

When I was a young boy my father taught me the card game Casino. Sloop is dedicated to my Dad and that wonderful game we played so many times.
—Mike Fitzgerald

OBJECTIVE

The player with the most cards at the end of the game wins.

COMPONENTS

122-card deck (10 each of numbers 1–12 and 2 Wild cards)

6 Colored Build Markers

12 Numbered Build Counters

The following rules are for 2–4 players. Changes for 5 and 6 players and Partnership rules can be found at the end of these rules.

SET UP

Choose a Dealer.

The dealer shuffles the deck and deals a hand of 4 cards, face down to each player. The dealer places the remaining cards face down in the middle of the table as a draw pile. The dealer turns the top four cards face up to form the display. Each player takes a colored build marker. Place the numbered build counters near the dealer.



ON YOUR TURN

Look at your cards. You must play one card from your hand each turn. Here are the 3 things you can do when playing a card:

1. CAPTURE: Play a card from your hand to collect all cards in the display that equal or add up to the value of the card you played.

Example: The following cards are in the display: 6, 2, 5, and 3. You can collect all 4 cards if you play an 8. $6 + 2 = 8$ and $3 + 5 = 8$.

Example: The following cards are in the display: 4, 10, 4, and 3. You can capture one of the 4s and the 3 with a 7 from your hand. You cannot take the 7 from your hand and add it to the 3 and then collect the 10. The card you play from your hand must be the value that the other cards equal or add up to.

Put all the cards you collected and the card you played from your hand face up into your score pile.

2. BUILD: Play a card from your hand with one or more cards in the display to start a build of a number that you have in your hand. If you have a 2 and a 12 in your hand and there is a 10 in the display you can put the 2 on the 10 and announce "I am building 12s." You can also include in your build any 12s that are on the display, or any other combinations of cards that add up to 12. Put your build marker on top of these cards. Also, put the build counter with a "12" on these cards. This build pile counts as 1 card for refilling the display.

Example: The following cards are in the display: 1, 4, 5, and 7. You can build 11s by taking the 1, 4, and 5 in the display and adding a 1 from your hand. You must have an 11 in your hand to do this. Note that you cannot merely build 11s by taking the 4 and 7 in the display to make your build pile; you must use one card from your hand.

There can only be one build of any given number in the display at the same time. A given player can only have one build at a time.

3. IF YOU HAVE A BUILD MARKER IN THE DISPLAY AT THE START OF YOUR TURN YOU MUST EITHER:

- **CONTINUE THE BUILD:** Play a card from your hand with one or more cards in the display to continue your build.

Example: If you are building 10s in the display you can play a 7 from your hand with a 3 in the display and add both cards to your build of 10s. You may also add any 10s in the display and any other combinations of cards adding up to 10.

Remember, you must play one card from your hand and at least one card in the display to continue a build. The build itself may count as the card in the display.

- **CAPTURE THE BUILD:** Play a card from your hand matching the value of the build. You can also take any cards in the display that add up to that number and

add to your build. Remove your build marker and the build counter from the build. Put all the cards in that build plus the card you played from your hand into your score pile.

If you are not able to do either of these actions on your turn, you lose your build. Remove your build marker. The next player able to capture the build may do so on his or her turn.

Play a card from your hand face up in the display. If it is a 1, 2, or a 3 it will have an action icon on it. Since you are not using this card for a capture or a build, you may do the action on the card. (See below.)

END OF TURN

After you have played a card and done one of the above moves, draw cards from the deck until you have four cards in your hand. Then, refill the display to four if needed.

SPECIAL ACTION CARDS

All 1s, 2s, and 3s have action icons on them. The actions are only taken if the card is *not* used to build or capture.



1s—STEAL: If you put this card in the display, you may take one card from each opponent's score piles and put in your score pile. Ignore any player with an empty score pile. You must put this card in the display to use this action.



2s—DOUBLE PLAY: If you put this card in the display, you may play another card from your hand after this one, and do whatever that card allows you to do. If you select another 2 from your hand as the second play and put it in the display, you may play another card from your hand. You must put the 2 card in the display to use this action. If you have a build in the display, you may play a 2 card and then play another card to continue or capture the build.



3s—FLIP 3, PLAY 1: If you put this card in the display, you may turn over the top three cards from the draw pile (or as many cards that are left in the draw pile if less than three) and play one, doing anything that card allows you to do: build, capture, or put a card in the display. Put the two cards you flipped and did not use back in the box, as they are out of the game. If you select a 3 to play from the flipped cards and you put it in the display, you may flip three more cards. In order to use the 3 as an action card, you must put it in the display. If there are no more cards in the deck you cannot use this action.



SUPERCHARGED: There are 9 SUPERCHARGED cards in the deck; one each of 4–12. SUPERCHARGED cards means extra cards come into play.

For each SUPERCHARGED card in the display (not in a build) there needs to be at least one card more than the minimum number of four in the display. Sometimes

they will already be there and sometimes you will have to draw from the deck to add them. If any of the cards you draw are SUPERCHARGED, there needs to be an extra card in the display for them as well.

When you make a capture (including capturing a build) with a SUPERCHARGED card, you may take one more card of your choice from the display that is not in a build.

Example: At the end of your turn, the display has a 5, 7, and a build of 9s. Ordinarily, you would add one more card to the display. However, the 7 is SUPERCHARGED, so you add an additional card, and the display now has five cards in it. (Ignore any cards in the build of 9s that might be SUPERCHARGED.)

Example: After your turn and after you've filled your hand, the display has a 5, 7, 3, 10, and a 2. The 7 is SUPERCHARGED. You do not draw any more cards in this situation because there are already five cards in the display.



WILD CARDS: There are two wild cards in the deck. You may use a wild card as any number 1 through 12. You can do this when it is in your hand or when it is in the display. You may capture any build with this card. This means you can capture a build with another player's build marker on it.

END OF GAME

Continue playing after the deck runs out of cards. When the deck does run out, follow all normal rules except do not draw cards or refill the display at the end of a turn. When all cards have been played to the display, the player who made the last capture of cards from the display captures all remaining cards.

Example: The following cards are in the display: 1, 4, 6, and 7. You play your last card, a 7, capturing the 1, 6, and 7, leaving the 4. The next player happens to be the last player, who plays the last card by putting a 12 in the display. You put the 4 and the 12 in your score pile.

The player with the most cards in their score pile is the winner. If there is a tie, the winner is the player among those tied who went latest in turn order during the game.

5 AND 6 PLAYERS RULE

Each player has a 5-card hand and the minimum number of cards in the display is 5. All other rules stay the same.

4 PLAYERS IN 2 PARTNERSHIP RULES

Partners sit opposite each other. All the rules are the same with the following exceptions:

- When doing a steal action you do not take a card from your partner's score pile.

- Your partner can continue a build you have made. (Provided they do not have their own build at that time. They cannot capture your build.)
- Before a player takes his turn the partner can offer a card by placing it face down in front of them. The player can look at it and take it or give it back to the partner. If they take it they must give another card from their hand to the partner. They then take their normal turn.
- At the end of the game, count the cards in your score pile and your partner's score pile for the total team score.

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Sloop

Card Game

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