

3-8  
PLAYERS

AGES  
8+

# PUMPTOWN

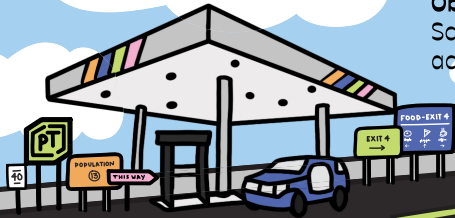
## Game Instructions

Welcome to  
Pumptown!

Pumptown is a fast-paced card game where memory meets cunning. Players vie to keep scores low while attacking competitors and protecting themselves across 10 thrilling rounds. Ideal for 3-8 players, ages 8 and up.

### Objective

Score the lowest number of points across 10 rounds to win!



### What's in the box?

- 76 numbered cards from 0-12 (Four 0's, Six of every other number)
- 21 Pump Cards with various benefits

### Setup Instructions

1. Separate the number cards (0-12) and Pump Cards into two decks.
2. Shuffle the number deck and deal 4 cards face down to each player in a 2x2 grid.
3. Place the remaining number cards face down as a draw pile and flip the top card face-up to start a discard pile.
4. Shuffle the Pump Cards separately and deal one to each player. Place the remaining Pump Cards in a pile.

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Scan to view  
the rules  
online!

[PumptownCardGame.com](http://PumptownCardGame.com)

### Turn Order

The youngest player goes first, and play rotates clockwise in every round.

### How to Play

Peek at your bottom two cards at the start of the round, you won't see your other cards until you swap them.

On your turn, pick a card from either the draw or discard pile. Swap it with one in your grid or toss it into the discard. Aim for the lowest score possible—0! You can hit that zero with two horizontal pairs, OR go big by shooting the moon (see Special Scoring).

If you think you have the lowest score of all your competitors, knock after your turn to signal the round's end. Everyone else will still get one more turn to go!

The player with the lowest score, or the winner of a duel (more on that later), at the end of each round wins and receives a Pump Card to use in future rounds.

### Special Scoring

#### Shooting the Moon

If your total score is 40 or more, score 0 for the round.

**TIP:** Shooting the Moon can be a risky move, but you can leverage Pump Cards to minimize the risk!

#### Knocking Penalty

If you knock and have the lowest score, your score becomes 0 for the round. If not, you get a 10-point penalty. In case of a tie, the knocker wins!

#### Point Reduction

If your total cumulative score hits exactly 100 or 200, your score is cut in half, so strategize accordingly!

Read the Game  
Instructions Online:

[PumptownCardGame.com](http://PumptownCardGame.com)

### Pump Cards

Pump Cards offer strategic advantages that can be played during the game to help you outsmart your opponents.

Everyone starts the game with one Pump Card in hand, but from here on out, the only way to earn more is by winning rounds.

Each Pump Card will specify when it can be used. Pay attention to the timing to maximize their effectiveness!

Stack multiple Pump Cards in a single round to turn the tide in your favor, but you can only hold up to 3 Pump Cards at once!

**TIP:** Keep an eye on your opponents' moves and make use of Pump Cards at the right moment to gain an advantage.

### Winning the Game

After 10 rounds, the player with the lowest cumulative score wins.

**TIP:** Plan your final rounds carefully. A well-timed Pump Card or a smart knock can secure your victory.

### Duels

- Duels occur naturally when non-knocking players tie for the lowest score, or can be forced by a Pump Card.
  - If multiple non-knocking players tie for the lowest score, they enter a duel.
  - In a duel, each player is dealt 2 cards face down and takes 3 turns to draw and replace cards in a mini-game of Pumptown. The player closest to the right of the dealer goes first.
  - After 3 turns, the player with the lowest score wins the duel, earns 0 points for the round, and earns a Pump Card. The loser takes the total of both players' scores as their final score.
- TIP:** If you're behind in the game, use the Duel Card to challenge the player in the lead. If you're ahead in the game, you can leverage it to offload points.