

**5-6** ★  
FROM THE GROUND UP

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**3-4** ★  
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**3-5** ★  
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**3-5** ★  
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**3-4** ★  
FROM THE GROUND UP

**1-3** ★  
FROM THE GROUND UP

**1-2** ★  
FROM THE GROUND UP

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**FROM THE GROUND UP**  
 Fill crates in any order.  
 ▼ Lower      ▲ higher  
 = Equal      ≠ Not equal  
 ★ Victory Points  
 Cards pass clockwise.



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**ARTWORK BY:**

- Alena • Javier Cabezas
  - Isaque Pereira Cordeiro
  - Ben Davis
- thenounproject.com

# FROM THE GROUND UP

## THE EVER-MOVING ROLL&WRITE GAME

**2-6 PLAYERS****AGE 8+****10 MIN****DESIGN BY:**  
Iffix Y Santaph

*From the Ground Up* features 12 cards that will be passed clockwise by the players. You will control how much each card scores, and what values must be rolled to score each card. Like workers on an assembly line, you will build this game yourself, bit by bit, from the ground up.

You will need 1 six-sided die and 1 pencil per player.

To build the game, print page 2 on the back of page 1.

In a 2-4 player game, give each player 3 cards.

In a 5-6 player game, give each player 2 cards.

This game shifts seamlessly between phases. Though it isn't difficult, you will want to keep alert to the progression of the game.

On your turn...

- 1) roll a die.
- 2) If possible mark the rolled value in one (and only one) of the following locations.

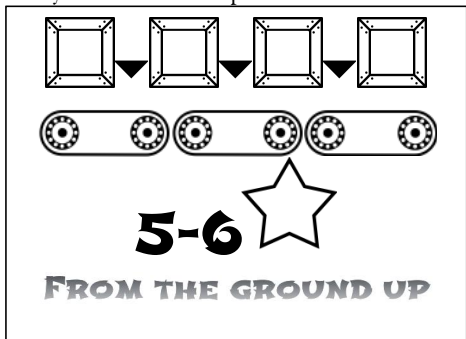
A) In one of the crates at the top of any card in your possession, or in the shared area (there is no shared area at the start of the game), provided your die fills a requirement. You do not need to mark the spaces in any specific order.

Usually, you may place anything in the leftmost box, but it may not be advisable.

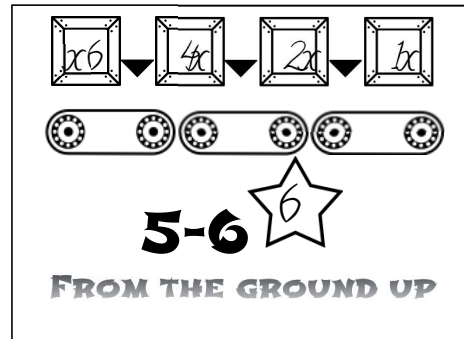
For example, in the card below, any value could go in the leftmost box. But the next several boxes must have a lower value than the first box. Therefore, if you roll a 3 or a 4, you may want to add it to a middle box, even if the box to the left of these hasn't been filled. *Symbols between crates are treated as if being resolved from left to right.* Therefore, in this example, the highest value would need to be in the leftmost box, even if it is the last box filled.

B) You may mark a star with a rolled value from the range beside it.

For example, if you rolled a 5, you could write a 5 in the star of the card below. If you mark a 5 in the star, upon successful completion of the card, it will be worth 5 points. Even completed cards are cycled, so you may in effect score 5 points for someone else.



- C) In the event that you completely fill in a card, it is then added to the shared area. When rolling a die, if you match the value of a crate in the shared area, you may mark that crate with a check mark. If you check off the last crate on one of these cards, move the card in front of you.

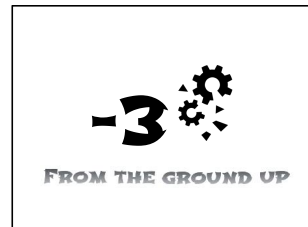


In the example above, you checked the last box in the shared area and you may now move the box in front of you, but as previously mentioned, you may not necessarily keep the card.

Here's why...

- 3) After all players have had an opportunity to perform steps 1 and 2, players must pass a card from in front of them clockwise. From the start of the game, *whenever you mark a card in front of you, that is the card you must pass.* Later, you will pass whatever card happens to be in front of you, if there is one. If there are multiple cards in front of you, usually you will have a choice, with one exception.

On your turn, while you have an incomplete card in front of you which has not yet been added to the shared area, if you are unable to mark anything, you will flip a card from in front of you. It becomes a negative value.



Negative value cards cannot be passed as long as you are holding any other card.

The game continues until the last card added to the shared area is moved in front of any player. The game ends immediately.

Total the scores of cards in front of players. The highest scoring player wins. If tied, the tied player with the highest scoring card wins. If still tied, compare cards from highest to lowest one at a time to determine the tie breaker. If still tied, both players win. Finally, *if the highest scoring player has a negative score, all players lose together.*

**VARIANT:** At the end of the game, if no one makes any progress for a full round, each player discards 1 scoring card of his choice (including negative cards). Then end the game immediately.