

SCHWUPPS



amigo-spiele.de/01655

by Michael Feldkötter with illustrations by Björn Pertoft

Players: 2-5

Ages: 8 and up

Duration: about 20 minutes

Components:



100 number cards
(in five colors with numbers 1-10)

14 aggravation cards

30 Schwupps cards

THE AIM OF THE GAME

Try to play all of your cards on the discard piles in the middle of the table. However, that may not be as easy as it sounds, since you can only play certain cards: The Schwupps cards tell you which ones. Schwupp a row here, aggravate the other players there, and get rid of your hand cards, and you'll have a good chance of winning the game!

SETUP

First, shuffle the Schwupps cards and put four of them in the center of the table in two rows of two, face up. Put the remaining Schwupps cards face down in a Schwupps pile to the left of the two rows and turn over the top card. To the right of the two rows, you'll create a discard pile for Schwupps cards during the game (see illustration below).

Next, shuffle the number cards and place one next to each of the face-up Schwupps cards. These are the first cards on the four discard piles.

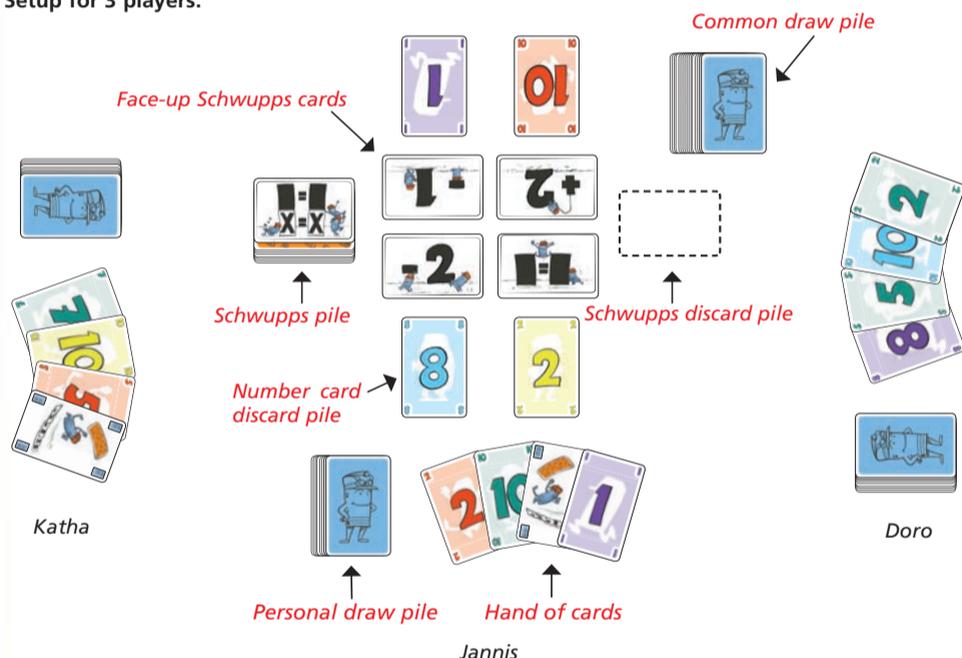
Finally, shuffle the rest of the number cards and the aggravation cards together and deal each player the number indicated to the right, depending on the number of players.

2 players: 25 cards
3 players: 20 cards
4 players: 15 cards
5 players: 12 cards

The cards you receive make up your own personal draw pile. Put them face down in front of you without looking at them, then draw the top four cards for your starting hand.

Put the remaining cards in a face-down common draw pile.

Setup for 3 players:



PLAYING THE GAME

On your turn, you **must** carry out *at least one* of the following three actions. You may choose the order of the actions yourself, and two of them you may even carry out more than once. The actions are:

- Playing a number card (more than once per turn if you want)**
- Playing an aggravation card and schwupping (more than once per turn if you want)**
- Schwupping without an aggravation card (only once per turn)**

When you're done taking actions, draw cards from your personal draw pile until you have four cards in your hand again. This marks the end of your turn. If you already have four or more cards in hand, end your turn without drawing any cards.

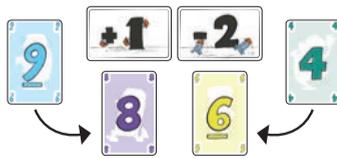
Playing a number card (more than once per turn if you want)

Play a number card from your hand on one of the four number card discard piles. The Schwupps card next to each pile tells you which cards you can play there.

There are seven different Schwupps cards:



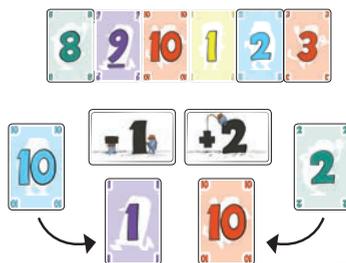
If the Schwupps card shows "+1", "+2", "-1" or "-2", you can only play a card whose value is **higher (+) or lower (-)** than this pile's top card **by the number given**. The number card's color doesn't matter.



Higher than 10 / Lower than 1

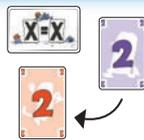
If you're required to play a card that's higher than 10, start the count over at 1 and play the matching card. Conversely, start over at 10 when you're required to play a card lower than 1.

Example: It's Doro's turn. She plays her blue 10 on top of the purple 1. Then she plays her green 2 on top of the red 10.

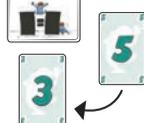




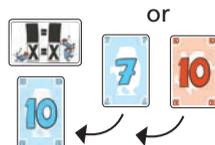
If this Schwupps card is next to the pile, you can only play number cards showing **the same number** as the top card on this pile. The number card's color doesn't matter.



If this Schwupps card is next to the pile, you can only play number cards showing **the same color** as the pile's top card. The number card's number doesn't matter.



If this Schwupps card is next to the pile, you can only play number cards showing **the same color and/or the same number** as the top card on this pile.



Playing an aggravation card and schwupping (more than once per turn if you want)

Play an aggravation card from your hand, put it back in the box and schwupp. After schwupping, give the top card of the common draw pile to the player of your choice: They have to add it to their hand.

What is Schwupping?

"Schwupping" means moving the face-up Schwupps cards in **one of the two rows** forward one position. Replace the first card in your chosen row with the top card from the Schwupps pile, move that first card to the second discard pile in the same row, and put the second card from that row on the Schwupps discard pile. Finally, turn over the new top card of the Schwupps pile (as shown in the picture, below).

Before:



After:



Schwupping without an aggravation card (only once per turn)

Once per turn, you may schwupp without playing an aggravation card. But, after schwupping without an aggravation card you have to take the top card of the common draw pile and add it to **your own hand**.

Note: If you can't play a card from your hand at the beginning of your turn, you have to schwupp without aggravation cards. You can't pass!

Example of a turn:

A

Jannis

B

Jannis

A It's Jannis's turn. He plays an aggravation card and puts it back in the box (1). He schwupps the bottom row (2). Then he gives Doro the top card of the common draw pile. She has to add it to her hand (3).

B After schwupping, he can play his green 10 on the yellow 2 (4).

C Next, he schwupps the top row without an aggravation card (5) and takes one card from the common draw pile into his own hand (6). Now, he can play his purple 1 on top of the blue 10 and follow it up with his red 2 (7).

D Jannis can't play any more cards, so he draws three cards from his personal draw pile to refill his hand to four (8). His turn is over.

C

Jannis

D

The Schwupps pile or the common draw pile have run out?

If you schwupp the last card from the Schwupps pile, re-shuffle the cards in the Schwupps discard pile and turn them into a new Schwupps pile.

If the common draw pile runs out, shuffle the number cards from all four discard piles **except the top card of each pile** and turn them into a new common draw pile.

THE END OF THE GAME

The game ends immediately when one player has used up their personal draw pile **and** played the last card from their hand. That player wins the game!

SCHWUPPS TOURNAMENT

Play as many games as there are players. At the end of each game, write down 1 *negative* point for each card you still have in your hand and your personal draw pile. The winner of the game gets five *positive* points. The player to the starting player's left becomes the new starting player for the next game. At the end of the last game, the player with the most positive points or the fewest negative points wins the tournament.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:
 AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach
 www.amigo-spiele.de, E-Mail: hotline@amigo-spiele.de