

EXPANSION Print & Play



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Print on both sides, except this first page



This Print & Play will work with your game Rings Up! It includes 30 new cards and 5 variations!

These 5 variation work with any of the modes offered in the original rules (Classic, Fingers or Center Ring).

Download the rules of the regular game on Blue Orange website !

# **1 - THE COLOR DISAPPEARED!**

At the start of each round, the player who won the last card announces a color out loud (blue, yellow, red or green). Then a new card is revealed and the color just announced must be ignored (this color should not be added to your thumb).

# 2 – EVEN OR ODD?

At the start of each round, the player who won the last card announces "even" or "odd". Then a new card is revealed and depending on the announcement, the even (2, 4, 6) or odd (1, 3, 5, 7) numbers are ignored (the even or odd numbers should not be added to your thumb).

## 3 – THE OTHER HAND!

Play with any game mode, but you must play with the hand with which you are the least skilled (pick up the rings with the left hand for right-handers and vice versa).

## 4 - REVERSE!

Play with any game mode, but play "reverse". When a card is revealed, look for the highest number first then stack your rings «reverse" (instead of putting the ring one, then the two, then three ... pick them up starting with the highest number: the five, then the four ... until the first).

## 5 – ARE WE A TEAM?

Play with any game mode, but as teams of two. Team members sit across from each other and place one of their hands on the table, thumbs up. The game takes place in the same way as usual, except that you stack the rings on your partner's thumb! When a team believes they are done, they both say "Rings Up!" and they win the round. In case of an error, the team can no longer participate in the current round.

































