dnup
RULES

CONTENTS
40 Cards • 4 Player Aid cards

GOAL OF THE GAME

Be the first to get rid of all your cards.
Place sets of cards in front of you and hope that your opponents
don't play a better set before your next turn!

GAME SETUP

Remove cards from the deck based on the number of players:
- ▶ **5 players:** No cards are removed (use all cards in the deck).
- ▶ **4 players:** Remove all cards with the ⦂ symbol.
- ▶ **3 players:** Remove all cards with the ⦂ and ⦂ symbols.
- ▶ **2 players:** Use 2-player rules on the other side of this sheet.

Give a Player Aid card to each player.

PLAYING A ROUND

Before each round, shuffle the deck, then **deal out all cards** to the players. Once the deal is complete, each player takes the cards in front of them **without showing the other players**. You may rearrange the cards in your hand as you wish **at any time** during the game, but you **may not rotate any cards in your hand**; they must remain in the same orientation as when you picked them up.

CARD FRONT

- Active value
- Reminder of the inactive value
- Setup symbol
- Inactive value
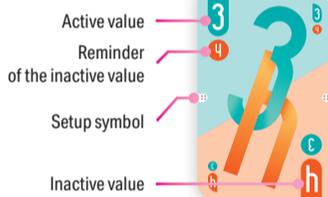
CARD SETS

A **set** consists of **one or more cards of the same active value.** The **value** of a set is equal to the active value. The **size** of a set is determined by the number of cards it contains.

Example:
This set has a value of 3 and a size of 4.

⭐ The player with the card of value 1/5 featuring the ★ symbol **begins the round**. Players then take turns in clockwise order until the round ends.

On your turn, you **must do these steps:**

1 **DISCARD** any set in front of you (played during your previous turn). Discarded cards are placed facedown in a common pile off to the side of the play area.

2 Perform **EXACTLY ONE** of these four **ACTIONS:**
- **Ⓐ** **Play** a set of cards by placing it in front of you; or
- **Ⓑ** **Add 1** card to a set in front of an opponent; or
- **Ⓒ** **Take** the set of cards in front of an opponent; or
- **Ⓓ** **Rotate** all the cards in your hand.

The game then proceeds to the player on your left.

Golden rule: When taking cards from the table, **you must always rotate them 180 degrees** as you add them to your hand (and rearrange them as you wish). The inactive value becomes the active value, and vice versa. **That's a dnup!**

Ⓐ PLAY A SET OF CARDS BY PLACING IT IN FRONT OF YOU

Play a set of cards from your hand in front of you. However, if another player already has a set of the **same size** as the one you wish to play, your set must have a **higher value**. In this case, the other player must return all of the cards from their set to their hand (rotating each card as they do so).

Note: When you play a set, you don't have to play all cards in your hand matching that set's **value**.

EXAMPLE

NO   NO   OK   OK   OK
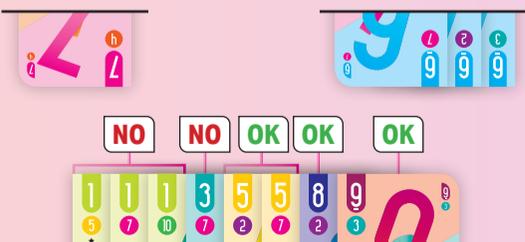
In this 3-player game, there is a 1-card set with value 7 and a 3-card set with value 6 already on the table.
- You may only play a 1-card set if its value is greater than 7.
- You may only play a 3-card set if its value is greater than 6.
- You may play a set of any other size (2, 4, 5, etc.) regardless of value.

→

You may **play exactly 1 card** from your hand and add it to a set placed **in front of an opponent**, following these rules:

▶ The value of the card played must **match the value** of the set to which it is added.
▶ If, by adding your card to a set, it now has the same size as another set on the table, the value of the set you are adding to must be greater than the value of the other set. The player with that lower-valued set must return it to their hand (rotating each card as they do so).

EXAMPLE

NO
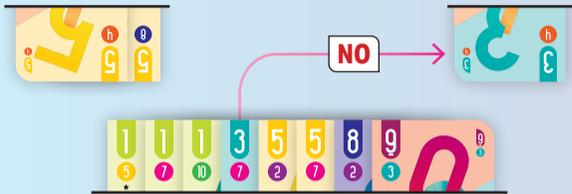
You can't add a card of value 3 to the set already on the table because the resulting set would be of size 2 and would conflict with another set of size 2 that has a greater value (5).


OK
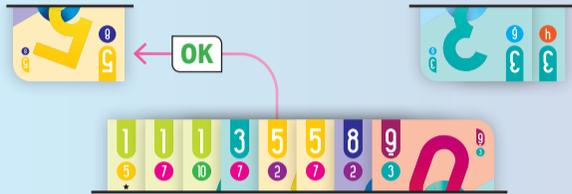
You can add a card of value 5 to the set already on the table because this new set of size 2 will have a greater value than the existing set (containing the two cards of value 3). These two 3's return to their owner's hand (who must rotate them, causing them to become cards of values 4 and 6).

Take a set of cards placed in front of an opponent and add it to your hand (rotating each card as you do so).

EXAMPLE
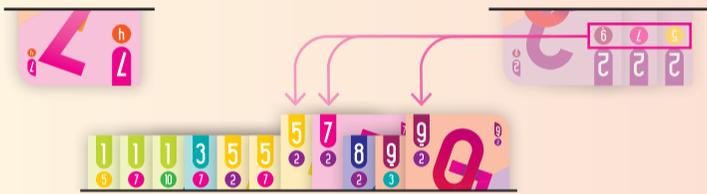
You take the set of 2's from the table, rotating the cards as you add them to your hand (causing them to become cards of values 5, 7, and 9).

This action simply involves rotating all the cards in your hand, swapping their active and inactive values.

EXAMPLE

END OF THE ROUND

The first player to play the last card(s) from their hand **wins 2 points** and **takes no more turns** this round. However, their cards remain in front of them for one set of turns before being discarded (when it would have been the player's next turn).

If a higher-value set beats them while they are still in play, those cards are simply discarded. **The second player** to play their last card(s) **wins 1 point**, and the round ends immediately.

END OF THE GAME

The first player to get **4 or more points** immediately wins the game.

2-PLAYER GAME

Setup: Remove all cards with the ⚁, ⚃, and ⚄ symbols.
Each player places 2 Player Aid cards of the same color in front of them as shown to the right.

Before each round, shuffle the cards and deal them all out between the players.
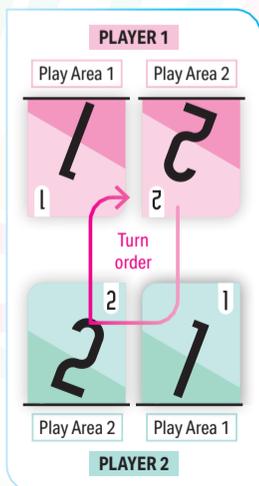Each player takes **two consecutive turns**:
▶ One for Play Area 1;
▶ Then another for Play Area 2.
For each of these turns, discard any set in the related Play Area, then perform 1 action.

A player may have up to two sets in front of them: one in each Play Area. Since a set can conflict with any other set of the same size on the table, **your sets could conflict with sets belonging either to you or your opponent**.

Exception: The player with the card featuring the ★ symbol begins the round with **only one turn**, using their Play Area 2 (to their left).

When a player has played the last card(s) from their hand, they immediately win the round. **The first player to win 2 rounds wins the game.**

PLAYER 1
Play Area 1   Play Area 2
Turn order
Play Area 2   Play Area 1
PLAYER 2