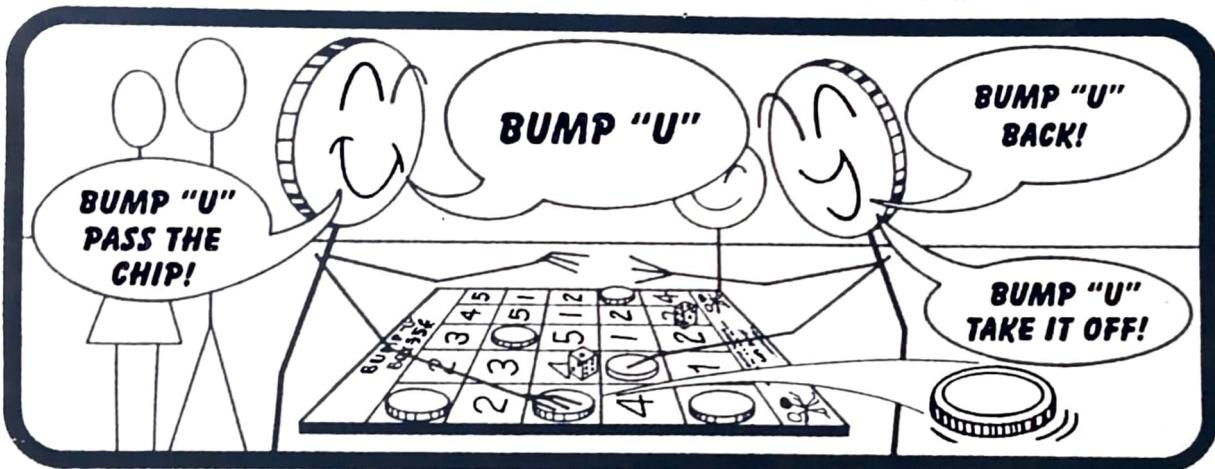


BUMP "U"

BOX 5¢

BOARD GAME



FUN For Ages 5 and UP
5 Games In One
LET'S BUMP!

AKP ©1998 BUMP "U" BOX Board Game

WARNING: Choking hazard - Parts
not for children under age 3.

BUMP "U" BOX 5

Board Game Setups

Play 5 Great Games on 1 Game board

- * How TO START EACH GAME: both players roll a dice, the player with the lowest number go first.
- * GAME #1 and GAME #3: Each player will use either 15 red or 15 blue chips each and 1 dice each.
- * GAME #4: Each player will play with 5 chips each, red or blue, and both the dice.
- * GAME # 5: Solitary players use all chips and both dice.
- * A TURN: 1 roll of the dice counts as a players turn, unless stated otherwise, following the rules of each game.
- * Once A CHIP- has been place on the game board to cover a number, that chip cannot be moved to show the number under the chip.
- * A CHIP- has not been placed on the game board until the player move his hand off the chip. In the case of BUMPING it does not matter if the player don't move his hand, a BUMP is a BUMP.
- * In the games that follows, BUMP "U" is the ACTION word of the game, therefore NO chip can be BUMPED off the game board unless the BUMPER say "BUMP "U" " first.

ADELL's Kids Production -created by: dennis jackson jr.

Copyright 1995,1998 BUMP "U" BOX 5 board game

AKP Customer Service

P.O. BOX 3252

Dayton, Oh. 45401-3252

BUMP "U" BOX 5

Game #1

***OBJECT:** To be the first player to get five chips in a row, horizontally, vertically or diagonally on the game board.

***HOW TO PLAY:** Taking turns rolling the dice, each player covers a number on the game board that is the same number on the dice.

*Continue taking turns until one player WIN, by placing 5 chips in a row, plus the WINNER, must say "BUMP "U" BOX 5" in order to WIN the game. If the player fails to say this phrase, the players will continue on with the game.

*If the one player who failed to say the phrase, get another turn and still has 5 chips in a row, the player may reclaim the WIN by saying, "BUMP "U" BOX 5" for the game.

***BUMPING:** Anytime a ROLLER, rolls a number on the dice that is cover by any one of the opponent's chips, the ROLLER, may BUMP the opponent's chip off the game board.

***WRONG NUMBER BUMP:** (ex: If a ROLLER, rolls a dice that show a #3 and BUMP a #5 on the game board) this is a WRONG NUMBER BUMP.

The OPPONENT, now may place his chip anywhere on the game board, or may BUMP one of the ROLLER'S chips, plus take his turn.

***WRONG NUMBER COVERED:** The ROLLER, rolls a #4 and cover a #5, remove the chip and the ROLLER, lose that turn.

***ROLLER BUMP HIS OWN CHIP:** the ROLLER, must remove his chip (leave that space blank) plus lose that turn.

*** NUMBERS ALL COVERED:** if a ROLLER, rolls a number on the dice that is all covered by his chips, the ROLLER, simply disregards the roll and roll the dice once more per turn.

***THE #6 ON THE DICE:** Roll a number 6 on the dice, you lose that turn.

***DRAW GAME:** When both players cannot place their chips, and no one has 5 chips in a row, there is NO WINNER.

*****YOU MUST SAY "BUMP "U""", WHEN BUMPING OR NO CHIP CAN BE BUMPED !!!! *****

BUMP "U" KRAZY 6

Game #2

***OBJECT:** To be the first player to get 6 chips on the game board in any order, and say "BUMP "U" KRAZY 6", to WIN the game.
(each player use 6 chips)

***HOW TO PLAY:** Each player in turn must roll a #6 on the dice, to start putting chips on the game board. (you only need to roll this #6 one time)

*Once a ROLLER, rolls a #6 that ROLLER, then rolls the dice again, each number rolled after the first #6 will be the numbers on the game board to be covered .

***BUMPED BY THE #6 ON THE DICE:** Anytime a ROLLER, has 5 or less chips on the game board, and rolls a #6 on the dice, that ROLLER, has just been BUMPED by the #6 on the dice. You the OPPONENT must tell the ROLLER, too "TAKE IT OFF" (remove a chip) before you the OPPONENT rolls the dice, otherwise you will miss the BUMP by the #6 on the dice.

***TO WIN THE GAME:** Once a ROLLER, get all 6 chips on the game board the ROLLER, must then roll a #6 on the dice to WIN the game, plus by saying "BUMP "U" KRAZY 6".

*In the event both PLAYERS, have all 6 chips on the game board, the one who roll the #6 first WINS.

***BUMPING:** You may BUMP your opponent's chip anytime during the game, if the dice number you rolled, is covered by one of your opponent's chips, but you must say "BUMP "U"" or no chip can be BUMPED. A ROLLER who BUMP one of his own chips, or BUMP the wrong number, or place a chip on the wrong number, must remove the chip, and lose that turn.

***WINNER FAILS TO SAY "BUMP 'U" KRAZY 6":** A ROLLER, has all 6 chips on the game board, and rolls a #6, but do not say "BUMP "U" KRAZY 6" to win, before his opponent rolls the dice, the game will continue on. If the player who failed to say the phrase, get another turn, and still has 6 chips on the board, that player must roll a #6 again to WIN.

BUMP "U" PASS THE CHIP

Game #3

*OBJECT: To box in the center #5 on the game board for points, using the 8 numbers that block in (surrounds) the center #5 on the game board.

*HOW TO PLAY: Each player rolls a dice in turn, to cover the numbers that block in the center #5, for each chip you place on the game board counts as a point, plus each one of your opponent's chips you BUMP and keep count as a point (set score and point value before start of the game).

*BUMPING: Anytime a ROLLER, rolls a number on the dice that is covered by his opponent's chip BUMP IT! for a point, by saying "BUMP "U" or no chip can be BUMPED (keep the chip for a point)

*BUMP YOUR OWN CHIP: You lose that space, and turn.

*PASS THE CHIP: Anytime the ROLLER, roll a number on the dice, that is all covered on the board by his chips (he can't place a chip) you get one of your chips back from the ROLLER (ROLLER lose a point) if the ROLLER don't have one of your chips, the ROLLER must give up one of his own chips. (you gain a point). You must tell the ROLLER to "PASS THE CHIP" before YOU roll the dice, or YOU lose the chip.

*THE #6: roll a #6 on the dice, you lose that turn.

*SCORING: Once the last chip to box in the center number 5 has been placed, each player add up the number of their own chips on the game board, plus the number of the opponent's chips BUMPED and kept. The game will continue until the game score has been reached.

TIE GAME: If the players tie, each player in turn roll a dice, the first ROLLER, to roll a #5 on the dice to cover the center #5 get an extra point (set tie point before start of the game).

BUMP "U" and #5

Game #4

***OBJECT:** To beat your opponent along with the #5 on the dice, by being the first player to get 5 chips on the game board in any order, for points.

***HOW TO PLAY:** The first ROLLER, roll both dice, the dice with the lowest number is the number you cover on the game board with one of your chips.

*This game is played with 5 chips each.

***BUMPED BY THE #5 ON THE DICE:** The #5 on the dice has teamed up with your opponent in order to BUMP "U" off the game board. When a ROLLER ,rolls a #5 on any one of the dice, the ROLLER, has just been BUMPED by the #5, the OPPONENT must say "BUMP "U"" and the ROLLER, must remove one of his own chips off the game board. The OPPONENT must say this before he roll the dice, or lose the BUMP, this is done for each #5 rolled.

BUMPING: Anytime a ROLLER, rolls a number on the dice that is covered by his opponent's chip, the ROLLER may BUMP that chip off the game board. Remember you want to be the FIRST to get 5 chips on the board.

***SAFETY ROLL:** Anytime a #5 and a #6 are rolled together, this is a safety roll, the dice are just passed to the next player.

***THE #4 ON THE DICE:** Since the #4 is not lower then the numbers 1-3, when a #4 is rolled with any of these number you may select the #4 or one the other numbers to be covered.

***THE #6 ON THE DICE:** When rolled with any number, the ROLLER lose that turn.

COLLECTING POINTS: The first PLAYER to get all 5 chips on the game board, collect the points for that round, 10 points for each chip his opponent has left off the game board (set the game score before the start of the game)

***BONUS POINTS - DO YOU FEEL LUCKY?:** If you have 4 chips in a roll, you may take a bonus roll, if one the two dice lands on a #5, cover the #5 for 20 extra points. You must tell your opponent you are going for the bonus point, before you roll the dice. BUT if both dice lands a #5 you lose -50 points from your total score. CHANCE IT, ONLY IF YOU FEEL LUCKY !

WINNING THE GAME: The first player to reach the game score, set before the start of the game, plus say "BUMP "U" and #5" is the WINNER of the game.

BUMP "U" SOLITARY

Game #5

***OBJECT:** The game start out with filling the top row with chips, using alternating colors, your goal is to completely fill the game board (YOU WIN), before you are completely BUMPED OFF the game board (SOLITARY WIN)- there are no more chips remaining on the game board

***HOW TO PLAY:** By rolling both the dice, one of the dice must be the number of the next number on the game board to be covered, playing from left to right.

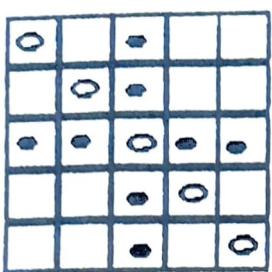
***BUMPED by THE # 6 ON THE DICE:** This is your OPPONENT in this game of BUMP "U" SOLITARY, during your roll if one of the dice lands on a #6, YOU have just been BUMPED by the #6 on the dice (remove the last chip placed on the board). If both dice lands on a #6 (remove the last 2 chips placed on the board)

***THE #5 AND THE #6:** When rolled together, the #5 come to your AID, and BUMP the #6 back, you do not have to remove a chip off the game board. If the next number to be covered on the game board, is a #5 you may cover it with your chip.

***COVERING THE NEXT 2 NUMBERS:** If both the dice lands on the very next two number to be covered (EX. the dice shows a #2 and a #3, and the next two numbers on the game board from left to right are a #2 and a #3) cover the numbers and continue with the game, NO SKIPPING NUMBERS.

***THE GAME IS WON:** When the game board is completely filled - YOU WON!, or when there are no more chips on the game board - SOLITARY WINS!

GAME #1

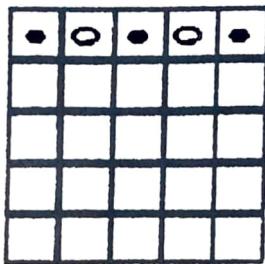


HORIZONTALLY

DIAGONALLY. O

3	4	5	
4	5	1	
5	1	2	

GAME #3



GAME #5

GAME CONTENTS:

1 - 11x17 inch Durable Game Board

1 - Game Book of 5 Games

15 - Red Playing Chips

15 - Blue Playing Chips

2 - Game Dice

1 - Cloth Small Parts Bag

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~~DAYTON, OH. 45401-3252~~