SWIFT SWAP

Rules Book

Components:

- 1 24-card deck of Diamonds and Clubs
- 1 24-card deck of Hearts and Spades
- 1 7-card deck of Goals

Objective:

Collect 8 cards that meet your Goal!

The first team to have both players complete their Goals wins!

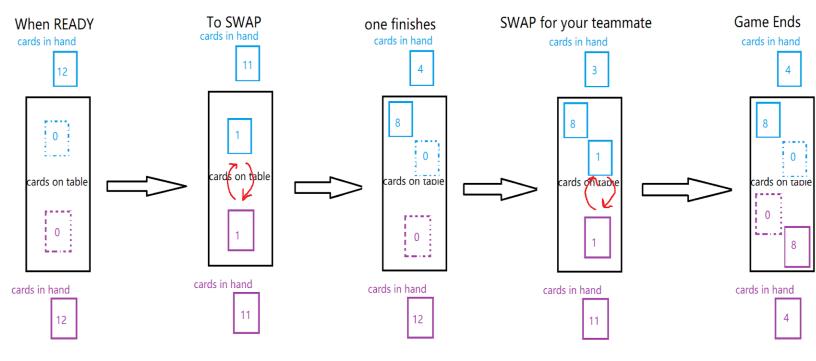
TEAM 2



Setup:

- 1. Make two teams of two people.
- 2. One team will use the deck of Diamonds and Clubs, the other team will use the deck of Hearts and Spades. Shuffle each deck separately and deal 12 cards to each team member.
- 3. Shuffle the Goal deck and have each player draw a card, but **DO NOT** show your Goal to anyone else.
- 4. Once you understand your Goal, look at the 12 cards in your hand and organize them.

5. When everyone says "Ready", the game starts.



Gameplay:

Once the game has begun, it's a race between the two teams to finish their Goals! To meet your Goals, you Swap cards one by one with your teammate.

To Swap:

- 1. Place a card from your hand face down on the table
- 2. When your teammate puts down a card from their hand, take that card and let them take the card you put down.
- 3. No communications(includes body language) between the teammates are allowed.
- 4. Repeat as fast as you can until you both collect 8 cards that meet your Goals or the other team beats you!

When you collect 8 cards that meet your Goal, you may put those 8 cards face down on the table or you may continue to swap them.

When both players on a team put 8 cards down, the game is over! Check the face down cards and if they meet the conditions, that team wins!

Goal Deck:

- Sum > 52 + Even Numbers (2,4,6,8,10,Q)
- Sum < 52 + Odd Numbers (A,3,5,7,9,J)
- Red (Diamonds and Hearts) + Composite Numbers (1,4,6,8,9,10,Q)
- Black (Clubs and Spades) + Numbers < 10 (A,2,3,4,5,6,7,8,9)
- Numbers > 3 (4,5,6,7,8,9,10,J,Q) + Must have a run of 4 cards (like A234 or 2345, etc.)
- Must have at least 2 pairs + NO A or Royalty (J,Q)
- Must have at most 2 pairs + NO multiples of 3 (3,6,9,Q)