

SUPER-SKILL PINBALL

RAMP IT UP!

DEMO

Use strategy, skill, timing, and a little bit of luck to get the highest score!

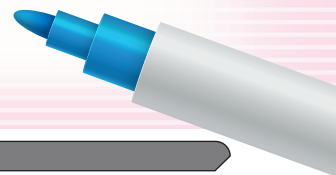
This is a demo kit for **Super-Skill Pinball: Ramp It Up!**. The base game includes four different themed pinball "tables" as dry erase boards. This kit includes paper versions of the beginner table **Gofer Gold**, which teaches the basics of play, for demos or large multiplayer games!

ALL PLAYERS SHARE...

- 1 copy of these rules.
- 2 standard 6-sided dice.

EACH PLAYER NEEDS...

- 2 "pinball" tokens. We like to use coins, but glass beads work well, too.
- 1 pencil with a good eraser. If you laminate this kit, you can use a dry-erase marker instead.
- 1 copy of the **Gofer Gold** demo table.



GOAL

Compete against your friends or play solo. Either way, your goal is to score as many points 🎯 as possible!

SETTING UP THE GAME

To begin the game, each player fills the Round 1 circle on their table. (See the "plunger" on the bottom right of the board.)



Place one of your tokens on the arrow at the top of the table labeled "Start."



Set aside your other token for now.

HOW TO PLAY

A complete play session is divided into three rounds. In each round, you will take several turns. Players are independent of each other, so your choices may result in your game being longer or shorter than your opponents'.

STEP 1: ROLL THE DICE

To start a turn, a player rolls the two dice. (Tip: Choosing a designated roller helps keep the game moving at a nice pace.) All players must share this roll, but do their turns independently.



STEP 2: MOVE YOUR TOKEN

Move your token to a feature containing an unfilled box that has your chosen die value. Usually, you must move your token to a lower zone. (Note: The *Gofer Gold* table is divided into five zones, noted by a dotted lines.)

If your token starts a turn on a flipper, you may move it up to a higher zone, with some restrictions described later in these rules.

You may voluntarily skip a zone and move your token further down.



STEP 3: FILL A BOX

You **MUST** fill an empty box in your token's new zone. The box must correspond to your chosen die result. Some boxes show two die face results (Ex: *Eureka*): the whole box is filled if they match your chosen die result.

After all players take their turn, roll the dice again.

END OF GAME

Your round ends if you can't legally fill a box or if you fill the boxes on the outlanes (the outer 1 and 6). Then erase all the boxes bordered with dashed lines. Your game ends at the end of your third round.

THE ZONES OF GOFER GOLD

From the Start arrow, move your token to the Eureka zone, though you can decide to drop lower.

EUREKA ZONE

When you fill all three Eureka lanes, you earn a **Skill Shot**, explained on the next page. Erase the boxes if all three are filled.

BUMPER ZONE

Filling a bumper box is worth one point 🎯. Erase the bumper boxes if all 12 are filled.



You may keep your token in this zone on the next turn by filling another bumper box. You may not stay on the same bumper. You may only move clockwise to the next bumper.

TARGET ZONE

Filling a target earns one point 🎯. (Exception: PAN targets.)

When you fill all four yellow **GOLD** targets, you earn one of the yellow bonuses, which are explained on the next page. Then erase those targets.



When you fill all three red **NUGGET** targets, you earn one of the red bonuses, which are explained on the next page. Then erase those targets.

The three yellow PAN targets do not give you a point 🎯 when filled, but when all three such targets are filled in, you get to choose one of the three bonuses indicated. Either you will get points 🎯 equal to product, the sum, or the difference of the two dice rolled. Note that the first two are one time bonuses, while the last bonus can be chosen as many times as you wish.

FLIPPER ZONE

Each flipper has three boxes that you can fill to keep your token in play. In addition, there are two inlanes with a 2 and a 5. By filling in these inlanes, score 2 points and immediately move the token onto the flipper without filling another box.



- The yellow flipper sends your token back up to any feature colored yellow or white, or has a yellow arrow pointing to it: Bumpers, Yellow Targets, and Fool's Folly.
- The red flipper sends your token back up to any feature colored red or white, or has a red arrow pointing to it: Bumpers, Red Targets, and Fool's Folly.

The OUTLANES have a 1 and 6. If you fill one of these, you score 2 points for each filled red or yellow flipper box, then your round ends.



SPECIAL FEATURES IN GOFER GOLD

SKILL SHOT

When you earn a Skill Shot, circle one of the numbers above Eureka.



You may have multiple Skill Shots circled, but you may not circle a number that is already circled.

A Skill Shot allows you to use any circled number instead of a die result. After using a Skill Shot, erase the circle.

NUDGING

After the roll, you may change one of the dice to a different number if you want. This is called "Nudging." Be careful – you may Tilt!



To Nudge, fill one of the double-line boxes and write the difference between the new and old numbers in the large Nudge box.

Note that the die is NOT actually turned or changed for other players. Nudging only affects you.

- You can only Nudge one of the dice – not both.
- You can use Skill Shots in addition to Nudging.
- If you've used all your Nudge boxes, you can no longer Nudge for the rest of the game. Nudge boxes are never erased.
- You MAY NOT Nudge if it makes you lose the token. For example, you cannot nudge a 5 into 6 and have it go down the right outlane, where it is lost. Note that you may Nudge to AVOID losing a token.
- You MAY NOT Nudge to avoid a Tilt.

Example: The roll as a 1/3, but you really want a 4. You decide to Nudge the 3 into a 4, cross off a Nudge Box, and write down '1' as the Nudge Amount.

TILTING

If you nudge, you may TILT on the next roll.

- ✓ If the difference between the two dice results is greater than or equal to the amount you wrote in the NUDGE box, you are OK. Erase the number you wrote under NUDGE.
- ✗ If the difference is less than the number, you tilted! The round immediately ends. Erase the number you wrote under NUDGE.
- You cannot use Skill Shots to avoid a Tilt.
- If you Tilt during Multiball you lose both tokens.

FOOL'S FOLLY

The ramp that takes you into Fool's Folly can be entered via the red and yellow flipper. However, there has to be a box that can be filled in on the blue flipper to access this area. Otherwise, you cannot enter Fool's Folly.

In Fool's Folly, two features await you: Flume Loop and Lost Mine.



FLUME LOOP

The die you choose must be able to fill in a box on the blue flipper in order to make a loop. You earn points every time you make a consecutive loop. If you cannot or do not want to make a loop, the token moves to the Lost Mine or down The Falls.



LOST MINE

These carts must be filled in order and you will earn the points indicated. If you cannot fill in a cart or choose not to, the token moves down to The Falls or below.



THE FALLS

If you fill in all 6 scoops, you score a 20 point bonus and reset the scoops.

BONUSES

Bonuses are special effects that change the normal rules of the game.

FLIPPER PASS

Both red and yellow flippers can be used to hit both red and yellow features.



OUTLANES DOUBLED

Outlanes (the outer 1 and 6 in the flipper zone) are worth 4 points per filled flipper box instead of 2.



NEXT FLUME LOOP TRIPLED

Your next sequence of Flume Loop points are tripled.



BUMPER BONUS

Bumper scores are tripled.



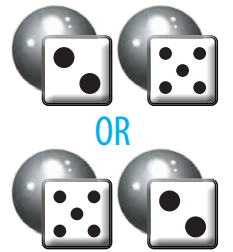
BONUS POINTS 2 / 3

This bonus may be taken each time a complete set of targets are filled instead of another bonus.

MULTIBALL

Place your second token on the **Start** area.

On the next roll of the dice, you must assign one result to one token and the other to the second token. You may not use the same die for both.



You move and get any bonuses from one token before you evaluate the second token. For example, you may move one token to gain a Skill Shot and then use that Skill Shot immediately for the second token.

Multiball ends when you *start* a turn with zero or one active token. So you get any special multiball bonuses on the turn you lose one (or both) tokens.

If Multiball is already active, you may not gain it again.

While Multiball is active, all points scored are doubled. This stacks with other bonuses.

LINES

The type of line around a box reminds you when it gets erased.

SOLID: Erase when this set of boxes is complete.

DASHED: Erase this after each round.

DOUBLE: Never erase. This box can only be filled once.

Game Design: Geoff Engelstein

Art: Gong Studios

Graphic Design: Daniel Solis, Richard Dadisman

Playtesters: Chris Michaud, Austen Anderson, Lisa Brandon, Crystal Pisano, Tom McKendree, and all those at Metatopia and Grandcon that were gracious enough to test.

