Pick it Up

The treasure hunt inside your house!

A funny explosion by Simone Luciani and Lorenzo Tucci Sorrentino

Cover Art by MisterPhil

What do you need to PLAY?

54 Cards *(in 3 levels)*

1 House *(not included in the box)*

What's this about?

Pick it Up is a surprising game! There are no rounds and you won't play only around the table. All players **run around the house** at the same time trying to find objects that match their cards. When a player ends their deck, the game ends and players score points.

I want to PLAY!

Divide the cards by color into 3 decks. Shuffle each deck separately. Each player creates their **personal deck**:



• Draw 3 cards from the pink deck without looking at them and place them face-down in front of you;

• Draw 3 cards from the orange deck without looking at them and place them face-down on top of the pink ones;

• Draw 3 cards from the yellow deck without looking at them and place them face-down on top of the orange ones. *(In a 6- player game, only draw 2 yellow cards.)*

Put the remaining decks in the center of the table. *(In a 6-player game, you will only leave the yellow deck on the table.)*

Where to PLAY?

Before start to play, decide what's the **gaming area** together with the host *(which rooms/closet/etc. are forbidden)*. It's important that there are many objects and at least a table *(or a flat surface big enough)* in the gaming area. Every player will have a part of the table as their **personal area** where they can collect their objects *(precise limits are not needed)*.

How to read the CARDS?

Each card shows 1 or 2 **requirements**. See the Requirement Recap at the end of the rulebook. You can also place the recap in the center of the table when you start to play.

There are 3 type of requirements:



An icon: The icon refers to a physical property that you can feel or see. You must find an object that has mainly that property.



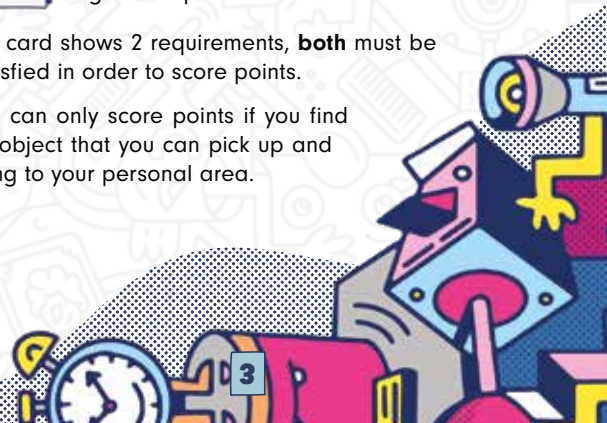
A letter: The letter refers to the initial letter of a name. You must find an object with a name starting with that letter OR an object showing something that starts with that letter. Be creative!



A color: The color refers to a generic range of colors. You must find an object with a significant part of that color.

If a card shows 2 requirements, **both** must be satisfied in order to score points.

You can only score points if you find an object that you can pick up and bring to your personal area.





How to play Pick it UP?

When you are all ready, start a countdown: 3, 2, 1, GO! All players play **at the same time**.

Take your personal deck into your hand and reveal the first card from the top. Look around and go search an object that fulfills the card's requirements.

When you find an object that you consider worthy, pick it up and bring it to your personal area on the table. Put the card face up and put the matching object over the card.

Now you can draw the next card from your personal deck and go searching for a new object.

Note: You must find a different object for each card.



Example: You draw the card hard+red and you find a book with a rigid red cover. Pick it up and bring it to table, then draw a new card!

I can't find it!

If you really can't find an object that satisfies your card's requirements, you can discard that card to draw a new card of the same level *(with the same back)* from the deck in the center of the table. Keep the discarded card *(face-down)* next to your personal area *(don't put it back in the decks in the center of the table)* and search the object required by the new card. Each discarded card during the game can no longer be used and will worth **-2 points** at the end of the game; so discard a card only when you are really stuck!

If you discard a card of a level for which there are no more cards on the table, you simply don't draw a new card; continue the game by drawing a new card from your personal deck.

When the game ENDS?

When a player brings to the table the object matching the last card in their hand, that player must shout out loud: "STOP!"

All the other players must stop searching, go back to the table and discard all the cards they have left in their hands. Put the cards discarded in this way in the center

of the table. Now you must have in front of you only the objects you have picked up and their matching cards; you can do the **final check**.

One after the other, each player must show their objects and the matching cards, explaining why that object satisfies the card's requirements. If the match convinces the majority of other players *(let's be honest!)*, you can take the card in your hand. Otherwise, you must discard the card and place it back in the center of the table.

Example: You show the other players your objects. For the card yellow+smooth you have found a yellow brush. You try to convince the others that the brush is used to smooth your hair, but they all agree your match is not good. You don't take the card in your hand.



Did I WIN?

After all cards and objects have been checked, you simply calculate your scoring: **sum up the values** illustrated on each card you have left in your hand. For each discarded card next to your personal area *(see "I can't find it!" at page 5)* you lose 2 points *(no matter their value)*.

The player with most points wins the game! In case of a tie between more players, those players share the victory!

Credits

Game designers: Simone Luciani, Lorenzo Tucci Sorrentino

Cover Art: MisterPhil

Graphic Design: Arianna Santini

Editor: Giuliano Acquati

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Cranio Creations S.r.l.
Via Ettore Romagnoli, 1
20146 - Milano - Italy
www.craniointernational.com

Requirements Recap



Rough



Soft



Sharp



Smooth



Hard



Round



Red



Black



Pink



White



Purple



Blue



Orange



Green



Yellow