

BEAM ME UP

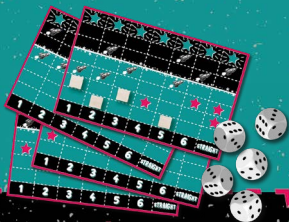
GET YOUR COUNTERS TO THE TOP



An exciting dice game
for 2 to 4 players aged 8 and over

GAME CONTENTS:

4 playing boards
5 dice
28 counters



KLAUS-JÜRGEN WREDE


moses.



Everybody wants to make it to the top – and to be the first to do it, too. Your task is to get four of your counters to the top. There shouldn't be any counters still right at the bottom either though. The first player to manage this fine balancing act is the winner.

HOW TO SET UP THE GAME:

Each of you takes a **playing board** and places it face-up in front of you. Also take **seven counters** and place them next to each other on the black numbered row at the bottom of your playing board. Put all of the **dice** in the middle of the table. Return any leftover playing boards and counters to the box.

HOW TO PLAY:

The youngest player starts and play then continues in a clockwise direction. Before you begin, offset the **starting player's advantage**: the player to the left of the starting player moves a counter of their choice up one square; the next player moves any two counters up one square each and the last player moves any three counters up one square each. You should all select counters in different columns for this.

GETTING STARTED:

Is it your turn? Then roll all five dice. You can roll the dice a **maximum of two more times**. After each roll, decide how many dice you want to roll again and how many you want to set aside. You can also roll dice again after you've set them aside. Your turn ends at the latest after the **third roll**.

Check your dice and move one to two counters on your playing board accordingly. You have **eight options**:

★ **Two's company (pair)**: You rolled a number twice? Then you've made a pair. Move your counter up **one square** in the according column for the pair. The dice and column numbers must match.

★ **Three of a kind (triplet)**: You rolled three of the same number? Then you've managed a triplet. Move your counter up **two squares** in the according column for the triplet.



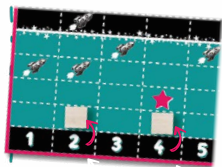
Example: Emma rolls three 2s, one 4 and one 6, so she moves her counter up two squares in column 2. She cannot use the 4 or 6.

★ **Four wins (quadruplet):**

Not bad! Did you roll a number four times? Then you can move your counter up **three squares** in the according column.

★ **Five at once (quintuplet):** Wow! Five of the same number? Well done! You can move your counter up **four squares** in the according column.

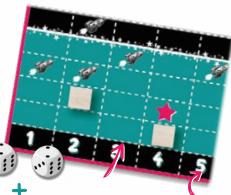
★ **Double lucky (2 pairs):** If you roll two pairs, you can move the counters up **one square** each in the according two columns.



Example: Sam rolls two 2s, two 4s and one 6, so he moves his counters up one square each in columns 2 and 4. He cannot use the 6

★ **All out (full house):** Have you rolled a pair and a triple? Then you've rolled a full house! For the **triplet**, move your counter up **two squares** in the according column. You can also move your counter up **one square** in the according column for the pair.

Example: Emma rolls three 2s and two 4s, so she moves her counter up two squares in column 2 and one square in column 4.

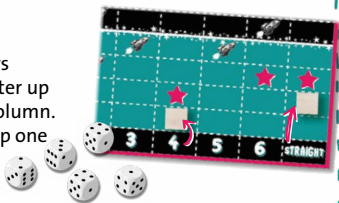




Small straight: Have you rolled four consecutive numbers? Then move your counter up **two squares** in the “Straight” column.

Note: You can **combine** a small straight with a **pair** and move your counter up **one square** in the pair column, too.

Example: Sam rolls the numbers 1-2-3-4-4, so he moves his counter up two squares in the “Straight” column. He can also move his counter up one square in column 4 because he has a pair of 4s.



★ **Big straight:** Have you rolled five consecutive numbers? That’s pretty impressive! Then move your counter up **three squares** in the “Straight” column.

Note: You cannot use single dice that do not match any of the above options as part of your turn.

HEADS UP: Have you reached the top of a column with your counter and still have moves to play? That’s too bad because you forfeit the rest of these moves.

COOL DOWN!

OR THE ART OF OUTSMARTING YOUR FELLOW PLAYERS.

Did you move your counter up at **least two squares** in a column thanks to a **roll of the dice**? This is the case if you roll a triplet or more, a small or big straight, for example. Then send your fellow players back down: move their counters **down one square** in exactly this column. If a counter is already in the bottom row, then nothing happens.

Note: Did you move up one square and—thanks to a rocket—a second square? Then your fellow players don’t have to move down one square.



WHAT HAPPENS ON THE SPECIAL SQUARES?



➤ **Stars:** Is your counter on a pink or blue star? Then it's invisible to your fellow players and you **don't** have to move it down one square if one of them plays a "Cool down!"

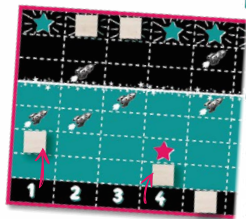
➤ **Rocket:** Did you land on a rocket during your turn? Then it's your lucky day and you can move any counter up **one more square**. Have you landed on a rocket again? Then move another counter up.

Note: You cannot use the rocket if you had to move your counter down one square because another player played a "Cool down!"

➤ **Blue star:** Are one or more of your counters on a blue star? Then you can use it as a wild card: depending what you roll, you can move any counter up the corresponding number of squares.

Note: You cannot combine the wild card with other dice to achieve a different combination. You cannot turn two pairs into a quadruplet, for example.

Beispiel: Ben rolls 2-2-3-3-3. His counters are already at the tops of columns 2 and 3. He therefore decides to move his counter up one square in column 4 for the pair of 2s. And for the 3s, he chooses column 1 and moves his counter up two squares.



END OF THE GAME:

The game ends as soon as one of you gets at least **four of your counters into space** (the black area above the white line of stars).

At the same time, you cannot still have any counters in the bottom row. Did you manage it? Then you have won the game!





ARE YOU JUST TWO PLAYERS? Play the game as usual – with the following exception: you must have at least **5 counters in space** (the black area above the white line of stars) to win the game. And at the same time, no counters can still be in the bottom row, of course.

HOW MANY SQUARES SHOULD I MOVE? YOUR OPTIONS AT A GLANCE:

Pair:	Move up one square .
Triplet:	Move up two squares .
Four of a kind:	Move up three squares .
Five of a kind:	Move up four squares .
Two pairs:	Move two counters up one square each.
Full House:	Move up two squares for the triplet and one square for the pair.
Small straight:	Move up two squares . Do you have an extra pair ? Then move up one more square .
Big straight:	Move up three squares .



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