



SWOOP Card Game User Guide

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SWOOP Card Game



Product Information

Swoop Card Game

The craze SWOOP-ing the Planet! Join the fun and excitement with this family-friendly card game suitable for ages 7 and above. Play with 3-8 players for a thrilling gaming experience.

Specifications

- Ages: 7+
- Players: 3-8
- Contents: 162 Playing Cards – 3 decks (1 blue, 1 red, 1 green) with each deck containing 6 SWOOP Cards worth 50 scoring points

Usage Instructions

Set-Up

Prepare the game by selecting the appropriate number of colored decks based on the number of players.

Decide Who Starts the Game

Choose a player to start the first round, then rotate clockwise for subsequent rounds.

Decide When the Game Ends

Choose to end the game after each player has had a turn or set a predetermined score to reach.

Winning the Game

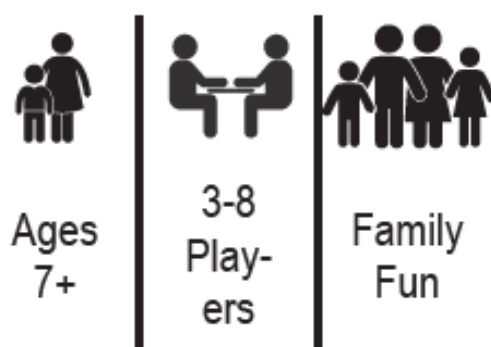
The player with the lowest score at the end of the game wins.

Starting Each Round

Shuffle all decks of cards together and distribute them according to the setup instructions.

How to Play

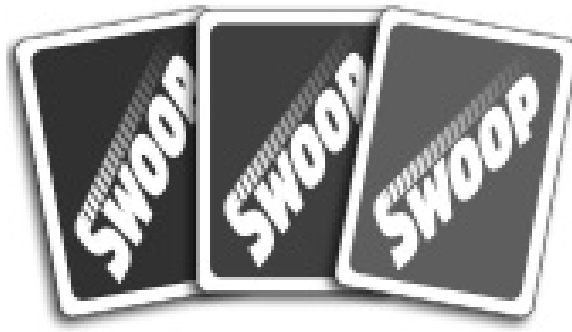
Players take turns playing matching cards from their Hands and/or Board into the Center Pile. The player with the lowest score at the end of the game wins.



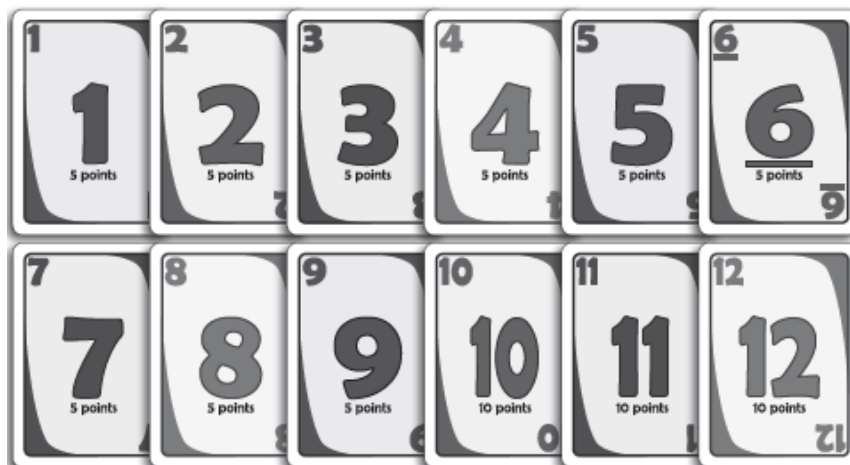
Thank you for joining the craze! We know that there is no limit to the number of games that you can play, so we are grateful that SWOOP is one of them. SWOOP is a great social game for the entire family and friends. Its genius lies in its simplicity – easy to learn and play –yet challenging with the 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 Mukanāna Games Family.

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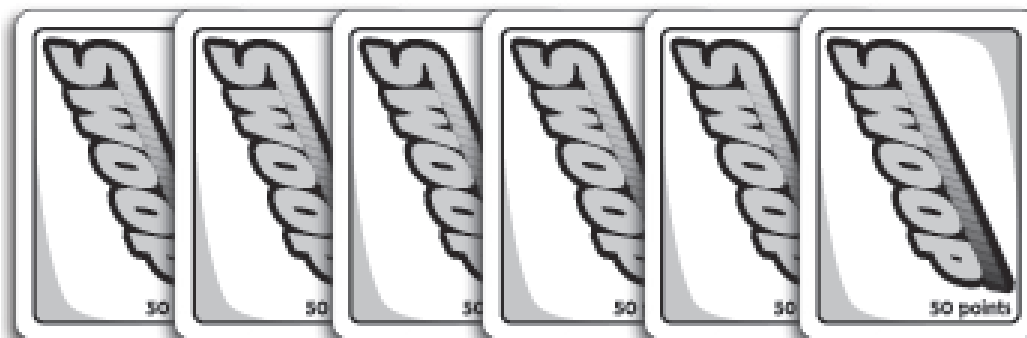
162 Playing Cards, as follows: 3 decks, each containing 54 cards – 1 blue, 1 red & 1 green deck.



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 through Nine are 5 points, and Ten through Twelve are 10 points.



6 SWOOP Cards, each worth 50 scoring points.. Scoring is fully described in a later 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



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

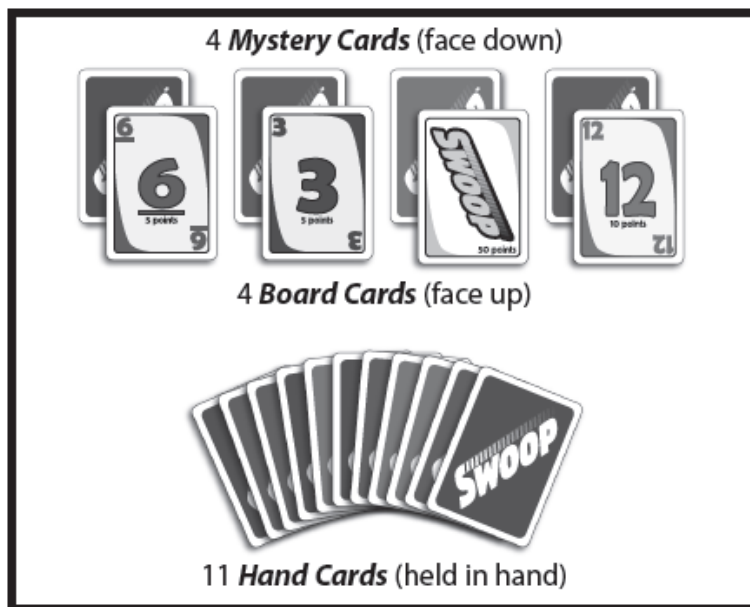
With cards shuffled, each player draws 19 cards as follows:

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.



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. Playing high numbers early is recommended, 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.

For 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.



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 -IN 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 4s 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.
- 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 than 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 totals 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.

SWOOP-er Charge Your Fun!

Craving a twist in your gameplay 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!

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 the 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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FAQS

Q: Can more than 8 players participate in the game?

A: With the addition of a 4th, purple deck, up to 11 players can enjoy the game.

Q: How are Mystery Cards played?

A: Mystery Cards must be played when revealed unless covered by a Board Card.

Documents / Resources



[SWOOP Card Game](#) [pdf] User Guide
Card Game, Game, Card

References

- Cards.com
- [Login • Instagram](#)
- [\[1\] SWOOP Card Game | Join the Craze SWOOP-ing the Planet!](#)
- [\[1\] Frequently Asked Questions \(FAQ\) | SWOOP Card Game](#)
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- [User Manual](#)

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