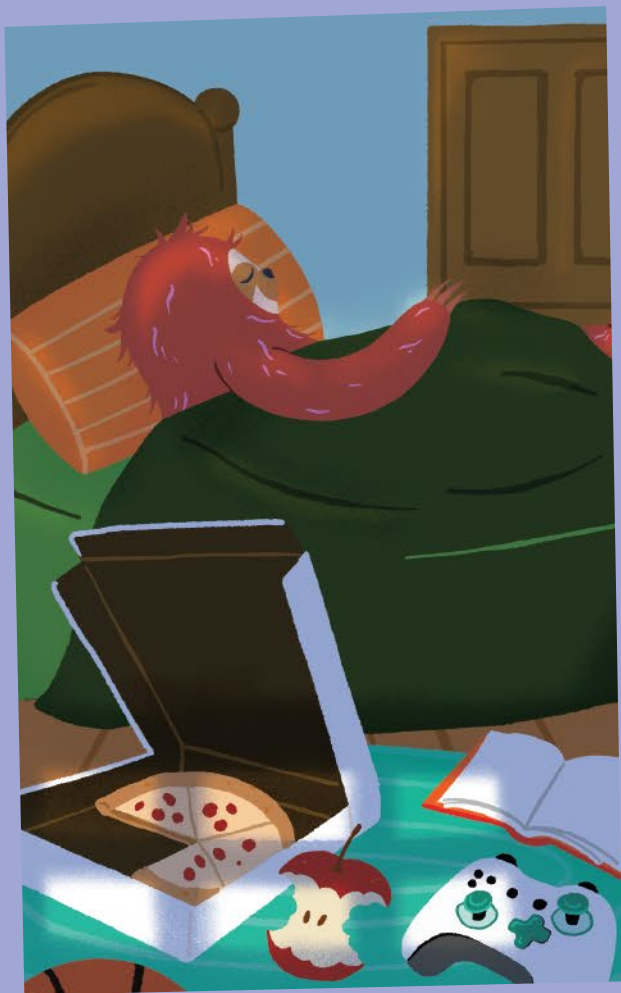


**MESSED UP • DRESS UP • SPED UP**

# RULEBOOK

The alarm is ringing and school is about to start, but these sleepy student sloths are too lazy to dress themselves. Move quickly to outfit each sloth in a hat, shirt, pants and shoes matching their favorite color to score the most points and win!







# COMPONENTS



83 Clothing Cards



16 Sloth Cards



4 Hamper Cards

## OVERVIEW

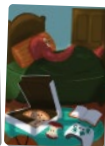
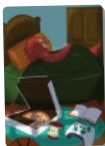
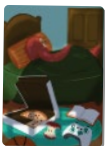
Two to four players race to search a messy pile of Clothing Cards to dress their sloths. Matching a sloth's favorite color scores the most points.

The next sloth in line doesn't "wake up" until the current one is fully dressed. Dirty clothes tossed in the hamper might score a bonus, or make a statement by fully dressing a sloth in dirty duds. Finish quickly, then grab a Backpack Card to complete the fit!



# SETUP

1. Shuffle all Sloth Cards and deal each player 4 face down. They're still sleeping, so don't look at them yet! Return any unused Sloth Cards to the box.
2. Set a Hamper Card beside each player's row of sloths.
3. Gather the Clothing Cards and spread them face down in one big messy pile in the center of the table in reach of all players.



# GAMEPLAY

To start the game, everyone says "1-2-3 Get Up!" together.

Each player immediately wakes up one Sloth Card by turning it over, and the race begins!

Players do not take turns. Instead, they search the clothing pile at the same time until they find a **Clothing Card** they wish to examine. They flip the selected card (only one at a time!) face up in hand, and make one of these choices:

1. DRESS A SLOTH
2. THROW IT IN THE HAMPER
3. TOSS IT BACK!



# GAMEPLAY

## 1. DRESS A SLOTH

Place the card on the awake (face up) sloth. A sloth can only wear one item of each clothing type: a hat, shirt, pants, or shoes.

## 2. THROW IT IN THE HAMPER (and save for later)

Maybe the item isn't useful now, but a player may set the card aside in their hamper to make sure another player does not claim it. At any time, a player may take a card out of their hamper and place it on their awake sloth. Beware: Any claimed clothes not used in an outfit by the end of the game may count as negative points!

## 3. TOSS IT BACK!

Return the card face up into the pile in the center of the table. Any player is now free to claim it, so it might not be there for long!



After making their choice, the player checks if their sloth is wearing a hat, shirt, pants, and shoes. If so, that sloth is fully dressed and only then is the player free to flip over and wake up another sloth. Once a new sloth is woken up, the player cannot go back and change a previous sloth's outfit.

The player then picks another Clothing Card from the pile and repeats the process, dressing sloths until the game ends.



# FULL OUTFIT

HAT

FAVORITE COLOR

SHIRT

PANTS

SHOES

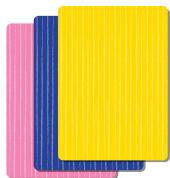


# DRESSING A SLOTH

Each sloth must be dressed in a hat, shirt, pants, and shoes to be ready to start their day, but finding the right outfit fast is a challenge since Clothing Cards start face down and only hint at what might be on the other side.

## COLOR CLOTHING CARDS

These cards show the true color of the clothing, but players won't know what they're grabbing until they flip it over. If placed on a sloth of matching color, these cards score 2 points each.



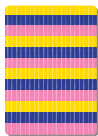
## TYPE CLOTHING CARDS

These cards show whether they're a hat, shirt, pants, or shoes while keeping their color secret until flipped. Because they're trickier to match, these cards score 3 points each for a color match.



## MYSTERY CLOTHING CARDS

These cards are multicolored on the back and offer no clue as to their color or type. Taking a chance on these can offer a big reward as a color match scores a maximum of 4 points.



## BLACK CLOTHING CARDS

There's no mystery here—the back of black clothing cards tells you exactly what type is on the other side. While not as flashy, every sloth looks good in black, and a properly placed black Clothing Card scores 1 point. Double the points of all black cards by outfitting a sloth in all black, creating a **Goth Sloth**.



## CLOTHING AND SLOTH CARD VARIATIONS

### DIRTY CLOTHING CARDS

Dirty clothes are hidden among the other types of cards, but they aren't worth points by themselves. Players can place them on their Hamper Cards to aim for the 5-point bonus of having the most dirty clothes, or they can try to fully outfit a sloth in all dirty clothes for a huge 16-point bonus! This is called a **Slobby Sloth**.



### WILD CLOTHING CARDS

Also scattered among the other cards are wild-colored hats, shirts, pants, and shoes. These score full points regardless of the sloth's color preference. Only clothes matching the sloth's favorite color (or wild and black items) will score points, but sometimes it's faster to place a mismatched item to be able to wake up the next sloth.



### BACKPACK CARDS

Once a player has fully dressed their last sloth, they must find a Backpack Card to end the game. Once found, a player can place it immediately or return it face up and take another, but each player can only claim a single Backpack Card. Backpack Cards begin the game hidden as Mystery Clothing Cards. If a Backpack Card is discovered before all sloths are dressed, the player must toss it back face up.



### WILD COLOR SLOTHS

Some sloths decide their favorite color when they roll out of bed! Players choose a wild sloth's favorite color when scoring, selecting the option that's best for them.



# GAME END

Once all players except one have finished dressing their final sloth and collected a Backpack Card, the game is over. The last player may not take cards from the pile and can only finish dressing their awake sloth using previously taken cards.

In the unlikely event that all Clothing Cards except for Backpack Cards run out, only players who are able to fully dress their last sloth are allowed to collect a Backpack Card. Also, the game immediately ends.

## SCORING

REFER TO THE VISUAL ON THE NEXT PAGE

**Each player tallies their score as follows:**

1. Points as printed on each Clothing Card that matches the sloth's favorite color. For each wild sloth, choose their favorite color and score matching clothes. (Only include points for an incomplete outfit on the last awake sloth. Any other sloth without a hat, shirt, pants and shoes scores zero points.)
2. 1 point for each Black Clothing Card. Double the points if there is at least one Goth Sloth.
3. Points as printed for the Backpack Card.
4. A sloth fully dressed in all dirty clothes, a Slobby Sloth, scores 16 points!
5. The player with the most (or tied for the most) dirty clothes in their hamper receives 5 points.
6. Subtract the points printed on any "clean" Clothing Cards that remain in the hamper.

**The player with the most points wins.** In case of a tie, all players tied for the lead win! For more fun, play best of 3 or 5.



# SCORING

FAVORITE COLOR  
**PINK**



TOTAL

11

+

FAVORITE COLOR  
**BLUE**



8

+

WILD SLOTH  
PICKED **YELLOW**



9

+

ALL DIRTY  
CLOTHES



16

44

-

5

+

5

+

5

=

49

OUTFIT TOTAL

UNUSED CLOTHES

DIRTY CLOTHES  
BONUS

BACKPACK CARD



## Variation for Younger Players

If playing with younger players, play with all clothing items face up and with no penalties for leftover items.

## Bigger Group?

Combine two Get Up games to play with up to 8 players.

# GET UP

MESSED UP • DRESS UP • SPED UP

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## Thank You!

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