

GAMEWRIGHT®

# Fill 'er Up!

The service station problem solving game for 1-3 Players • Ages 4 and Up

## Rules of Play

### Object

The object of the game is to get the cars back on the road.

Fix flat tires, help lost travelers, tow stuck cars! Draw a help-me card from the deck and match it to the all-fixed card at the friendly service station. Each time a problem is solved, one player advances her service station dial, and the other player puts the matched pair back on the road. The game ends when all the problems are solved, all the cars are back on the road, and all the players have happy cars showing on their service station dials.

### Contents

Fill 'er Up! contains:

15 help-me cards

15 all-fixed cards

3 service station dials

1 sheet of service station stickers

Each all-fixed card has a little happy car in the upper left corner and a big happy car on the back. Each help-me card has a little sad car in the upper left corner and a big sad car on the back.



The all-fixed and help-me cards have color bars across the top and bottom to correspond to their service station:

Gasoline Annie's ..... yellow

Pat's Pump 'n Pay ..... red

Sam's Super Service ..... blue

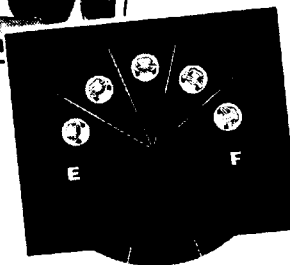
help-me card



all-fixed card



service station dial



stickers for the dials



## **Set-Up**

The first time you play the game, remove the service station stickers from the sheet and put one sticker on each of the three service station dials. Give each player one of the service station dials and the five corresponding all-fixed cards.

*For example, if you are using the Gasoline Annie's service station dial, then you get the five yellow all-fixed cards.*

Place the five all-fixed cards face up in front of you next to your service station dial. Set your service station dial so that all the sad cars are showing.

Shuffle the help-me cards and place them face down in a pile in the middle of the table. This will be the draw pile.

## **Game Play**

Play begins with the youngest player and continues clockwise, to the left. On your turn, draw one help-me card from the draw pile and look at it. Then look around to see which service station has the all-fixed card you need.

*For example, if you draw the help-me card with the bird flying off with the windshield wiper, you need to find the all-fixed card with the windshield wiper being replaced.*

When you find the right all-fixed card, ask the player at that service station if she can help you solve your problem. The player will hand you her all-fixed card and say "Happy to help!" Then she will advance her service station dial one turn to the right as her reward for helping you out. (Each time you turn the service station dial, you will see another happy car.)

You take the matched pair and put it face down on the table with the happy car showing on top. Vrooom! ...it's fixed and back on the road.

Sometimes your own service station may be the one to help you solve the problem. If so, make the match yourself and advance your service station dial one turn. Then place the matched pair face down on the table. Make sure the big happy car is showing on top.

### **Ending the Game**

The game ends when all the cars are back on the road, and all the players have happy cars showing on their service station dials.

Even if you have matched all your all-fixed cards, and all your happy cars are showing on your dial, you keep playing until everyone else is finished. On your turn, draw a help-me card from the draw pile and continue helping the other players get all the cars back on the road.

### **Two Player Game**

In a two player game, the extra service station dial and corresponding cards are shared. The two players take turns advancing the extra service station dial. Follow the game play described above.

### **One Player Game**

For a one player game, lay all the service station dials out in front of you with the corresponding all-fixed cards next to them. Draw help-me cards from the draw pile and match them to the all-fixed cards. Each time you solve a problem and make a match, turn the dial of that service station and place the matched pair face down on the table in front of you. The game ends when you have put all the cars back on the road, and only happy cars are showing on the service station dials.

## A Word from Gamewright

The idea for Fill 'er Up! came in a wild Gamewright staff meeting! We were designing a companion to our first preschool game, Dish it Up!, and wanted to make another game for children to play "grown-up." Remember when you were little, how much you wanted to be big? In Fill 'er Up!, children can pretend to be grown up for a while. They can drive a car, fill it with gas, and repair it. They can go to work, need help, and help out. They can see a problem and find a solution — all in the familiar setting of a friendly service station. Part of the fun and learning in all of our games comes from the discussions people have while they're playing. We hope you enjoy helping your children Fill 'er Up!

We really like to hear from children and parents. Please return the questionnaire and let us know your comments and suggestions. For more fun, try our other games.

For preschoolers: Make it Up!™ • Dish it Up!™

For ages 6 to 12: Slamwich® • Mummy Rummy™ • Frog Juice® • Stone Soup™ • Pigasus™ • Rat-a-Tat Cat™ • Cows Can't Dance™ • Eagle Kingdoms®

For ages 10 and up: Quests of the Round Table™ • Honor of the Samurai™



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