

3-8

PLAYERS

AGES
8+

PUMPTown

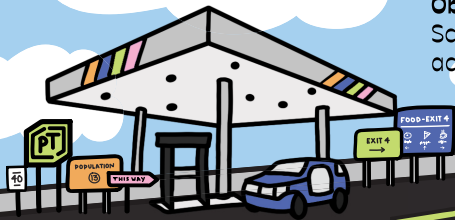
Game Instructions

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. Shuffle the Pump Cards and deal one to each player.
4. Place the remaining numbered cards face down in the center as a draw pile.
5. Flip the top card of the draw pile to start the discard pile.

In the first round, the youngest player goes first. The starting player rotates clockwise each round.

PUMPTown



Hate reading rules? We got you! Scan for step-by-step game play instructions, a digital scoresheet, and fun surprises!

PumptownCardGame.com

How to Play

GOAL OF PUMPTOWN: Win rounds by achieving the lowest score. You can do this in two ways:

① **Pairs & Low Cards** – Horizontal pairs always cancel to 0, so creating pairs and collecting low cards is the safest strategy.

② **Shooting the Moon** – If your four-card total reaches 40 or more, your score drops to 0!

Gameplay: Before each round, peek at your bottom two cards and memorize them (no more peeking once the round starts!) On your turn, pick a card from either the draw or discard pile and swap it with any of the four cards in your grid or discard it.

Ending a Round: If you believe you have the lowest score, knock after your turn to signal that each other player gets one final turn. Once everyone has played, flip all cards face up and tally scores.

Scoring

At the end of each round, record scores. The winner of the round earns a Pump Card! Scores are cumulative across 10 rounds.

Horizontal Pairs Cancel to Zero

Shooting the Moon

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

⚠️ **TIP:** Shooting the moon is risky. If the round ends before you reach 40, you could be stuck with a lot of points!

Knocking

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 Reset

If your total cumulative score hits exactly 100 or 200 at the end of any round, your total score is cut in half, so strategize accordingly!

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.

Pump Cards

- Pump Cards give you strategic advantages to outsmart your opponents. Each player starts with one Pump Card, but the only way to earn more is by winning a round.
- Every Pump Card has specific timing rules—use them wisely to maximize their impact!
- You can play multiple Pump Cards in a single round for a game-changing move, but you can only hold up to 3 at a time.

Duels

- Duels happen when non-knocking players tie for the lowest score or when triggered by a Pump Card.
- Each duelist gets **2 face-down** cards (no peeking!) and takes **3 turns** to draw and swap cards.
- After 3 turns, the lowest score wins, earning 0 points for the round and a Pump Card. The loser takes the sum of both players' original scores as their final score.

Read the Game Instructions Online:

PumptownCardGame.com