

Lady Up is a game born from the affection for childhood. Both the author and ourselves have placed special attention in making this game as fun as possible. That is key!

However, we also want the game to be used as a learning tool inside the classroom. Therefore, the games in this family of children's games include an extra tag: educational.



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The colourful and cheerful dance of the bugs is about to start! Ladybugs, bees, beetles, and spiders gather in the meadow to have a wonderful time. They are going to perform an amazing dance, spinning around, doing somersaults... up and down in a fun and joyful choreography.

Can you replicate their moves and create the same choreographies as the bugs?

Components

- **80 round Choreography cards** with 3 game modes: Beginner, Senior, and Master.
- **25 Bug tokens:** 10 ladybugs, 5 spiders, 5 bees, and 5 beetles **in 5 different colours** (1 per player).



Objective

In **Lady Up**, you compete against the rest of the players to be **the first one** to place your Bug tokens on the table forming the same pattern shown by the Choreography card in play.

Game Modes

Before the game starts, decide which game mode you want to play. There are 3 modes, that range from easy to hard: **Beginner, Senior, and Master.**

- **The BEGINNER mode** is best for players ages 6 and up. If you choose this difficulty level, you will use the Choreography cards with the **sandy yellow** background, the easiest ones; return the rest to the game box. In this game mode, you only have to focus on the **type** of bug and its **position** within the choreography, ignoring the direction the bug is facing. All the bugs are shown upright.



- **The SENIOR mode** is best for players ages 7 and up. If you choose this difficulty level, you will use the Choreography cards with the **grassy green** background; return the rest to the game box. In this game mode, you have to focus on the **type** of bug, its **position** within the choreography, and the **direction** the bug is facing (towards the inside or the outside of the card). All the bugs are shown upright.



- **The MASTER mode** is the most complicated. If you choose this difficulty level, you will use the Choreography cards with the **earthy brown** background; return the rest to the game box. In this game mode, you have to focus on the **type** of bug, its **position** within the choreography, the **direction** the bug is facing (towards the inside or the outside of the card), and whether it is **upright or upside-down**.



Game Setup

Shuffle the selected Choreography cards and place them in a facedown pile in the centre of the table within reach of all the players. **This is the Choreography deck.**

Each player chooses a colour and takes the 5 bugs of the corresponding colour: **2 ladybugs, 1 spider, 1 bee, and 1 beetle.** Each token shows the bug in an upright position, on one side, and the bug upside-down, on the other side. In the beginner and senior modes, you will only use the upright side of the bug.



Example of a 4-player setup in Senior mode.

Gameplay

In **Lady Up**, you all play at the same time to replicate, using your Bug tokens, the choreography indicated by the Choreography card revealed in each round. You will play as many rounds as the number of cards in the Choreography deck.

To start the game, the oldest player **reveals the first card of the Choreography deck** and places it on the table where everyone can see it.

As soon as they place the card on the table, all the players have to try to replicate the Choreography of the card with their bugs at the same time. Depending on the game mode, you will have to pay attention to the **type of bug**, its **position** within the choreography, the **direction** it is facing, and whether it is **upright or upside-down**.

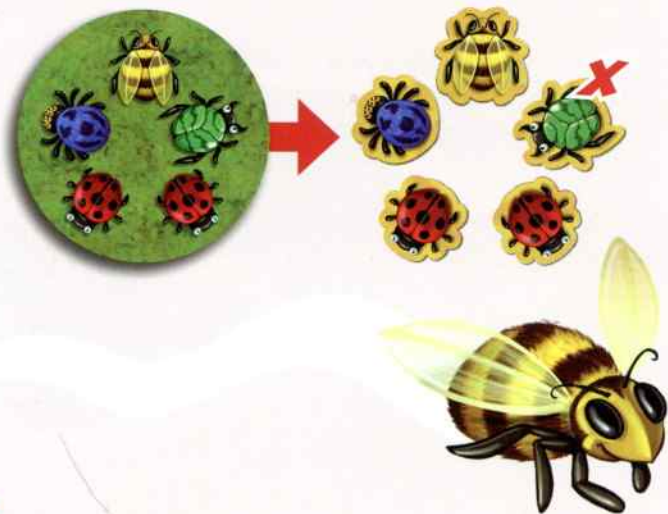
IMPORTANT: All the cards are round, so it's easier for you to place the bugs, regardless of your position in relation to the card. This way, you don't have to turn them in your head to match the card.



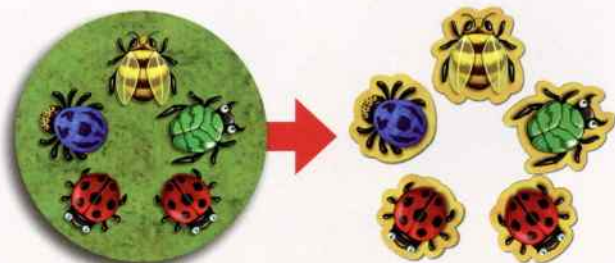
The first player to complete the choreography has to shout "Lady Up!" and place their hand on top of the Choreography card.

The rest of the players stop placing their bugs and check whether that player's choreography is correct.

- If the choreography is not correct, the player is **eliminated** for the rest of the round (until a new Choreography card is revealed) and the game **continues** where it was left, until another player completes the choreography.

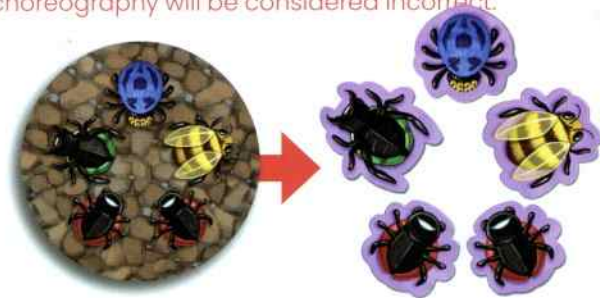


- If the choreography is correct, the player **takes** the Choreography card as a reward and **places** it in front of them. Then, all the players **recover** their Bug tokens from the table. The player who won the round reveals a new card from the top of the Choreography deck and **a new round begins**.



Some Choreography cards from the **Senior and Master** modes show the outline of a bug with a question mark inside. It represents **any bug**, meaning you can use any bug to occupy that space, as long as you **match the direction the bug is facing** in the Choreography card. You can place the bug upright or upside-down, it doesn't matter.

Some **Choreography cards** from the **Master mode** show bugs that are depicted **upside-down**. Remember to flip your corresponding bug token, so it is also upside-down. Otherwise, the choreography will be considered incorrect.



End of Game

The **game ends** when the round for the **last card of the Choreography deck** is over.

Each player **counts the number of Choreography cards** they have gathered during the game.

The player with **the most** Choreography cards is the **winner**, and the best dancer among the bugs.

If there is a tie... play again to break the tie!

Game Variant: Big Bugs

Once you have played several games in Master mode, try out this game variant:

Set up the game as indicated in the **"Setup"** section with the following change: to create the Choreography deck, **shuffle all the cards from the 3 game modes**. Then, remove 24 cards at random to create the Choreography deck and return the rest of the cards to the game box without looking at them.

Or, if you prefer, choose 24 cards and create the Choreography deck with those cards.

The game is played as indicated in the **"Gameplay"** section. However, at the end of the game, the winner is not the player with the most cards. Instead, the winner is the player with the most victory points:

- Each card from **BEGINNER mode** scores **1 point**.
- Each card from **SENIOR mode** scores **2 points**.
- Each card from **MASTER mode** scores **3 points**.

Each player adds up their points and the player with the highest score wins. In the case of a tie, the tied player with the most Master-mode cards is the winner.