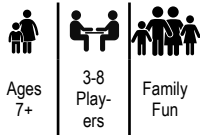


SWOOP™

CARD GAME

The craze SWOOP-ing the Planet!



Ages
7+

3-8
Play-
ers

Family
Fun

Thank you for joining the craze!

We know that there is no limit to the number of games that you can play, so we are grateful that **SWOOP** is one of them.

SWOOP is a great social game for the entire family and with friends. Its genius lies in its simplicity – easy to learn and play – yet challenging with the right dose of strategy.

Anyone from 7 to 97 can play... and win.

We hope you enjoy playing **SWOOP** as much as we do. It has become a staple of our weekend fun!

The Mukavana Games Family

CONTENTS

162 Playing Cards, as follows: 3 decks, each containing 54 cards - 1 blue, 1 red & 1 green deck

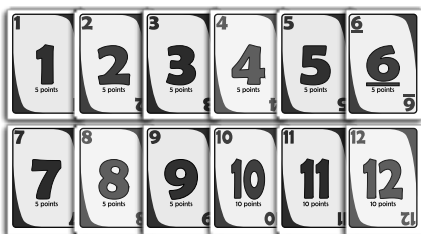


Each deck contains:

48 Number Cards–

4 sets of 1 to 12, in distinguishing alternating colors. Sixes have underlines.

Scoring points are shown in black text - One thru Nine are 5 points, Ten thru Twelve are 10 points.



6 SWOOP Cards, each worth 50 scoring points..

Scoring is fully described in a section.



OBJECTIVE

Be the first player to play all of your cards. The winner is the player with the lowest score at the end of the game.

SET UP

CARDS TO USE

3 to 5 players

Only 2 of the colored decks are used (108 cards). Remove any deck of 54 same-colored cards (red, blue, or green) and set aside.

6 to 8 players

All three colored decks (162 cards) are used.

Note: 8 to 11 people can play with the addition of a 4th, purple deck, which can be purchased at Swoop-Cards.com



DECIDE WHO STARTS THE GAME

Select a player to start the first round. For each following round, the start of play moves clockwise (to the left) around the table.

DECIDE WHEN THE GAME ENDS

Option 1 - Once Around the Table: A game consists of 1 round for each player. Once each player has started a round, the game is over.

Option 2 - Predetermined Score: Keep playing rounds until a player reaches a predetermined score.

Suggestions:

For 3 to 5 players, 350 to 500

For 6 or more players, 250 to 350

WINNING THE GAME

The player with the lowest score at the end of the game is the winner.

STARTING EACH ROUND

Shuffle the decks of cards together.

QUICK TIP Recommendation is to use a “wash shuffle” - spreading cards on the table and moving in circles to mix them up.

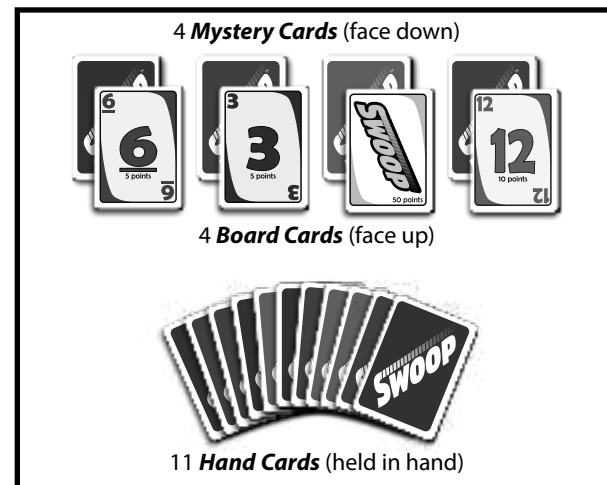
With cards shuffled, each player draws 19 cards as follows:

1. Place 4 cards face down - without looking at them! These are the **Mystery Cards**.
2. Place 4 more cards face up, one on top of each of the face down cards. These are the **Board Cards**.
3. Hold 11 cards, ensuring other players do not see them. These are the **Hand Cards**.

QUICK TIP Arrange **Hand Cards** in numerical order with **SWOOP Cards** placed at the far right or left.

Each player may draw any color combination of cards.

Each player should have a setup of cards like the following (**Board Card** values are for example only).



Set aside the remaining cards as they will not be used in the round. These are the **Stack**.

You are now ready to begin the round.

HOW TO PLAY

Each player may play cards from their **Board** and/or from their **Hand** when it is their turn. Alternatively, a **Mystery Card** not covered by a **Board Card** can be played. When a player turns over a **Mystery Card**, it MUST be played.

Play starts with the player selected to start the round. That player plays any quantity of matching cards from their **Hand** and/or their **Board** into the **Center Pile**. Matching cards are those which have the same number value (1 to 12).

Any matching number card(s) or a **SWOOP Card** can be played to start the game.

QUICK TIP Playing high numbers early is recommended, as they are increasingly difficult to play as the round progresses.

Play then proceeds to the next player.

The next player can play any quantity of matching cards with a number value equal to or less than the card(s) last played into the **Center Pile**.

Example: if a 9 was the last card(s) played, the player could play matching cards with a value of 1 through 9.

Players are not required to play all matching **Hand** and **Board Cards**.

QUICK TIP Figuring out how many matching cards to play and how many to keep is a key element to the strategy and fun involved when playing **SWOOP**.

When playing into the **Center Pile**, the player calls out the total number of matching cards now in the **Center Pile**.

For example, if there were two 4's in the **Center Pile** and a third 4 was played, the player would call out "Three 4's".

SWOOP -ING THE CENTER PILE

A **SWOOP** occurs when 4 or more of the same numbered cards are played into the **Center Pile** by a single player or consecutive players.

Example: A player plays two 4's into the **Center Pile**. The next Player plays three 4's into the **Center Pile**. Because at least four 4's have been played consecutively, that player **SWOOPS** the **Center Pile**.

Playing a single **SWOOP** card automatically **SWOOPS** the **Center Pile**.

Upon a **SWOOP**, the entire **Center Pile** is moved from the center of the table to the **Stack** and the player's turn continues. As at the start of their turn, the player can again play any quantity of matching **Hand** and/or **Board Cards**, an uncovered **Mystery Card**, or a **SWOOP Card**.

A player may have multiple **SWOOPS** within a single turn.

TAKING THE CENTER PILE

A player must take the entire **Center Pile** if they are unable to play a card equal to or lower in value to the last card played in the **Center Pile** or a **SWOOP Card**.

When taking the **Center Pile**, the player must still "play" a card so that all players can see it. Once played, the player takes the **Center Pile** into their **Hand**. There is no limit to how many cards a player can have in their **Hand**.

PLAYING A MYSTERY CARD

A player may play a **Mystery Card** that is not covered by a **Board Card** at the start of their turn or following a **SWOOP**. When a player turns over a **Mystery Card**, they MUST play it. If the value is higher than the last **Center Pile** card, they must take the **Center Pile**.

When playing a **Mystery Card**, the player can also play any matching **Board** or **Hand Cards**.

GOING OUT

The round is over when a player has no more cards remaining in their **Hand**, on their **Board**, or **Mystery Cards**.

SCORING

A game starts with each player having a score of zero (0) points.

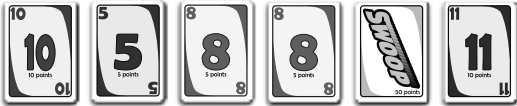
For each round, the player who goes out gets zero (0) points.

Each of the other players total the points of the cards remaining in their **Hand**, on their **Board**, and their **Mystery Cards** using the point values printed in black text on each card. These point totals get added to each player's running total score.

Points are as follows:

- Number Cards 1 to 9 = 5 points each
- Number Cards 10, 11 & 12 = 10 points each
- **SWOOP Cards** = 50 points each

For example, the following hand would result in 85 points.



10 pts. + 5pts. + 5pts. + 5 pts. + 50 pts. + 10pts. = **85 pts.**

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SWOOP-er Charge Your Fun!

Craving a twist in your game play that ups the ante on challenge, strategy, or just sheer luck?

Dive into **SWOOP-er Charged** game variations at Swoop-Cards.com/swoop-er-charge to elevate your game!

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More Information

WANT SCORE SHEETS?

Printable **SWOOP** Score Sheets and these game Instructions can be downloaded at Swoop-Cards.com/how-to-play

HAVE A QUESTION?

We are a family run business dedicated to two guiding principles – great wholesome products and outstanding customer service.

Please do not hesitate to contact us if you have any questions or issues with your **SWOOP** Card Game.

Support: support@Swoop-Cards.com

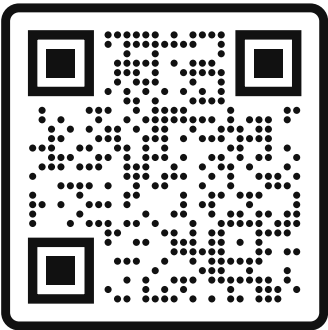
Get answers to most common questions at Swoop-Cards.com/faq

GOT AN IDEA?

We always welcome ideas on how to improve or enhance **SWOOP**.

Reach us at info@Swoop-Cards.com

We love photos and videos of family and friends enjoying **SWOOP** so send those, too!



Swoop-Cards.com

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FOLLOW US

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