

Per Gauding

Lift it!

DELUXE™

INSTRUCTIONS

Get Your Head in the Game

Lift It to Build It & Win!

USAopoly®

Lift it!

DELUXE

DELUXE CONTENTS

1 Game Board, 78 Building Cards, 4 Duel Cards, 4 Cranes, 4 Hooks, 4 Strings, 4 Headbands, 14 Building Blocks, 4 Pawns, 1 Timer, Instructions

OBJECT OF THE GAME

Lift it! is about quick and exact building (in a very unique way). Earn points by building what is shown on a card within a set time. Stand or fall – keep a cool head and a steady hand and the victory will be yours!

GETTING STARTED

First decide if you will play in teams or individually. Connect single cranes and hooks for individual play and connect two cranes with only one hook for team play.

The Crane and the Hook

Individually

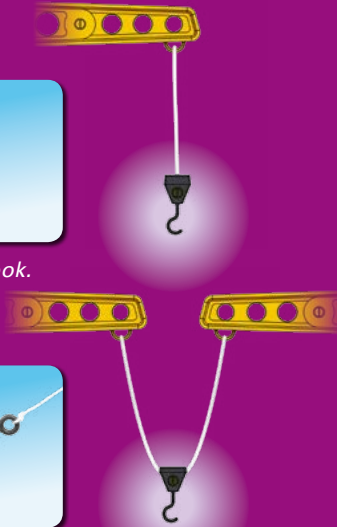


Connect the eyelet/hook to center bar of main hook.

For Team Play



Connect the eyelet/hooks to left and right bars, making sure the eyelet/hook/string assemblies are adjusted to turn outward and away from the main central hook.



Note: In the following instructions the term "the player" is used but equals "team" in team play.

The perimeter of the board is divided into two identical courses with 30 spaces each. Choose a pawn color for you or your team. Place your pawns on one of the two Start & Finish Spaces on either opposing corners of the board.

Place the Building Blocks on the board in the marked places.

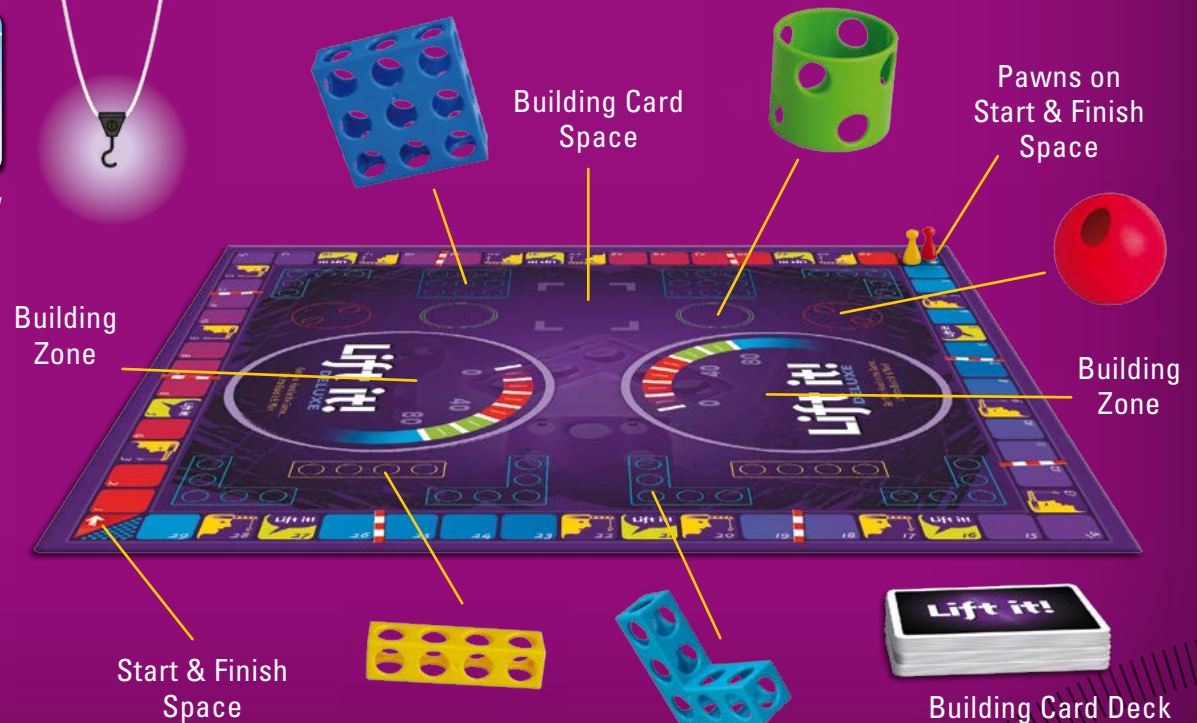
Put the four Duel Cards aside. Shuffle all Building Cards and place them face down next to the board as a draw deck. The youngest player goes first and play proceeds clockwise.



Building Card

Duel Card

Timer



Building Zone

Building Card Space

Pawns on Start & Finish Space

Building Zone

Start & Finish Space

Building Card Deck

PLAYING THE GAME

Each player's turn consists of 4 steps:

1. Determine the Building Method

The building method is determined by the current game board space that the active player's pawn is on. *See BOARD SPACES to the right for details about directives for each of the spaces.*

2. Draw a Building Card

Draw the top card of the Building Card deck, and place it on the Building Card space on the game board. *Note: If the build method is "Explanation", the active player(s) should not look at the card. See BOARD SPACES – Explanation Space for details.*

3. Lift It to Build It!

Using the crane and the designated build method, the active player(s) now attempt to build the structure shown (or described to them) on the card in the allotted time. The structure must be built in one of the Building Zones on the board. Use the 40-second sand timer to time each turn, flipping it over (again) once for 80-second cards, and (again) twice for 120-second cards. *Note: If the active player currently has a Duel Card from advancing past a Duel Barrier, the timer is not needed – see BARRIERS & DUELS on back panel for details.*

4. Score the Structure

After time has expired or a player wins a Duel, the player is awarded points based on the level of success achieved for the turn. *See SCORING below for an example.*

BOARD SPACES

Determines the Building Method



Standard Space:

Free choice of "crane on head" or "crane in hand" – for all solid spaces.



Start & Finish Space:

Treated as a Standard Space.



Head Space:

The crane has to be attached to the forehead using an included headband.



Explanation Space:

The active player is not allowed to see the Building Card – the building task is explained by the player to the right (*card held in the explainer's hand during turn*).



Duel Barrier:

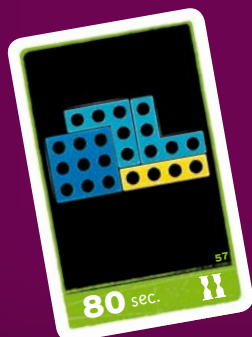
Crossing a barrier triggers a Duel – *Full details on back panel.*

SCORING

When the task is complete or the time is up, points are awarded. For each correctly positioned building block a point is earned, even if the task is not entirely completed. Four points are additionally awarded for completing the task in the allotted time.

Scoring Example:

Building Card



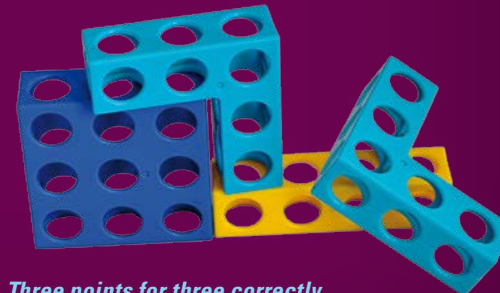
Task Complete



Four points for four correctly placed building blocks and four points for finishing in time. The player earns eight points.



Task Incomplete



Three points for three correctly placed building blocks. One building block point as well as the four time bonus points cannot be awarded. The player earns three points.

SPECIAL SCORING CASES

Duel:

The player completing the structure first scores all the points.

See below for more details.



Explanation:

Both players (builder and explainer) earn full points. The score is not split.

MOVING THE PAWN

The player moves the pawn the same number of spaces as the points scored. **Once the player moves the pawn, the turn is over.** *Two or more pawns may be on the same space at the same time.*



BARRIERS AND DUELS



When a Barrier is crossed, the player automatically receives a Duel Card in his/her pawn's color as a reminder that a Duel will take place on his/her following turn against the player to his/her left. The space the active player's pawn is on determines the building method for the Duel – or on a Standard Space the active player decides.

Duelling:

Both players build simultaneously within their zone as quickly as possible, according to the Building Card that was drawn.

Note: The timer is not used in a Duel, and the first player to finish building scores all the points.

END OF THE GAME

The **last round** begins when a player's pawn crosses the Start & Finish Space. Continue with each player's entire turn.

The game then ends after all players have had their respective last turn.



WINNING THE GAME

The player with the most points wins!

General Building Guidelines & Reminders

- All building happens within a respective Building Zone.
- All 'builds' have to be accomplished to match the diagram on the Building Card that is drawn from the deck.
- The Building Blocks do not have to lie precisely on top of one another, again, as long as the layout matches the card.

GAME PLAY VARIATIONS

2 Players – 1 Team:

You can play as a team, even if it is just the two of you. Your goal is to make it from the start to the finish square with maximum six building cards. Treat all spaces as Standard Spaces.



Individual Play:

Your goal in individual play is to reach the finish space with maximum six building cards. Treat all spaces as Standard Spaces.



Master Builder:

Decide on the degree of precision prior to the game. The building accuracy can be determined, for instance, with a pencil or other straight edge. This is a high level of difficulty and demands experience!



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