

WAY UP HIGH™



RULES



overview

Build the biggest and coolest treehouse!

Choose the best cards to create runs of color or value to gain the most points. But keep an eye on other players' treehouses, because at the end of your turn, your neighbor to the left receives all the cards in your hand.



GOAL

Gain the most points by building high-value treehouses and by playing the longest run of floors in the same color.





CONTENTS

This box contains everything needed to play:



- 32 Treehouse cards with two floors each



- 5 Objective cards



- 5 Trunk cards



- 5 Roof cards





SETUP

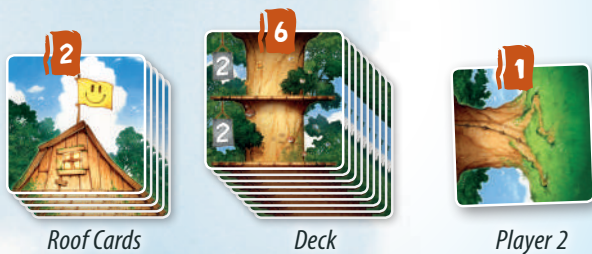
- 1 Give a Trunk card to each player and return the extra Trunk cards to the box.
- 2 Place the Roof cards on the table. They have only aesthetic value. Add them to the top of your treehouse at the end of the game.
- 3 Shuffle the Treehouse cards.

Note: If you're playing with two players, discard eight cards that have at least one purple floor and return them to the box. They won't be used during the game.

- 4 Randomly determine First Player.
- 5 Give the First Player as many cards as there are players.
- 6 Place the rest of the cards face-down on the table to form the deck.



Example setup for three players:





HOW TO PLAY

The First Player starts, then play continues clockwise.

On your turn, and in turn order, do the following actions:

1. Draw a card from the top of the deck and add it to your hand.
2. Choose a card from your hand and add it to your tree, face-up or face-down.
3. Pass the rest of your cards to the neighbor on your left.

How to Build Treehouses

To add a new Treehouse card to your tree, the floor on the bottom of the card you play must be **the same color** or **the same value** as the highest floor of your tree. You can use the back of your Treehouse cards (double gray floor, value 2) after any floor of your tree. After a gray Treehouse card, you can play any card.

Note that Trunk cards act as gray cards, which means you can begin the game by adding any floor to your tree.



Trunk card



Gray card

Examples of Treehouses:



OR



END OF THE GAME

The game ends after a number of rounds depending on the number of players:

■ 2 players: 7 rounds

■ 3 players: 6 rounds

■ 4 players: 5 rounds

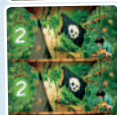
■ 5 players: 4 rounds

During a round, each player plays one turn. On your turn, you add one card to your tree. For example, at the end of a three-player game, you will have six cards on your tree. At the end of the last round, all players total the values of the floors of their tree.

Bonus Points for the Longest Run of Floors

In addition to the total value of the floors on your tree, the player(s) with the longest run of floors of the same color gain 1 bonus point for each floor in the run. In the example (opposite), the run of four consecutive green floors earns 4 points if it's the longest run of the game. If players are tied for the longest run, each tied player wins 4 bonus points.

Note that gray floors do not count as any color. They don't count in a run (in the example, the gray card interrupts the run of yellow floors).



32 points

4 points

Total: 36 points

Winner

Once all bonus points are added, the player with the most points wins the game. In case of tie, the player farthest from the first player clockwise is declared the winner.



STRATEGIC VARIANT

In this variant, play two games in a row. Play the first game normally. The player with the lowest score at the end of the first game becomes the First Player for the second game. During the second game, players pass their cards to the neighbor on their right (instead of the left). At the end, add the scores of the two games. The player with the most points wins.



TURN VARIANT

Use this variant to diversify your games. Before setup, deal a card to each player. During the game, draw a card at the end of your turn instead of at the beginning.

OBJECTIVE CARDS

Use Objective cards after a few games to add some fun!

During setup, choose a random Objective card and place it face-up next to the deck. Use only one Objective card for each game. Each card describes an objective players may try to achieve during the game. At the end of the game, each player who achieved the objective adds the value of the Objective card to his total score. The player with the most points wins.



Description of Objective Cards

1. MONOCHROMATIC: 5 POINTS

Collect the most floors of the same color.

2. TWO-STEP: 5 POINTS

Collect exactly three floors in two different colors. These floors don't have to be connected (for example, end the game with exactly three red floors and three blue floors).

3. EFFICIENT: 5 POINTS

Collect fewer colors than the other players.

4. DIVERSIFIED: 5 POINTS

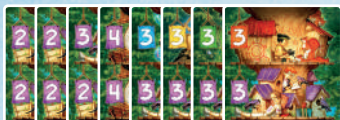
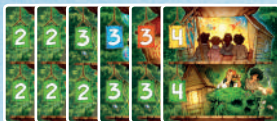
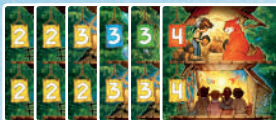
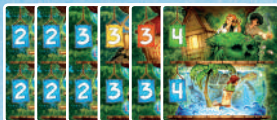
Collect the most different pairs of colors (a pair does not have to be on the same card).

5. LITTLE TREEHOUSE: 7 POINTS

End the game with the lowest score (after distributing bonus points for longest run of floors).



Detail of the 32 Treehouse Cards



CREDITS

Designer: David Short • Illustrations: Vincent Dutrait

Developers: Patrick Nickell, David Short, and Spencer Munoz

Product Manager: Théo Rivière • Translator: Danni Loe-Sterphone

Line Manager: Ludovic Papaïs • Publication, Adaptation, & Proofreading: IELLO

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www.iellogames.com

info@iellogames.com



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