

SWOOP / POUNCE

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Goal. To move six men into the center area of a player's color.

Rules.

1. Each player chooses a color and puts their six playing pieces on the matching color spaces on the outer ring of the playing board.
2. Red plays first, then blue, yellow and green. All plays are to the left of the first player, clockwise.
3. The playing pieces, or men, are moved one at a turn, one space at a time. They may be moved to the left, to the right, or toward the center --- NEVER diagonally or toward the outer ring.
4. To check an opponent and keep them from moving a man, a player may, on a regular move, place their man on an opponent's man. The man underneath cannot move until the player who checked them removes his man. When this happens, the man who was underneath MUST be moved back to a space of their color on the outer ring. (Checking a man constitutes a turn. Returning a man to the outer ring also constitutes a turn).
5. Stars are safety zones. A man on a star, or on a space of his own color on the outer ring, cannot be checked.
6. The game ends when any player has their six men in the center area of their own color, or when no player can move. In that case, the player with the most men on their color in the center area is the winner

SWOOP

(For 2 to 4 Players)

OBJECT: To move six spacemen of one color onto that color in the center of the board.

PLAY: Each player chooses a color and puts his six spacemen on the matching color spaces on the outer ring of the playing board. Red plays first, then blue, yellow, and green.

The spacemen are moved one at a turn, one space at a time. They may be moved to the left, to the right, or toward the center, never diagonally or toward the outer ring. To check an opponent and keep him from moving a spaceman, a player may, in a regular move, place his man on an opponent's man. The man underneath cannot move until the player who checked him removes his man. When this happens, the man who was underneath must be moved back to a space of his color on the outer ring. (Checking a man constitutes a turn. Returning a man to the outer ring, also constitutes a turn.) Stars are safety zones. A man on a star, or on a space of his own color on the outer ring, cannot be checked.

The game ends when any player has his six men in the center area of his own color, or when no player can move. In that case, the player with the most men on his color in the center area is the **WINNER**.

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original rules

