



HOW TO WIN (2 WAYS)

- ° Defeat your opponent's *Champion* in a *Bump*.
- ° Your opponent's deck has 0 cards left and they try to draw a card.



THE CARDS

All cards have 3 icons and ability text.

RANK NUMBER

Used to determine who wins in a bump.

ABILITY TYPE

There are 3 types, *Enhance*, *Battle*, and *Drop*.

REMINDER ICON

This **doesn't** effect gameplay but is a visual representation of the ability text.



CARD ABILITIES



ENHANCE: Ability only works when it's used as backup in a bump.



BATTLE: Ability only works when it's on the play field in a bump.



DROP: Discard this card from your hand and follow the text on the card.

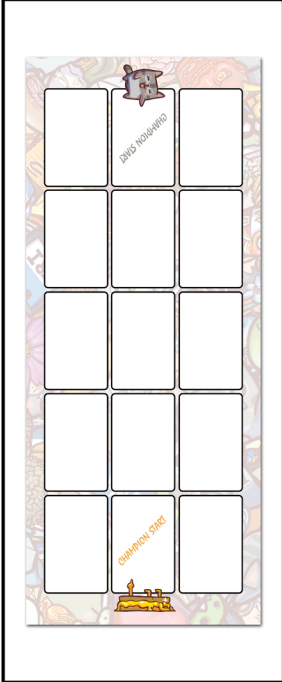
GAME SETUP

The game is played on a 3x5 grid. There is one included in the box.

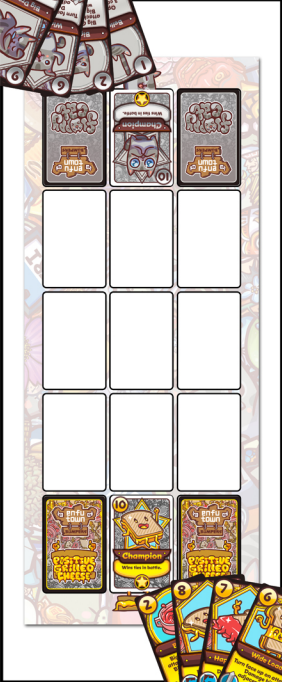
1. Each player places their *Champion* card **face up** in the Champion spot.
2. Shuffle the deck and put 2 random cards **face down** on the left and right of your *Champion*. You can look at them.
3. Each player draws 4 cards.

Now you're ready to play!

EMPTY



READY!



LET'S PLAY!

The person with the shortest pinky goes first! The second player may switch their *Champion* with a card that is on the left or right before beginning the game.



ON YOUR TURN

Follow these steps.

1. Draw a card.
2. Use any number of Drop abilities.
3. Place up to one card **face down** next to your *Champion* in an open position (left, top, right, bottom).
4. Make up to 2 moves. It's moving a card into an open position (left, top, right, bottom) or onto an opponent card to start a bump.
5. Declare you're done and discard down to 5 cards.

BUMPS

A bump is when you move your card into a spot occupied by an opponent's card to battle!

If you start the bump, you're the attacker and your opponent is the defender.

There are 5 steps to a bump.

1. Defender can *Call for Backup* 1st.
2. Attacker can *Call for Backup* 2nd.
3. Both members turn all cards face up.
4. Each player adds up their card ranks, taking into account *Enhance* and *Battle* effects. The side with the highest total rank keeps their card on the board.
5. All other cards are put into the discard pile. Turn the winner back to **face down**.

CALLING FOR BACKUP

To call for backup, place as many cards **face down** that you want. Any card can be used. All their numbers and *Enhance* effects (if any) will be added to the bump.



Once each person has placed their backup, all the cards are revealed and added up!

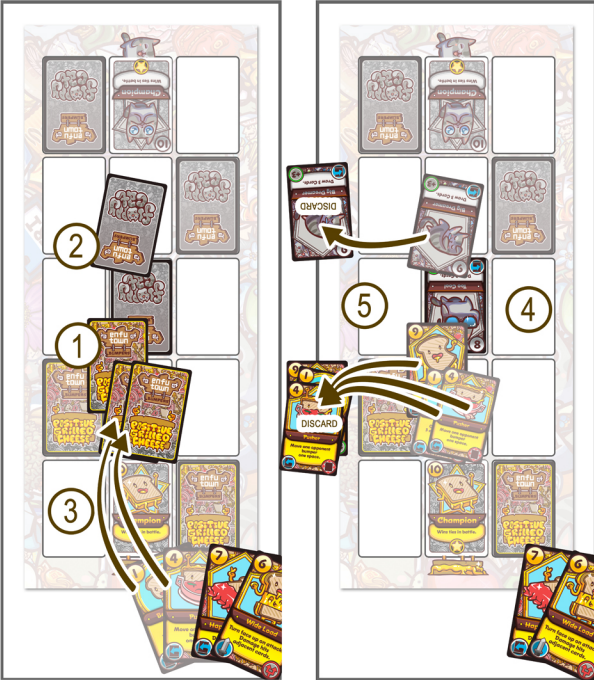


In this case it's 4 In Play + 8 and 5 as backup = 17 total

EXAMPLE BUMP

Here's an example of a bump to help you understand what happens.

1. You placed your card onto an opponent's card.
2. They add 1 card for *Backup*.
3. Then you add 2 cards as *Backup*.
4. You both reveal and add up the rank numbers. Your opponent adds up to 17 and you add up to 14.
5. Your opponent had the highest total rank so you lost the bump, their card stays on the board and all other cards are put into the discard pile.





## QUICK OVERVIEW

Look at the front for full gameplay details first.

Players are placing cards **face down** adjacent (top, right, bottom, left) to the *Champion* in an open space.



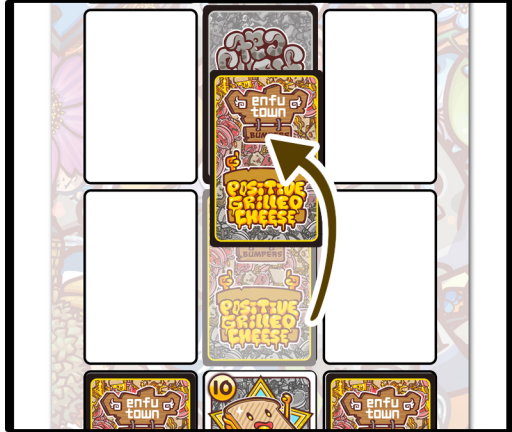
You can always look at your own cards though. Just don't show your opponent!



Cards move through the 3x5 play field **face down** too. The *Champion* is the only one that moves **face up**.



You start a bump by moving your card onto an opponent's! You know your rank, but not theirs.



Don't worry though, each of you can *Call for backup*.



Now reveal the cards and add up the rank numbers. Don't forget about *Enhance* or *Battle* abilities too!



Your rank total is 12 and theirs is 17, but you've used a *Queasy* as backup which reduces their *Big Dreamer* to a 0 giving them a new total of 8. So you win the bump!



Since you've won the bump, you take their spot and you're getting closer to take on their *Champion*!



## GAMEPLAY RULINGS

Here's a list of cards and their rulings.



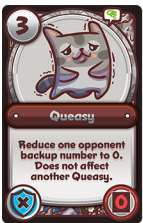
### Belly Flopper

*Enhance* effect: If you lose a bump when using this as backup, you get to draw a card. If you have more than one as backup, then you draw a card for each one.



### Big Grump

*Battle* effect: Think of it like a bomb. It wins no matter what, but is discarded after. It can't attack a *Champion* but if the *Champion* attacks it, then the game is over! So be careful who you attack!



### Queasy

*Enhance* effect: When used as backup it negates the rank of one of your opponent's backup cards while still adding 3 to yours.



### Pusher

*Drop* effect: You can move any of your opponents cards on the field **except the *Champion***. If you move one of them onto your cards, then this starts a bump and you're the attacker!



### Snacker

*Drop* effect: You pick a random card from your opponent's hand to be discarded.



### Wide Load

*Battle* effect: If it attacked and won, the opponent's cards on the immediate left and/or right are revealed and **total rank** affects them too. It has no effect on defense.



### Happy Camper

*Battle* effect: If it wins a bump, then you draw a card. If you defeat the *Champion* and had no cards left in the deck, you still win.



### Champion

In a bump, if there's a tie, normally all cards are discarded, but the *Champion* wins! The *Champion* moves **face up**.

If the *Champions* fight each other and tie, you both win and give each other a hug!

### Bump Ties

If there is a tie in the total rank at the end of a bump, both cards are discarded.

### Multiple Games

If you play more than one game, then the loser chooses who goes first.







## BOX CONTENTS

This game box includes the following



DECK: 36 Cards

1 Champion

3 Big Dreamer

4 Too Cool

4 Happy Camper

4 Wide Load

4 Snacker

4 Pusher

4 Queasy

4 Big Grump

4 Belly Flopper

DECK: 36 Cards

1 Champion

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### REMINDER CARDS



### INSTRUCTIONS



### 3X5 PLAYING GRID



Produced by  
5 Color Combo, LLC

Art by  
Enfu

Game Play Design by  
Trent Ellingsen  
Kenneth Mark



## WRITE OR VIDEO A REVIEW!

We're very excited about this game coming out soon. Part of it's success will be getting reviewed by people and groups that are enthusiastic gamers.

Please consider publishing a review of this game. If you'd like images, info, or anything else to have in the review please contact us at [contact@5colorcombo.com](mailto:contact@5colorcombo.com).

You are free to take photos or videos of this game, it's contents, or persons playing it for the use of reviewing.

Thanks!

## KICKSTARTER LAUNCHING SEPT 22, 2017

Please share info this with anyone you like!

### MORE INFO

See more at [www.enfutownbumpers.com](http://www.enfutownbumpers.com)

This game is in the final stages of development. Although there may be changes to the instructions or cards, any of these changes will only be minor text clarification of rules or minor gameplay changes.