

Games you'll take a shine to.

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

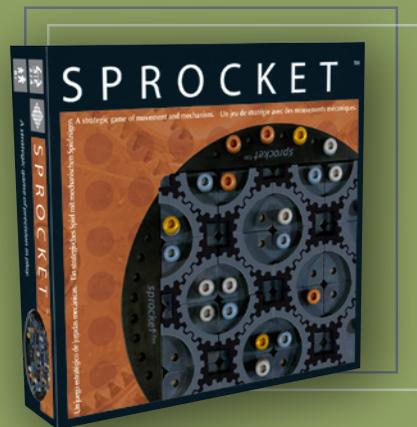
The first to line up all 4 bearings of their chosen color vertically, horizontally, or diagonally, or arrange their bearings in all 4 access corner squares, wins the game.

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.

SPROCKET™ #600

Try to outsmart your opponents by creating gears with the rotor pieces. When a gear is formed, a lug is added into play! The first player to add all of their lugs into play, wins the game.



NINETY-NINE or Bust™ #782

A fast-paced numbers game that adds up to fun! In turn, players add number cards to the count pile. The count can quickly raise or lower at the flip of a card. The player who cannot keep the line at, or below 99 loses the round. What's your limit for fun?



IQ COLLECTION™ METAL PUZZLES

The I.Q. puzzle collection is wired for fun, keeping fiddling fingers and wandering minds engaged for hours. 24 titles. 4 difficulty levels.



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ONE UP™

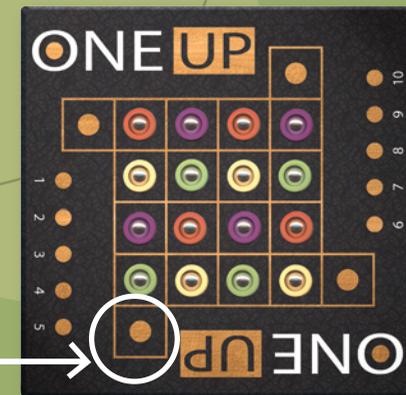
OBJECT OF THE GAME

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



ACCESS CORNERS