



The tricky bidding race game for 3 - 5 players.

Your goal: Be the first worm to reach the finish line.

Materials

- 4 posts
- 5 sets of 7 worm segments (small half-spheres) in 5 different colors
- 5 sets of numbered tiles (4, 5, 6, 7 and X) in 5 different colors
- 1 finish line (strip with two holes)

Preparation

- Worm up! can be played on any smooth, flat surface.
- Set up the posts in pairs to form start and finish lines. On one end of the course place the finish line with 2 posts set inside the holes to form the finish line. The 2 remaining posts should be placed approximately 2 feet away and spread the same distance as the finish line posts to form the starting line.
- Each player chooses a set of 7 worm segments and a corresponding set of numbered tiles. Place worm segments in a line behind the starting line with each segment behind - and touching - the other.

The Race

Bidding:

- Each set of numbered tiles gives you five options for advancing your worm - 4, 5, 6, 7 and X. The X means you may advance any number of segments you choose as long as that number (4,5,6 or 7) has not been bid by another player. Bidding an X also allows you to move one of the posts of the finish line (see below) thereby changing

or extending the course.

- Each player selects a numbered tile and places it face-down in front of him. When all players have made their bid, the tiles are turned over simultaneously. The player with the lowest bid starts the round, followed by the second lowest, and so on.
- If 2 or more players bid the same number, or X, their bids are made invalid and their worms don't advance. Only those bids that are unique - not bid by another player - allow players to successfully move their worm.
- Once made, successful bids are retired from play for one round. The subsequent bid is made from players' remaining tiles. When this round is finished and worms moved, the tile is brought back into play and available for bidding in the next round. This applies only to successful bids (e.g. if 2 players each bid 7, cancelling each other out, they are free to bid 7 again the next time).

Moving:

- Movement consists of taking the last segment and moving it in front (or vice versa), and repeating this action until the worm has advanced the number of segments on the chosen tile. Worms may bend in any direction in order to block other worms, but they may not split. Worms may not touch each other.
- If a player bids X, he may choose to move one of the finish line goal posts as well as advancing his worm. The finish line is moved by placing a finger on one of the 2 posts to keep it stationary and moving the second post. This changes the orientation of the line and may thwart your opponents.

End of Race

The race ends when one player's worm touches the finish line.

Distribution in English-speaking countries from:
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