

SWUP



How to play

Number of players: 2-4
Age: 8+
Playing time: 15-30 min.

Contents

52 Playing cards, Rules, Point Block, Score Card

The Game

The objective of SWUP is to get as many points as possible by collecting cards from the table to your score pile. (See Score Card).

The cards have the values that are written on them. Some cards have 2 values. Any one of these values may be used.

All Colors - 14/1
Black - 15/2
Red - 16/10

Black 5 clears the table when played, this will earn you a **SWUP**



Cards with green stars are worth a point for every star.



Rules

Place 4 cards on the table with the number-side facing up. Deal 4 cards to each player.

The player to the left of the dealer has the first turn.

Each turn players must play one (and only one) card from their hand on to the table.

The played card, can be used in the following ways:

Collect Cards
Play a Card on to the table.
Build

Collect Cards
You may collect one or more cards from the table if their value or total value is equal to that of the played card.
For example if you play an 11 you may take all the 11's on the table or cards which add up 11 (5 and 6 = 11).
This includes other players builds.

Play a Card on to the table.
If you are unable to, or chose not to, collect any cards from the table, then you have to play one card from your hand on to the table. If you have a Build on the table, you must collect the build or continue the Build. Before you can play cards on to the table.

Build
You play a card on to one or more cards on the table, and gather these cards into a pile, you then clearly announce to the other players, that these cards are built together.
You can also use your card to further build upon another players Build. But every player can only have one Build on the table at a time.

Cards in a Build are built together and can not be split up again

If you Build, you always have to have a card left on your hand, with the value of the Build, for later collection.

Simple Build
Player A plays a 2 from his hand on a 7 on the table, he then announces "I am building 9".



The cards are build together and have a value of 9

Further Build
Player A has built 10 on the table. Player B plays a 14/1 card on top of the Build 10, and announce "I am building 11"



The Build now belongs to Player B

Double Build
Player A has a 7 Build on the table, and Player B has played a 5 on to the table. Player A plays a 2 on top of the 5 and gathers all the cards together, and announce "Double 7".



A Double Build value can not be changed to another value, but you can build more of the same value into the Build.

When a player collects all cards from the table that player earns a **SWUP**. Mark this by placing on the collected cards with the number-side facing up in your score pile.



Continue playing until all players have played all 4 cards from their hand. Deal 4 new cards from the deck to each player.

When the dealer deals the last cards from the deck he/she must announce "last cards". The player who claims the last card from the table this round also claims all remaining cards on the table. "Last cards" never counts as a SWUP

Scoring

When there are no more cards in the deck and a player has claimed "Last cards", all players add their points together. Write your points down on the score block. There are 11 points to play for, not counting **SWUP**

If two or more players are tied for "the most card" or "the most black cards", then no points are rewarded for those categories.

You play as many rounds as there are players, so that each player has the opportunity to be the dealer.

2 players = 2 rounds
3 players = 3 rounds
4 players = 4 rounds.

More info