CRYPTO Swintus

GAME RULES

♚ 8+ 👥 2–6 🕐 15 min.

In today's feverish turmoil of new currencies, corporate magnates force usually layabout hogs to work tirelessly on cryptofields, digging for different kinds of oinkoins until they are blue in their snouts. But true Swintus can overcome any hardships. All you need is simply to squander away the whole capital entrusted to you and be the first to leave on vacation. Your glorious business venture will become a legend among all lazybones of neighboring (crypto)farms.

Game Components

Oinkoins — five sets of numbered cards in different colors, going from 0 to 7, with 2 copies of each card.

Expert Pigs — special cards in five different colors, with 2 copies of each.

Trend Marker — two-sided token, serving as a reminder of current trend state.

Game Objective

To win the game you must be the first player to get rid of all of your cards. Winner scores an amount of points equal to number of all cards in their opponents' hands at the end of the game. We recommend to play a series of games, up to a certain number of points, depending on the number of players. First player to get certain amount of points will be the winner of the series.

- 2 players — 20 points
- 3-4 players — 60 points
- 5-7 players — 100 points

Setup

Shuffle all game cards into a single deck, then deal a number of cards to each player:

- 2-3 players — 10 cards.
- 4-6 players — 8 cards.

Put the deck and Trend Marker at the center of play area. Flip the Trend Marker to its "Going Up!" side.

After determining who will go first in any convenient way, players take turns clockwise until someone will get rid of all of their cards or the deck runs out.

Game Turn

On their turn, player must play 2 cards. If at any point during their turn player is unable or doesn't want to play a card, they should draw 2 cards from the deck and pass the turn.

How to Play Oinkoin Cards

Oinkoin cards are played into stacks of the same color. At the start of the game there are no stacks and player can play any card of non-present color. Once the first card of the color is played, further cards of that color should be played on top of it in accordance to Trend Rule, forming a stack.

Whenever you discard a card (usually due to Yellow or Green effect), you discard it into a separate discard pile, not into stacks in play area.

Trend Rule

When playing a card into a stack, you must play a card either higher or lower than the current top card of that stack. When Trend Marker is on its "Going Up!" side, you must play cards either with same value or higher. When Trend Marker is on its "Going Down!" side, you must play cards either with same value or lower.

In a case when all players passed in succession (for example, being unable to play 2 cards during their turn), Trend Marker automatically flips to the other side, thus breaking the stalemate.

Expert Pigs

Experts are special cards without numbers. You can play an expert card on top of any oinkoin card. Likewise, any oinkoin card can be played on top of the expert card. In both cases, you must still abide by the rule of the same stack color. Because they have no numbers, you cannot use expert pigs to discard a set of same-numbered cards (Yellow card effect). On the other hand, experts do have colors, so you can use them to discard a set of same-colored cards (Green card effect).

Card Effects

Different colors have different effects, resolving immediately upon playing that card. Yellow and Green effects are optional, other effects are mandatory. Expert cards have upgraded effects of their color. When you discard a set by using Yellow or Green effect, you must discard exact number of cards stated.

Red Cards (Dividends)
Player of your choice must draw additional cards. (1, 2 or 3 cards)
Obsessive Investor: All other players must draw 2 cards each.

Yellow Cards (Solo Mining)
You may discard 3 cards with the same number from your hand.
Untraceable Hacker: You may discard 2 cards with the same number from your hand.

Green Cards (Cloud Mining)
You may discard 4 cards of the same color from your hand.
Diligent Coder: You may discard 3 cards of the same color from your hand.

Blue Cards (Volatility)
Flip Trend Marker.
Reckless Trader: Flip Trend Marker. Name a color. Players must play only cards of that color until someone will be unable to play a card of that color during their turn.

Gray Cards (Donation)
Give 1 card to the next player.
Stodgy Inspector: Give 2 cards to the next player.

Interception

All cards in the deck have 2 copies. Whenever another player plays the same card you have in your hand, you may declare "I intercept" and immediately start your own turn playing that same card. Player whose turn was intercepted must still resolve that card's effect. Then, intercepting player resolve their copy of the card and continue with their turn. After that turn is done, play continue with the player to their left.

Whenever player declared an interception, all other players must draw 1 card from the deck.

You cannot, however, declare an interception of your own turn, even if you have two of the same card in your hand.

"Swintus!"

When you have two or less cards left in your hand after your turn, you must immediately proclaim "Swintus!". If player doesn't do this, any of the opponents may "catch" them and force them to draw 3 cards from the deck as a penalty.

End of the Game

The game may end with one of the two scenarios:

1. A player discarded all their cards. That player wins the game and scores amount of points equal to number of all cards in their opponents' hands.
2. Deck run out of cards. Player with the least amount of cards wins the game. Winner discard all their cards and all other player discard same amount of cards. The winner will then score amount of points equal to number of all cards remaining in their opponents' hands. In case of a tie, all tied players score same amount of points.

That's enough for reading rules! Now go and reach the summits of riches (or depths of ruin) in this new digital space. After all, oinkoins now making us who we are!

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