

- ▶ Cards must be laid out differently depending on whether the column is ascending or descending. For columns in ascending order, place the second and subsequent cards slightly offset so that the top number of the previous card is covered and the bottom number remains visible.



- ▶ For columns in descending order, place the second and subsequent cards slightly offset so that the bottom number of the previous card is covered and the top number remains visible. All top numbers will be visible in a descending column.
- ▶ The new card must always be fully visible after you place it (not tucked behind or in between cards in the column).

D Giving up a Column to the Discard Pile:

If you cannot or do not want to place the taken card in one of your current columns, choose one entire column to discard. Turn all cards in that column face down and place them in your discard pile. Each discarded card will score 1 point at the end of the game. Then, start a new column in your Play Area with the taken card.



4 Draw a Card

After placing a card in a column of your Play Area, draw the top card from either the face-down or face-up pile in the middle of the display and add it to your hand. If one pile is empty, you must draw from the remaining pile. Your turn is then complete, and play passes to the player on your left.

▶ What about wrong number sequences?

If you or someone else notices a card that was just misplayed, fix it immediately. If the mistake is discovered later in the game, put the entire column with the misplayed card into that player's discard pile.

END OF THE GAME

Once both draw piles are depleted, continue playing until all players have played every card in their hands. Six cards will remain in the display. The game then ends, and scoring begins.

SCORING

Each player scores all three of their columns, plus the cards in their discard pile.

To score a column, count the number of cards of the color that appears most frequently in that column. Multiply that number by the total number of cards in the column.

- ▶ If Erin has 5 pink cards in her first column and 9 cards total in that column, she scores 45 points for that column ($5 \times 9 = 45$).

Score each of your three columns this way, then add their scores together. Finally, score 1 point for each card in your discard pile. The sum of your three column scores and your discard pile score is your final score. The player with the highest score wins. In case of a tie, the tied players share the victory.

SCORING EXAMPLES

1st column: 9 cards $\times$ 3 ruby/gold cards = 27 points
 2nd column: 7 cards $\times$ 5 blue cards = 35 points
 3rd column: 4 cards $\times$ 2 pink cards = 8 points
 discard pile: 0 cards = 0 points
Total: 70 points

cards in discard pile

1st column: 7 cards $\times$ 7 pink cards = 49 points
 2nd column: 1 card $\times$ 1 ruby card = 1 point
 3rd column: 6 cards $\times$ 2 gold/purple/blue cards = 12 points
 discard pile: 6 cards = 6 points
Total: 68 points

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UP or DOWN?



2-6 players, 8 years and up

GAME IDEA

In *Up or Down?*, players build ascending and descending card columns that score points at the end of the game. Card columns with lots of cards of the same color score many points. The person with the most points at the end of the game wins.



GAME MATERIALS

- ▶ 126 cards in six colors with numbers 1 - 126

PINK		GOLD	
PURPLE		RUBY	
TEAL		BLUE	



SETUP OF THE GAME

- Depending on the number of players, only a certain number of cards are needed to play. We recommend starting with the Short Game of *Up or Down*. Use the number cards required for your player count and desired game length; return the rest to the box.

START
HERE

SHORT GAME

2 PLAYERS: 1–42
3 PLAYERS: 1–60
4 PLAYERS: 1–78
5–6 PLAYERS: 1–96

FULL GAME

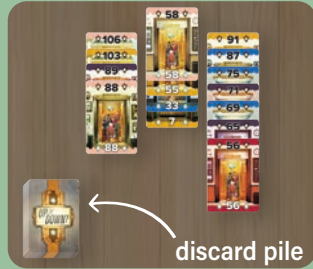
2 PLAYERS: 1–54
3 PLAYERS: 1–78
4 PLAYERS: 1–102
5–6 PLAYERS: 1–126

- Next, shuffle all the cards for your player count.
- Deal a hand of 3 cards face down to each player. Look at the cards in your hand.
- Next, place a circle of 6 face up cards in the middle of the play area. Sort them by ascending value, in clockwise order. These 6 cards make up the display.
- Divide the remaining cards into two piles roughly the same size.
- In the middle of the display, place one pile face down, and the other face up. Both of these are draw piles.
- Pick a start player.

DISPLAY



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YOUR PLAY
AREA



PLAYING THE GAME

Take turns in clockwise order. Your turn consists of the following:

- Play a Card into the Display
- Take a Card Next to Your Played Card
- Play the Taken Card into Your Play Area
- Draw a Card

1 Play a Card into the Display

Place a card from your hand face up into the display. Place it where it belongs in numerical order, which will always be clockwise.

- Erin places the 14 from her hand between the 7 and 33.



If you play a card lower than the lowest card or higher than the highest card, place it between the highest card and lowest card.



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- Eli placed the 5 from his hand between the 106 and 7 because it was less than the 7.

2 Take a Card Next to Your Played Card

Take a single card from the display. The chosen card will be one of the two cards next to the card you placed in Step 1.

- After playing the 5, Eli decides whether to take the 7 or the 106. After choosing the 7, he will place the 7 in his Play Area in Step 3.



3 Play the Taken Card into Your Play Area

A Your First Card:

Place the taken card in your Play Area. Your Play Area consists of zero to three columns and potentially a discard pile. The first card you take from the display will start the first column of your Play Area.

- After playing the 5, Eli took the 7 and started the first column in his Play Area.



B Extending Your Play Area:

On future turns, when you add another card to your Play Area, make the choice to either add it to an existing column or start a new one. You may only have 3 columns of cards. Each column may contain any number of cards. However, either all cards in the column must be placed in ascending order, or all cards in the column must be placed in descending order. Once a second card is placed in a column, this determines whether it is ascending or descending.

C Create Ascending or Descending Columns:

The second card in a column determines whether the column is ascending or descending. Once you play a card into your Play Area, you are not allowed to rearrange it.

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