

COVERUP™

The Game Where Connections Run Deep



- 2 Players
- Ages 8 to Adult
- 10–15 Minutes per Game

What's in the Box

- 12 Maroon Disks
3 large, 4 medium, 5 small
- 12 Grey Disks
3 large, 4 medium, 5 small
- Game Board with storage for game disks.
Board consists of 25 wells, each well contains three disk spaces—small, medium, and large.
- Quick Play Rules

The Object of COVERUP™

Be the first player with four disks in a row.

Setting Up

1. Place the game board between the players.
2. Give one player the 12 maroon disks and the other player the 12 grey disks.
3. Select a player to take the first turn.

Playing the Game

1. The first player places one of his or her disks into any disk space on the game board **except** for the disk spaces in the center well.
2. The next player places one of his or her disks into any available disk space on the game board.
3. Players continue taking turns until one player has a horizontal, vertical, or diagonal, line of four disks.

See **A Player's Turn** for specific rules for placing and moving disks.

Winning the Game

The first player with four of his or her disks in a row, and visible, wins COVERUP.

A Player's Turn

A player's turn consists of either placing one of his or her disks on the game board, or moving one of his or her large disks to a new space on the game board.

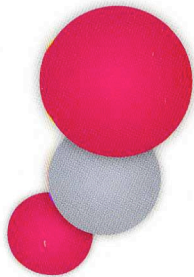
Placing a Disk

A player may place any one of his or her small, medium, or large disks onto the game board.

A player may not lift a disk in order to place a disk underneath.

A disk may be placed into a disk space in the center well during any turn after the first disk is placed by the first player.

Small Disks: A small disk may only be placed into an available space at the lowest level of a well. Once placed, a small disk **may not** be moved for the duration of the game.



Medium Disks: A medium disk may only be placed into an available space at the middle level of a well. A medium disk may cover a small disk of either color. Once placed, a medium disk **may not** be moved for the duration of the game.

Large Disks: A large disk may only be placed into an available space at the top level of a well. A large disk may cover a small and/or a medium disk of either color. Once placed, a large disk may be moved on the game board during a later turn.

Moving a Large Disk

Large disks are the only disks that may be moved after being placed. A player may only move his or her own large disks. When a large disk is lifted from the board it may not be returned to the same space during that turn, but must be placed into another available space on the board.

Moving a large disk might expose a previously played small or medium disk. If a player picks up a large disk

from the game board in order to move it, and exposes a disk which completes a row of four for the opponent, the opponent instantly wins the game.

Original Concept and Prototype	Rudell Design
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