

GYM



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THE OBJECT: Opponents will pick a team of kids, then use skills to play in the gym class events. The team that scores the most points is the winner!

30 Cards:

24 Kids: (18 Friendlies)

(6 Brats)

6 Events/Coaches



SKILLS:
Friendlies have 2 skills.
Brats have 1 skill.

SETUP:

- In a 2-player game, sit across from each other. If playing a game with 4 or 6 players, choose 2 teams of either 2 or 3 (respectively). Each Team should sit on a side of the playing area. (See **DIAGRAM Below**)
- Choose a Dealer to perform the following **SETUP** steps.
- Create the Event Schedule by randomly placing the Event Cards (Event side up) in a column between both Teams. (See **EXAMPLE Below**)
- Shuffle the 24 Kids and reveal 12 of them in a row between both Teams in the center of the playing area. Set aside the stack of remaining Kids. (Note: The remaining 12 Kids will be used in the second round of Picking.)
- The Dealer is the starting player. Players must alternate turns as a Team, such that all players get an equal number of turns throughout the game.



PLAYING THE GAME: GYM has 2 phases: the "Pick" phase and the "Play" phase. In the Pick phase, players will alternate picking Kids and adding them to their hand. In the Play phase, players alternate placing Kids from their hand to the Events, then they may perform an Event Action. Brats will influence the Event Schedule during the Pick phase, then they will manipulate the Coaches during the Play phase. At the end of the game, all Kids will have been placed at an Event and both Teams will earn a cumulative score based on their Kids' skill points at those Events.

PICK PHASE:

- The Active Player chooses a face up Kid and takes it into his hand.
- If the chosen Kid was a Brat, he may adjust the Event Schedule.

The Event Schedule may be adjusted in 1 of 2 ways:

Advance one Event: 2 spaces

OR

Advance two Events: 1 space each

Events must maintain the alignment formed by the black lines at the edge of the horizontal sides of the cards. They must always advance and may NEVER move backwards. At the end of the Pick phase, only the furthest advanced 4 of the 6 Events will be selected for the Play phase. In the case of a tie, Events at the top of the column have priority. After all 12 Kids are picked, lay out the remaining 12 and continue picking until they're gone. Then, begin the Play phase.



In the Event Schedule above, is furthest, then , then . Since is closest to the top of the column, it will be the 4th Event.

Place the 4 furthest Events between the Teams. (See **EXAMPLE Below**) The remaining 2 Event Cards flip to the Coach side and are placed near the Events.



Each side of an Event has 3 positions in which to play Kids. During the Play phase, players take turns (same sequence as the Pick phase) placing Kids in an open Event position, taking Event Actions and possibly moving a Coach.

- The Active Player must place a Kid from his hand to 1 of the 3 open positions on his Team's side (at an Event).
- Then, he **MAY** perform an Event Action.
- Finally, if the chosen Kid was a Brat, he **MAY** also move **EITHER** Coach.



The Active Player may perform **ONE** Event Action after he places a Kid on his turn (initial Kid placement). He may perform the Action shown on the Event to which it is being placed - **OR** - he may perform **EITHER** of the Actions that correspond to the Active Kid's skills (provided the skill matches an **Event in play**). Additionally, a Kid's skill **VALUE** is key to winning Events at the end of the game.

Teammates should **NOT** share information about the cards in their hands.



COACHES:

At the beginning of the Play phase, the 2 Coaches are set to the side. When a player **PLACES** a Brat (as his turn placement), he **MAY** perform 1 Event Action (as described above). Immediately after, he **MAY** also place or move either Coach. Coaches are placed to the right of the 3 positions on a Team's side of an Event. A Coach's presence reduces the chaos on **THAT SIDE** of the event: **While a Coach is present, no Event Actions may be used to move kids to or away from that side of the Event.** The other side of the Event may still be influenced by Event Actions (unless the other Coach is there).



Coaches are placed to the right of the 3 positions on a Team's side of an Event.

GAME END:

The game ends after the turn in which the last Kid was played from the last player's hand. Each Team earns a cumulative score by adding up the Event **skill** (color) points on their side, at each of the 4 Events. The Team with the most points is the winner! In the case of a tie, the winner is the Team that took the first turn.

SCORING EXAMPLE

Team A earned a cumulative total of: **23 POINTS.**

Team B earned a cumulative total of: **19 POINTS.**

Team A wins the game!



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