Swipe

instructions

Ages: 8+
Players: 2-6

Contents: 10 Swipe dice, 50 chips and 4 decoder cards

Object: Be the player with the most chips when the center pile of chips is gone.

Play:
• Each player gets 2 dice and 2 chips. (1 die and 2 chips if 5 or 6 players)

• Place remaining chips and dice in the center of the playing area. (If 2 players, place only 3 dice in the center playing area; the other 3 dice are not used.)

• The youngest player begins the game. On each player's turn, the player rolls all their dice and does what the dice show (see Dice Decoder). Play passes to the left.

• A player can NEVER lose their last die. A player's last die may NOT be Swiped. If all players have only one die, then no dice are Swiped on that turn. If a player has 1 die and rolls a ⊠ it still counts as a Super Swipe (See Dice Decoder).

• A player may Swipe multiple chips/dice from the same player or may divide the Swipe between players.

• If there are no dice to take from the center, the player does not win any dice from the center.

Winning the Game:
When the center pile of chips is gone, the game ends. The player with the most chips wins!

• If two or more players have an equal number of chips, the player with the most dice wins.

• If two or more players have an equal number of chips and dice, the players have a "roll-off." Each player is given a die. The players roll at the same time. The first player to roll ⊠ wins the game.


Swipe
Dice Decoder
quick reference card

Swipe a chip from any player	Win a chip from the center
Swipe a die from any player	Win a die from the center

⊠ Lose the die to the center unless all your dice are ⊠, then it is a Super Swipe; Keep your dice, get one die from each player, then take an extra turn.

If a player has 1 die and rolls a ⊠ it still counts as a Super Swipe!

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Dice Decoder
quick reference card

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