



1.0

TABLETOPIA WORK-AROUNDS:

The GYM board has magnetic card slots to place the events, kids and coaches in the "Play" phase. However, during the "Pick" phase, kids should be laid out randomly on the board to pick from. The Events will not have magnetic board locking during the "Pick" phase. This functionality, as described in the rules, is not possible in the Tabletopia interface yet.

Be sure to shuffle both the event stack and the deck of 24 kids before playing the game.

The interface currently doesn't allow for players to "pick" cards out of an opponents hand. **WORK AROUND:** Tell your opponent via chat/voice which card from his hand (card #4 from the left) to lay down in front of himself, either to play next (Football Action) or for you to take into your hand (Basketball).

Please contact Chris Handy via Tabletopia messages for suggestions or bugs.

Thanks for your patience.



GYM™

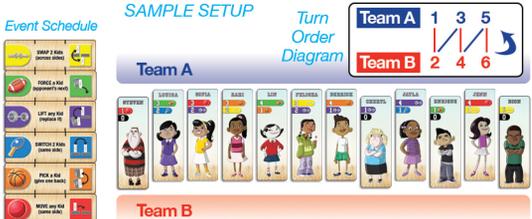
Watch and learn to play in 3 minutes at:
www.packogame.com/gym

THE OBJECT: Opponents will pick a team of kids, then use skills to play in the gym class events. The team that scores the most points is the winner!

30 Cards:
 24 Kids: (18 Friendlies) (6 Bullies) 6 Events/Coaches



- SETUP:**
- In a 2-player game, sit across from each other. If playing a game with 4 or 6 players, choose 2 teams of either 2 or 3 (respectively). Each Team should sit on a side of the playing area. (See **DIAGRAM Below**)
 - Choose a dealer to perform the remaining **SETUP** steps.
 - Create the Event Schedule by randomly placing the Event Cards (Event side up) in a column between both Teams. (See **SAMPLE Below**)
 - Shuffle the 24 Kids and reveal 12 of them in a row between both teams in the center of the playing area. Set aside the stack of remaining Kids. (Note: The remaining 12 Kids will be used in the second round of Picking.)
 - The dealer is the starting player. Players must alternate turns as a Team, such that all players get an equal number of turns throughout the game.

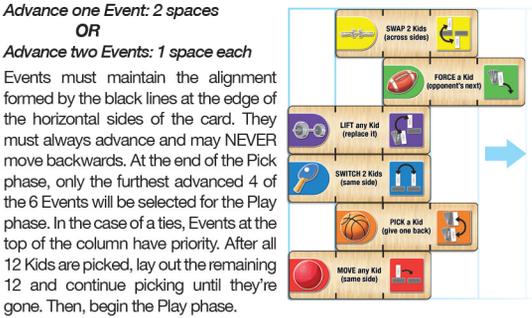


PLAYING THE GAME: GYM has 2 phases: the "Pick" phase and the "Play" phase. In the Pick phase, players will alternate picking Kids and adding them to their hand. In the Play phase, players alternate placing Kids from their hand to the Events, then they may perform an Event Action. Bullies will influence the Event Schedule during the Pick phase, then they will manipulate the Coaches during the Play phase. At the end of the game, all Kids will be played at an Event and both Teams will earn a cumulative score based on the difference in skill points at 4 of the 6 events.

PICK PHASE:

- The Active Player chooses a face up Kid and takes it into his hand.
- If the chosen Kid was a Bully, he may adjust the Event Schedule.

The Event Schedule may be adjusted in 1 or 2 ways:



In the Event Schedule above, 4 is furthest, then 3, then 2, then 1. Since 4 is closest to the top of the column, it will be the 4th Event.

Place the 4 decided Events between the Teams. (See **SAMPLE Below**) The remaining 2 Event Cards flip to the Coach side and are placed near the Events.



Each side of an Event has 3 positions in which to play Kids. During the Play phase, Players take turns (same sequence as the Pick phase) placing Kids in an open Event position, taking Event Actions and possibly moving a Coach.

PLAY PHASE:

- The Active Player must play a Kid from his hand to 1 of the 3 open slots on **HIS TEAM'S SIDE** at an Event.
- Then, he **MAY** perform an Event Action.
- Finally, If the chosen Kid was a Bully, he **MAY** also move EITHER Coach.



SKILLS AND EVENT ACTIONS:

The Active Player may perform one Event Action after he places a Kid on his turn (initial Kid placement). He may perform the Action shown on the Event in which he is being played to. **OR**, he may perform either of the Actions that correspond to the Active Kid's skills (provided that Event is 1 of the 4 in play). Additionally, a Kid's skill value is key to winning Events at the end of the game.

- Lift any Kid** - Choose ANY Kid at an Event and add it to your hand. Then, replace it with a Kid from your hand. (same side, same Event position)
- Switch 2 Kids** - Choose ANY 2 Kids on either Team's side, then swap them with each other. (same side, same Event positions)
- Force a Kid** - Randomly pick a Kid from an opponent's hand and place it in front him. He must play this Kid on his next turn and is exempt from Coach Actions until after his next turn.
- Swap 2 Kids** - Choose 2 Kids on opposing sides, then swap them with each other. (opposing sides, same Event positions)
- Pick a Kid** - Randomly pick a Kid from an opponent's hand and add it to your hand. Then, give a Kid from your hand back to your opponent. He must add this Kid to his hand.
- Move any Kid** - Choose a Kid on either Team's side and move him to a different position on the same side. (same side, any Event, any empty position)

COACHES:

When a player places a **Bully (initial Kid placement)** at an Event, he **MAY** carry out 1 Event Action (as described above). Then at the **end of his turn**, he **MAY** move either Coach, to either side of any Event. A Coach reduces the chaos on a **side at an Event** and only allows a **player's initial Kid placement**. While the Coach is present, no Kids may be manipulated, taken or added to that side of the Event as the result of a Kid's Event Action. However, a Kid may carry out the Event Action and effect Kids on the other side or other Events. Coaches begin the Play phase, out of play. The Active Player may bring a Coach into the game, or move a Coach already in play. The Coach should be placed to the right of an Event (next to the 3rd position) and may never leave play once brought into the game.

GAME END:

The game ends after the turn in which the last Kid was played from the last player's hand. Each Team scores points at an Event if they have more of the corresponding Event skill (color) on their side. Teams will earn a cumulative total score based on the difference in points at each of the 4 events.

SAMPLE SCORING

Team A has less skill at 4 and earns 0 points. They won at 3, tied at 2 and won again at 1 for a total of: **7 POINTS**. Team A wins the game!



Team B has more skill at 3 and scores 3 points, the difference between the Team's Skill Totals. They lost at 2, tied at 1 and lost again at 4 for a total of: **3 POINTS**.

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IMAGES AND GRAPHIC DESIGN: Vjekoslav Zivkovic and Chris Handy
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