

Elevator UP

Instructions!

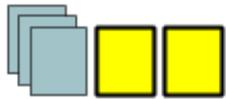
Object

To be the first one out of cards!

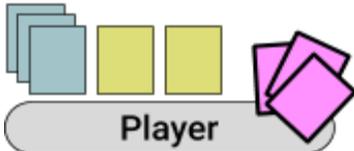
Set Up



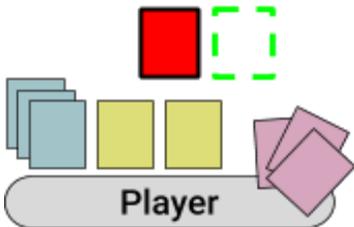
1. Deal **3 cards face down** to each player.
No peeking!



2. Place **2 cards face up** in front of each player



3. Deal **3 cards** to each player for their hand.
Only that player can look at them



4. Place the **rest of the deck** in the center of the table.
Use the area next to it as the **discard pile**.

After the set up is done, you can swap your **face up cards** with cards from **your hand**. You can swap one, both, or none.
(I recommend putting your highest floors or special cards as face up cards)

Gameplay

Set up (explained above) and decide who goes first.

At the start of your turn, discard a card from your hand that is either the same or a higher floor than the previously played card or a special card (explained below). If there is no previous card, you can discard anything!

If you have more than one of the same card, you can play them at the same time. And if all four cards of one floor are in the discard pile consecutively, then the discard pile is removed from gameplay and set aside. Whoever discarded the fourth card gets to go again.

If you do not have a special card or one that is a higher floor than the previous one, then you have to pick up the entire discard pile and add it to your hand.

You must keep at least 3 cards in your hand at all times. After you discard a card, replenish your hand from the deck. If you have more than 3 cards, you only need to replenish once you have less.

Once the deck runs out and you have no more cards in your hand, treat the face up cards as your hand, but leave them face up on the table. If you can't discard any, then you must pick up the discard pile and add it to your hand. You must discard all of your hand before continuing to play with your face up cards.

After you discarded both of your face up cards, you will play with your face down cards. But don't look at them just yet! When it is your turn, flip one of your face down cards onto the discard pile. If it is a special card or a higher floor than the previously played card, then shout YAY (optional) and continue playing. If it does not beat the previously played card, then you must pick up the discard pile and add it to your hand. You must discard all of the cards in your hand before continuing to play your face down cards.

The first player to get rid of all of their cards wins!!!

Special Cards

Penthouse

This is the highest floor.

Only other special cards can be played on top of it.

New Building

This card can be played on top of anything

The entire discard pile is set aside and removed from gameplay.

The player who played this card gets to go again.

Stuck

This card can be played on top of anything

The next player has to beat the card played below Stuck.

It acts sort of like an invisible card where one player passes the previously played card onto the following player.

Lobby

This card can be played on top of anything

The following player can discard any card on top of it.

Door Closed

This card can be played on top of any card **EXCEPT** other special cards

It skips the next player's turn.

Questions?

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