

Numbers Up[®]

(For one or more players)

NUMBERS UP is a fast, fun game for the whole family. Each player competes by showing his skill in memorizing **WHERE THE PEGS ARE**, and placing them numerically on the peg board before his time is up.

TO PREPARE THE GAME:

1. Separate the Number Pegs from the Runners.
2. Set timer to desired running time. You may want to wind it all the way in the beginning and gradually reduce the time as you become more skillful.
3. After you have set the timer, push the "Start/Stop" button down. The timer is now ready to go.
4. Mix up and place all 20 numbered pegs, with numbers face down, in the holes on the board. **DO NOT** look at the numbers.

OBJECT OF THE GAME:

Be the player to have the most number of pegs in sequence on the board when the timer runs out.

1. When you are ready, pull the button up to start the timer.
2. You now must find the #1 peg. As fast as you can, pick up the numbered pegs replacing each in the same hole if it is not the #1 peg. Remember which pegs are where or in what general area. You may touch only *one* peg at a time.
3. As soon as you have located the #1 peg, place it on a peg on the "peg board" (at bottom), and find the #2 peg. Continue until there are 20 pegs on the "peg board," or the timer runs out.
4. You may only place one peg at a time on the board and it *must* be in sequence. Such as 1, 2, 3, etc.
5. When the timer runs out, your score is the number of *pegs on the "peg board"*. If you were in the process of putting a numbered peg on the board, that peg should also be counted toward your score, providing it was the *correct* numbered peg (next peg to go on the board) and it was in your hand.

The **WINNER** is the player with the most pegs placed — or the fastest time for all 20 pegs.

FOR THE BEGINNER:

It may be easier for the beginner to use two hands until he becomes accustomed to playing. Rule 2 would then be changed to allow touching two pegs at a time. Decide *before* starting which way the game will be played.

ATTENTION: make sure the timer is set on zero when storing the game for any considerable length of time.