ADVANCED PLAY

The rules remain the same except that a bearing in an access square may move directly to any other empty access square in one move.



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