

# SWIRL

*AN EDUCATIONAL CARD GAME THE WHOLE FAMILY CAN PLAY*



## Objective

To be the first player to collect your chosen *SEA CREATURE* in all four colours (i.e. a *FOUR-COLOUR SERIES*).



## Overview

There are four sea creatures: *CRAB*, *STAR FISH*, *SEA HORSE* and *FISH*. Each sea creature has cards numbered *1-10* in *RED, GREEN, YELLOW & PURPLE*.



Players are dealt four cards in each round. Four cards are also dealt face-up into the middle at the beginning of the first round. Players collect cards by capturing cards in the middle.

## Number of Players

*SWIRL*™ can be played by 2, 3 or 4 players. If there are 4 players, *SWIRL*™ may be played in teams.

## Contents

There are 85 playing cards in total. They are comprised as follows:

### **72 Sea Creature Cards:**

- 18 *CRAB* cards in four colours numbered 1 to 10
- 18 *FISH* cards in four colours numbered 1 to 10
- 18 *SEA HORSE* cards in four colours numbered 1 to 10
- 18 *STAR FISH* cards in four colours numbered 1 to 10

### **13 Action Cards:**

- 4 Blue *COLLECT ONE* cards
- 4 Blue *COLLECT ALL* cards
- 4 Blue *SNATCH* cards
- 1 Pink *SWIRL*™ card



## Action Cards

**COLLECT ONE CARD:** - allows a player to collect any one of the cards in the middle.

**COLLECT ALL CARDS:** - allows a player to collect all of the cards in the middle.

**SNATCH:** - allows a player to snatch one of the cards from another player's **FOUR-COLOUR SERIES**.



**SWIRL:** When the **SWIRL** card is played, all other players must drop all their cards into the middle. The player who played the **SWIRL** card can then play out their hand one card at a time, following rules 1, 2 & 7 below.

*Note: Once an ACTION card has been played, it always forms part of that player's CAPTURE PILE.*

## Capturing Cards

1. Cards in the middle can be captured in three ways:

- a. If you play a **SEA CREATURE** card with a number equal to another card in the middle, you capture both cards. For example, a 4 **SEA HORSE** card captures a 4 **CRAB** card.



- b. If you play a **SEA CREATURE** card with a number that equals the sum of two or more cards in the middle, then your card captures that group of cards. For example, if the middle contains 3, 4, 5 and 8 and you play a 9, you capture the 5 and 4 and place the 5, 4 and 9 in your capture pile.



- c. If you play a **COLLECT ONE** card or a **COLLECT ALL** card.

▪ *Note: Cards are captured by matching or adding-up the numbers on the cards. Cards cannot be captured by matching colour or SEA CREATURES.*

▪ *Note: It is possible to make more than one capture with the same play. For example, if the middle contains 3, 4, 6, 7 and 10 and you play a 10, you capture all the cards in the middle. This is because 10 matches 10, and also adds-up to 3 and 7 as well as 4 and 6.*



2. *All captured cards are placed face-down in a CAPTURE PILE in front of the player who captured them, unless they belong to that player's FOUR-COLOUR SERIES:*

▪ *e.g. if a player has chosen the SEA HORSE as their creature, then the first SEA HORSE cards captured by that player in each of the four colours must be placed face-up next to the player.*

*However, if that player captures more than one SEA HORSE of the same colour, these additional cards are placed face-down in their CAPTURE PILE. These additional cards may help a player if a SNATCH card is played against them (see Rule 11).*

## **Playing**

3. *Players choose the SEA CREATURE they wish to collect. Each player must choose a different SEA CREATURE.*

4. *The dealer shuffles the cards and deals:*

a. *four cards to each player (face-down); and*

b. *four cards in the middle (face-up). If any of the four cards dealt in the middle are ACTION cards, the dealer must shuffle these cards back into the deck and replace them with new cards from the top of the deck.*

5. *Dealing and play travel in a clockwise direction: i.e. to the player on your left. Each player plays one card at a time.*

6. *The player to the left of the dealer plays first, by throwing down one of their cards into the middle. If the card played:*

▪ *captures any cards in the middle, that card and the captured cards are all placed in that player's CAPTURE PILE (see Capturing Cards above); or*

▪ *does not capture any cards in the middle, that card must be placed face-up in the middle.*

7. *If a player captures all the cards in the middle (for example with a COLLECT ALL card) then if the next player plays a:*

▪ *SEA CREATURE card, it must be placed face-up in the middle; or*

▪ *ACTION card, once the action is performed that card is placed in that player's CAPTURE PILE.*

8. *You don't have to play a card that makes a capture just because you can: i.e. if you have another card that does not make a capture, you can play that card instead if you wish.*

9. When all players have played their four cards, the dealer deals each player another four cards (although no more cards are dealt into the middle) and play continues.
10. If a **SNATCH** card is played, that player must snatch one of the cards from another player's **FOUR-COLOUR SERIES**. If, at that time, none of the players have started their **FOUR-COLOUR SERIES**, then the **SNATCH** card is of no effect and is placed in that player's **CAPTURE PILE**.



11. Once a card has been snatched, the player whose card has been snatched can search through their **CAPTURE PILE** to see if they are able to replace the snatched card with another **SEA CREATURE** card of the same colour.
12. When the **SWIRL** card is played, all other players must drop all of their cards into the middle. The player who played the **SWIRL** card can then play out their hand one card at a time, following rules 1, 2 & 7 above.
13. After the last card has been played, any cards that remain in the middle are discarded.
14. **Play ends** when:
  - a. A player collects a **FOUR-COLOUR SERIES**; or
  - b. All cards have been played, and no player has completed a **FOUR-COLOUR SERIES**. In this case, the player with the highest number of cards in their **FOUR-COLOUR SERIES** wins. If more than one player has the same number of cards in their **FOUR-COLOUR SERIES**, then the player with the most number of cards in their **CAPTURE PILE** wins.