

UPWARDS!

WHO'S THE SMARTEST NUMBER STACKER?

The dice game for all the family
with three scoring options

What's the game all about?

Roll the dice and record the results on your sheet. Drop the numbers into the columns from the top. If something doesn't fit, then skillfully combine numbers or save them for later. As soon as a sheet is full, it's time to add up your points! Choose your favorite scoring option and form snakes, rows, or blocks in the grid. The special effects of the optional event die mean "Upwards!" is always exciting!

Here's what's inside:

1 block (100 sheets)



3 number dice



1 event die

You'll also each
need a pencil.




moses.

How to set up the game:

Each take a sheet from the block as well as a pencil and place these in front of you. Lay the three number dice ready.

Decide together beforehand which of the three scoring options you wish to use. This determines what you'll receive points for at the end of the game – more on that later though! We recommend option #1 for your first game. Tick your chosen option on the right side of your sheet. Now the number stacking can begin!

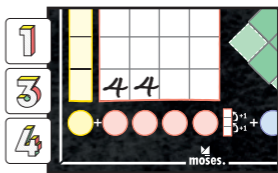
How to play:

“Upwards!” involves several rounds. In each, one of you takes **all three** of the number dice and rolls these. You should **all** then enter the dice result in your own sheet **at the same time. To do this, simply drop the numbers into the grid one after the other from the top.** You must always use all of the dice. You decide on the order. Select a column and enter the first number in the lowest available box – one number fits into each box. Is a column already full? Then you can't enter anything else there. Continue like this with the other numbers.

Instead of simply entering a number as it is, you also always have the following two options:

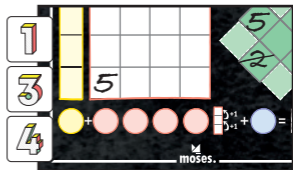
- **Combine numbers!** Do the numbers rolled not suit you at all? Then you can add them together however you like. To do this, choose between one and three of the numbers on the dice and enter their total (maximum of 6!) in the grid.

There are three dice. Dennis enters the 4 in his grid. Then he adds the 3 and the 1 together to make another 4. He enters this next to the first 4. He has now completed his turn.



- **Use the reserve!** Would you like to save a number for later? Then enter the number in an available reserve field on the right side of your sheet. Again, you can only enter one number per field. You can cross out a number and add it to your grid at any time. Or add it to other numbers (in the reserve or on the dice) and enter the total. Only the five dark green fields of the reserve are available to you.

Eleni adds the 4 and 1 together and enters a 5 in an available reserve field. She still has a 2 in her reserve. She wants to add the 3 rolled to a 2 from her reserve. So she crosses out the 2 in her reserve and enters the total (5) in her grid.



Once you've all entered the three dice results, the next round begins. Roll the dice and enter the new numbers!

When does the game end?

Can't enter one or more numbers anymore? Then announce this and you may then pass in this round. Your fellow players finish playing the round. This is then followed by a final round.

Tip: It can therefore happen that your grid is not entirely full at the end of the game. You still have the chance to win though!

How can you earn points?

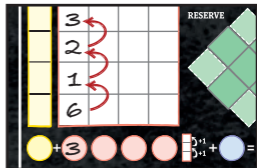
After the final round, it's time for the scoring! You earn points ...

- According to the **scoring option** you selected (see right). Enter these points in the purple circle at the bottom right.
- For **number sequences** within each column. Add up the points for each of the columns and enter the total in the red circle at the bottom of each.

What is a number sequence?

Check each column from bottom to top whether you've managed to form ascending number sequences. You earn one point for each step. Make a note of these points in the red circle below each column. The 6 is followed by the 1 again – this is considered a step.

Nele calculates the points for her grid. The numbers shown form number sequences (one step = one point; the 6 is followed by the 1). So Nele writes down three points in the red circle under the column.



Now add together the points written in your red and purple circles and write the score in the white box at the bottom right. You'll only need the yellow circle if you play with the optional event die. The player with the most points wins! In the event of a tie, then it's a draw. Why not play again now to determine the overall winner?

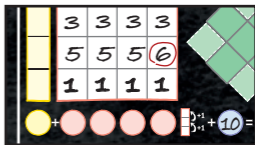
What are the scoring options?

You'll receive points in a different way for each of the three scoring options. Always only calculate your score according to the scoring option that you all decided on together at the start of the game.

1. Same number

- For each row that has the same number in each box, you earn five points.
- Are there at least two different numbers in the row? Then you don't earn any points for this row.
- Each row can consist of different identical numbers.

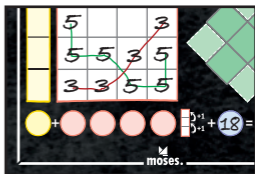
Magnus only has the same number in two rows of his grid. In one row he's collected four 1s and in another four 3s. That makes 10 points. Unfortunately, the other row doesn't earn him any points.



2. Snake

- Make a continuous line in your grid with the same number. The numbers must be adjacent to one another – diagonally adjacent numbers also count. Connect them with a line. Each box of the resulting snake earns you **three points**.
- Careful though: If you have several different snakes, you only earn points for the longest.

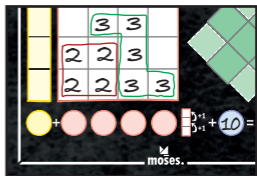
Jonah has formed two snakes: one with four 3s and one with six 5s. Jonah only receives points for the longer snake – so 18 points.



3. Block shapes

- **After each round**, check to see whether you've created any of the block shapes indicated to the right of your grid. This is the case when **identical numbers** form one of the blocks shown here. Draw round the edges of these numbers so that the shape is clearly visible. You cannot use these numbers for another block.
- The shape of the blocks can be rotated and mirrored in your grid.
- Each of the nine block shapes can only be **counted once**. Then cross it out in the overview on the right.
- At the end of the game, each block drawn on the grid counts 4, 5, or 6 points – as indicated on the right of the sheet.

Nina has outlined two blocks in her grid. A square of 2s and a Z of 3s. She receives 10 points for this. She cannot earn points for another square.



What does the event die do?

The event die alters each round with a special effect. Its use is optional. Want to use it in the game? Then lay it ready with the three number dice. Roll **all four dice** at the start of each round. If necessary, perform the effect of the event die before entering numbers.



Meteorite: Drop a meteorite into a column of your choice.

Enter it as a circle in the lowest available box of the column.

You cannot enter a number here. You **cannot** save meteorites in the reserve.



Extra reserve: Use this to increase your reserve! Outline an

empty light green reserve box on your sheet. From now on, you can also save a number here for later use. Have you already outlined all of the reserve fields? Then this has no effect.



Bonus row: This bonus row allows you to nab even more points at the end of the game! Mark any row in your grid on the left with an arrow – double marking is not possible! At the end of the game, count how many **different** numbers are in each

marked row. You then earn this many points. Enter the total in the yellow circle at the bottom left. Meteorites do not count as a number.



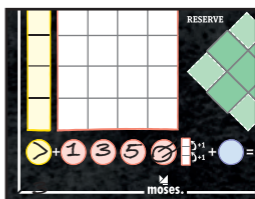
Plus or minus: In this round, you may add or subtract the numbers on the dice and in your reserve as you wish.



Minus only: In this round, you may **only** subtract the numbers on the dice and in your reserve from each other. You're not allowed to add them together! You can of course also enter the numbers individually.

Playing with the event die allows you to be more flexible. But it also brings more risks with it. So be sure to use the effects wisely. Meteorites interrupt numbers sequences, but help you to collect the same numbers in one row in the first scoring option.

Sebastian counts the points in his grid. He receives three bonus points for the marked bonus row, which he enters in the yellow circle at the bottom left. He's entered three different numbers in the row. The meteorite does not count as a number.



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Arnoldstraße 13d
47906 Kempen
CH: Dessauer, 8045 Zürich
www.moses-verlag.de

Author: Sophia Wagner
Graphics/design: Kreativbunker
Editor: Tobias Weierstraß
Proofreading: Melanie Kolbe
Production: Claire Deutsch
Translation: Birgit Irgang

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