



THREE OBJECTIVES

1. **WIN the pot of the First Hand.** Let the other players know you're not to be messed with!
2. **WIN the Most Hands.** You may not win the "game", but it sure feels better along the way.
3. **WIN ALL the Washers.** Take your victory lap, make sure they know who's boss.

Looks like a Win-Win-Win. Simple game, made by simple people, for folks to simply have fun.

GRAB YOUR TOOLS

- | | | |
|----|------------------------------|--|
| 5 | Part No. #DENILN5000 | Double-Ended Nylon Insert Lock Nutz (this part is patented) |
| 1 | Part No. #TPTTNCC1000 | Thermally Protected Turbo Threaded Nutz Can Cup (yep, also patented) |
| 1 | Part No. #SSRB12000 | Super Score Remembering Bolt (patented) |
| 24 | Part No. #WASH0001 | NutzUp Washer |

HOW TO PLAY

1. Each player gets 6 NutzUp washers.
2. The round starts when all players put one NutzUp washer into the pot.
3. Pick a player to start (Doesn't matter who starts—choose your top Nut).
4. Everyone gets three rolls to assemble their best hand. (The hand rankings for Five High is conveniently located on the side of the Nutz Can Cup—for this game, ignore the point values in the right column.)
5. Want to improve your hand? Toss a washer into the pot to 'buy' another roll—if you've got washers left, you can spend down to your last one.
6. Done rolling? Pass the Nutz and Nutz Can Cup to the player on your left.
7. The round is over after each player has rolled their Nutz and assembled their best hand. Best hand wins the current pot. Way to roll! High fives!
8. New round starts with the player to the left of the last starter. You must have at least one washer to throw in to keep playing. Out of washers? You're out this game.
9. When only two players remain, it's all-in—no matter how many washers they have. Each rolls once. High hand wins the pot.

WASHER WISDOM

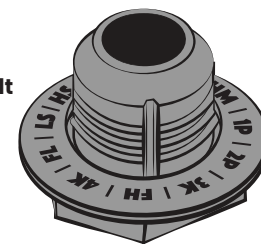
As long as you've got **one washer left**, you're still in the game—and you can still **WIN IT ALL!**

HAND RANKING	VALUE*
2 SNOMEN	50
1 SNOMAN	25
5 OF A KIND	15
HI STRAIGHT	14
LO STRAIGHT	13
FLUSH	11
4 OF A KIND	10
FULLHOUSE	9
3 OF A KIND	6
2 PAIR	5
1 PAIR	3
HIGH NUTZ	2

***VALUES USED FOR 4 QUARTERS GAME**

Super Score Remember Bolt
#SSRB12000

Rotate to track round's high hand



Thermally Protected Turbo Threaded Nutz Can Cup
#TPTTNCC1000

Load the cup, roll your hand

Double-Ended Nylon Insert Lock Nutz
#DENILN5000

Toss from the cup, build your best hand



NutzUp Washer
#WASH0001

Ante up, or spend for more rolls

That's Just Nutz...Some wild things can happen while rolling NutzUp!



Tied Nutz – When two players tie for the high hand, each gets three rolls—no extras. Just roll your best Nutz.



Cockeyed Nutz – When one of your Nutz isn't flat and is resting askew on another Nutz or object—it doesn't count. (Tap the table 3x to attempt to straighten it out.)



Wild Nutz – When a pair of Nutz land stacked. Both become Wild Nutz and can be assigned any value the player needs.



SnoMan – When two Nutz stack like a snowman, all players add a washer to the pot. Everyone gets three rolls to match the SnoMan hand. If someone does—it's a freak of nature and counts as Tied Nutz. A snowman is rare and deserves a moment of awe.



THREE OBJECTIVES

1. **WIN the first Quarter.** This always drives them nutz...they might as well give up right now, right?!
2. **WIN the Most Quarters.** You may not win the "game", but it sure feels better along the way.
3. **WIN the Game.** Have the highest final score, take your victory lap, make sure they know who's boss.

Looks like a Win-Win-Win. Simple game, made by simple people, for folks to simply have fun.

GRAB YOUR TOOLS

You'll need:

- 5 Part No. **#DENILN5000** Double-Ended Nylon Insert Lock Nutz (this part is patented)
- 1 Part No. **#TPTTNCC1000** Thermally Protected Turbo Threaded Nutz Can Cup (yep, also patented)
- 1 Part No. **#SSRB12000** Super Score Remembering Bolt (patented)
- 24 Part No. **#WASH0001** NutzUp Washer (for extra rolls only)
- 1 Scoresheet and 1 Writing Tool*

**Supply your own... I mean c'mon, who doesn't have this lying around the shop?!*

HOW TO PLAY

1. Each player gets 6 Washers which are used to buy extra rolls for hand improvement. Spend them wisely, you only have 6.
2. On your turn, roll the Nutz three times to make your best hand using the scoring chart on the cup. Want more rolls? Spend washer to buy extra rolls.
3. Record your score. Pass the cup to the next player.
4. When the round ends, the next round starts with the player to the left of the previous starter. Continue this rotation until 4 rounds are complete—one Quarter.
5. At the end of 4 rounds, the Quarter is over. The person with the highest cumulative score wins that Quarter.
6. After two Quarters, it's HALFTIME! Time for a break for friendly banter, snacks & beverages of choice, and of course, bragging rights for the highest roller.
7. Rounds resume, play continues as above for the remaining two Quarters of the game.
8. At the end of the 4th Quarter, final scores are tallied and the winner declared!

WASHER WISDOM

Just like every great game throughout history, NutzUp allows someone to come from behind and win everything. Just like in life, as long **as you're still in the game, you can take it all** (and we LOVE that)!!!



SCORESHEET

DOWNLOAD MORE AT PLAYNUTZUP.COM

Player Name				
QUARTER 1				
Round 1				
Round 2				
Round 3				
Round 4				
Q1 Score				
QUARTER 2				
Round 1				
Round 2				
Round 3				
Round 4				
Q2 Score				
HALFTIME				
QUARTER 3				
Round 1				
Round 2				
Round 3				
Round 4				
Q3 Score				
QUARTER 4				
Round 1				
Round 2				
Round 3				
Round 4				
Q4 Score				
FINAL SCORE				
WINNER:				

2 SNOMEN	50	LO STRAIGHT	13	3 OF A KIND	6
1 SNOMAN	25	FLUSH	11	2 PAIR	5
5 OF A KIND	15	4 OF A KIND	10	1 PAIR	3
HI STRAIGHT	14	FULL HOUSE	9	HIGH NUTZ	2