

Let's Zup

Positive Habits!

Instruction Manual



64 Cards

- 21 **Positive** (Green)
- 21 **Negative** (Pink)
- 4 **Miracle** (Yellow)
- 4 **Support** (Blue)
- 5 **Action** (Orange)
- 4 **Strategy** (Red)
- 5 Elements (Indigo):
 - In **Medium**: All elements have **same** function: Each player takes a card from next player
 - In **Pro**: All elements have **different** functions

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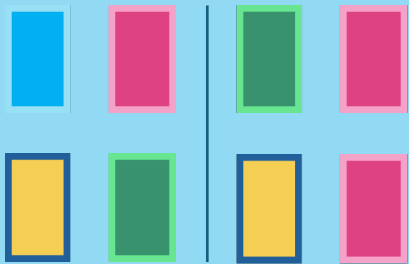
1. How To Play

1. **Shuffle** all cards
2. **Place** all cards in Center
3. Each player takes a **turn**:
 - 3.1 **Draw** a card to start the turn
 - 3.2 **Play Action**, Strategy or Elemental Cards.
 - 3.3 Make **pairs** using **Positive** and **Negative** Cards, **Miracle** and **Support** cards. **Read** the affirmation(s) out loud.
 - 3.4 End the turn by saying "**Zup**"

2. How To Win

- More than 2 Players:
Make **3 Pairs** and have no **Negative** cards in hand.
 - Two players:
Make **4 Pairs** and have no **Negative** cards in hand.
- If you have met the conditions, say "I am blessed". You place your cards into the draw pile. The game continues till everyone is blessed.

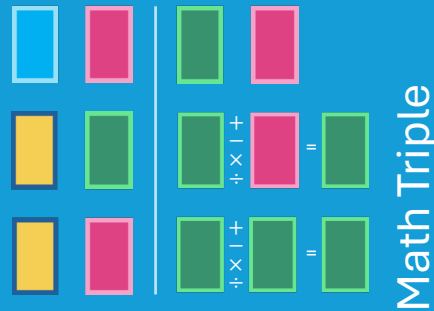
3.1. How To Pair (Easy)



Rules:

- Any Positive + Negative
- Any Support + Negative
- Maximum 1 **Miracle** Pair
- No Elemental cards

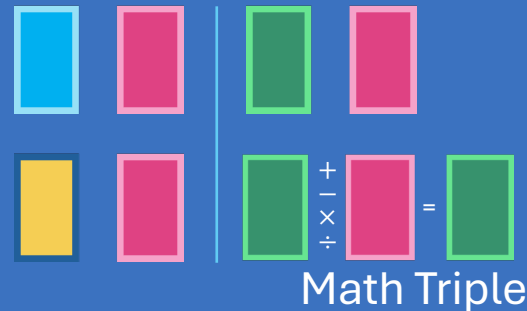
3.2. How To Pair (Medium)



Rules:

- **Same** Number pairing
- Appropriate Support + Negative
- Maximum 1 **Miracle** pair

3.3. How To Pair (Pro)



Rules:

- **Same** Number pairing
- Appropriate Support + Negative
- Maximum 1 **Miracle** pair

4. Points Table [Optional]

- **Creative** Pair: 15 pts
- **Same** Number: 10 pts
- **Support+Negative**: 10 pts
- **Miracle** Pair: 5 pts
- **Math Triple**: 5 pts

If you wish to use the point system: At end of the game, give 10 pts to the first player to win, 5 to second. Add the points of each pair to the player's total.