

SWiSH®

FLIP, ROTATE & STACK GAME

Swish® is a fun, fast-paced game of spatial thinking! Move the cards in your mind to see the matches. Then make a Swish!



INCLUDES:

- 60 Transparent Swish Cards
- 1 Game-Go Bag

1

THE OBJECT:

Players race each other to create the most Swishes.

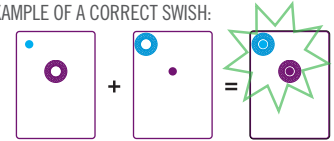
WHAT IS A SWISH?

A Swish is created by layering two or more cards so that every ball swishes into a hoop of the same color. The cards may be rotated and/or flipped but must lay on top of each other in the same orientation, and no hoop or ball can be left unmatched.

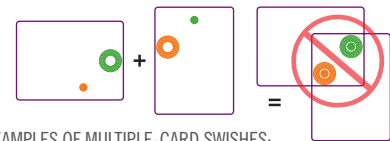
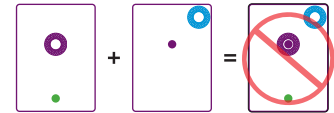
As you play, keep in mind that each card you collect is worth a point. Therefore, a Swish made up of more cards will earn you more points!

2

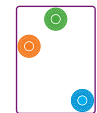
EXAMPLE OF A CORRECT SWISH:



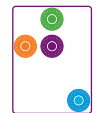
EXAMPLES OF INCORRECT SWISHES:



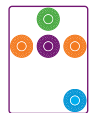
EXAMPLES OF MULTIPLE-CARD SWISHES:



3 CARDS
3 POINTS



4 CARDS
4 POINTS



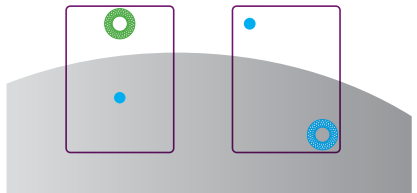
5 CARDS
5 POINTS

3

SETUP:

1. Select a flat playing area that is in full view of all players.
2. Choose one player as the dealer. Have the dealer shuffle the card deck.

NOTE: it is best to play on a light colored surface so that you can easily see the images on the transparent cards.



4

STEPS TO PLAY:

1. The dealer deals 16 cards, (four rows of four) into the playing area. Once the last card has been placed, the dealer calls "GO!" and all players begin looking for Swishes.
2. Players may not touch the cards while they are searching for a Swish. They must flip and rotate them in their minds!
3. A player calls "Swish!" when he/she can identify a Swish.
4. To prove that the Swish is correct, he/she layers the selected cards on top of one another.
5. If the Swish is valid, the player collects the cards that make up the Swish into his or

5

- her own score pile. The dealer replaces the cards with new cards from the deck.
6. If the Swish is not valid, the cards are returned to the playing area. As a penalty, the player must discard a single card from his or her own score pile. If the player has earned no Swishes yet, there will be no penalty. All discarded cards are put in a discard pile and are out of play.
7. Players must wait until there are 16 cards in the playing area to call a Swish. The only exception to this rule is at the end of the game when there are less than 16 cards in the deck.

6

ThinkFun's Mission is to Ignite Your Mind!

ThinkFun® is the world's leader in additively fun games that stretch and sharpen your mind. From lighting up young minds to creating fun for the whole family, ThinkFun's innovative games and mobile apps make you think while they make you smile.

"Like" ThinkFun on Follow ThinkFun on

www.ThinkFun.com



© 2011 ThinkFun Inc. All Rights Reserved.
MADE IN CHINA, 104. #1512. IN03.

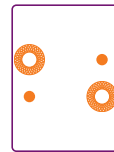
NOTE: If at any time all players feel that no Swish exists, the dealer may replace 4 out of the 16 cards with new cards from the deck. The 4 old cards should be reshuffled into the deck. However, this happens rarely, so look carefully!

WINNING:

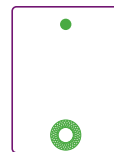
The game ends when there are no more cards in the deck and all players agree that no Swishes can be made with the remaining cards in the playing area. The player who has collected the most cards is the winner!

HELPFUL HINT:

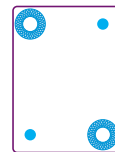
Understanding the placement of the balls and hoops on the cards will help you successfully play the game. The cards in Swish are designed so that hoops and balls of the same color are located in the same areas on each card. The area of each card is divided into 4 rows of 3:



Orange hoops and balls will always be located in the middle rows of the outer columns of the card.



Green hoops and balls will always be located in the top and bottom of the middle column of the card.



Blue hoops and balls will always be located in the four corners of the card.



Purple hoops and balls will always be located in the two rows of the center column of the card.

When you are trying to find a Swish, you will have to pay close attention to make sure that the colors match. Knowing where to look for a particular color on a card will help you to find Swishes faster!

ALTERNATE LEVELS OF PLAYING

BEGINNER SWISH

Players look only for Swishes with 2 cards, not for larger Swishes of 3 or more cards. The rules otherwise are identical; this version lets beginners get accustomed to the structure of the game as well as the rotation and flipping of the cards.

MIXED ABILITY SWISH

If there are players of varying abilities, you can level the playing field by limiting more experienced players to find only Swishes of three or more cards. Less experienced players may call Swishes with any number of cards.

EXPERT SWISH

Experienced players may want to move on to the challenge of only 3, 4 or 5 card Swishes. Players can start at mastering 3 and then move up from there. The rules are identical to the basic game – simply eliminate Swishes of fewer cards.

SOLITAIRE SWISH

A solitaire game enables a player to reach higher levels of proficiency and concentration. Using the basic game rules, try making as many Swishes as possible as quickly as possible. Set a stopwatch so that you can try to beat your time on the next game! If at any time you feel that no Swish exists, replace 4 out of the 16 cards with new cards from the

deck. Have fun making Swishes until you can't find any more!

As you get more advanced, limit yourself to making Swishes with only three cards, then four cards. You can make a Swish with up to 12 cards, but it's tricky!

ABOUT THE INVENTORS:

In addition to developing great thinking games, Gali Shimoni and Zvi Shalem are both teachers who create unique learning material for advanced students. Many of the game ideas they come up with are imagined through finding new ways to work with their students.

