

Swirling Heroes

Shape of the World

Game Summary

Swirling Heroes is a casually-strategic number matching puzzle game. Your goal is to place and *Swirl* cards more effectively than the other player(s).

Each card has a **0, 1, 2, and 3** on its sides, which are used to **match numbers** with other cards during play, and to determine the winner at the end of the game.

The cards will come together and form a **unique shape** every time you play. The only boundaries are the edges of the surface you play on!

This game set includes **12 Swirling Heroes** in four different colors: **Orange Butterflies**, **Green Leaves**, **Blue Moons**, and **Pink Hearts**.

How *Swirling* are your *Heroes*?



Swirling Heroes Is Collectable!

New game sets contain new characters illustrated by new artists! Keep your collection up-to-date by following **Sandwich Bag Games** on **Instagram**, **Facebook**, and **Kickstarter**, and by visiting SandwichBagGames.com

Swirling Heroes Is a Free Online Comic!

Follow the adventures of your favorite *Swirling Heroes* characters by visiting SwirlingHeroes.com

A Special Thank You

Thank you to my mother, father, brother, and grandmother; my friends Emily, Maya, Robert, and Potter; and everyone I play board games with for their support in helping *Swirling Heroes* become a reality!

- Sanchez Michaels, Game Designer

1 minute to learn **5-15 minutes to play** **2-4 players** **Ages 8+**

All-woman art team • BIPOC designer & publisher

Game Setup

Each player chooses a different card color, then creates a hand of six cards in that color. (*Only the cards in players' hands are used to play.*) Each player looks at their own cards during play.

Player Order

The player who most recently complimented someone is the **First Player**. Players take turns in clockwise order.

How Turns Work

- **On the first turn of the game**, the **First Player** places one card from their hand face-up onto the center of the play field, then **ends their turn**.
- **On every turn after the first turn**, when it is your turn, perform the following **two steps**:

Step 1 • Card Placement

Place one card from your hand face-up on an empty space next to the top, bottom, left, or right of any one or more cards on the play field. (*You can place cards next to your own cards.*)

Cards being placed must follow two rules:

- (1) The card **must** be placed **long side to long side** and/or **short side to short side** next to any other card(s). (*The card can be oriented right side up or upside down.*)
- (2) Each number on the card **must match** (be equal to) any number it is positioned next to.

* If you **cannot** place a card, you **must** remove one card in your hand from the game, then **end your turn**.

Step 2 • Card Swirling

Swirl (rotate 180 degrees) every card your newly-placed card **matched numbers with**.

Swirling cards follow different rules than cards being placed:

- (1) The numbers on **Swirling** cards **do not need to match** any numbers they end up next to.
- (2) **Swirling** cards **do not** cause other cards to **Swirl**.

After all **Swirling** is complete, **end your turn**.

Game End

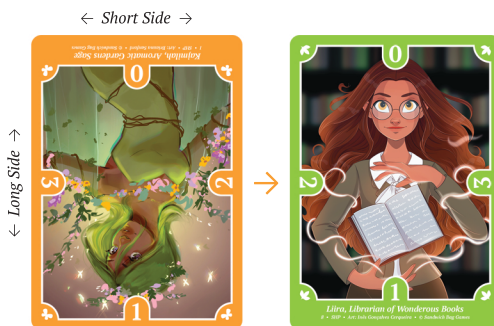
The game ends after all cards have been played.

Determining the Winner

Each player adds up all the numbers on their own cards **that are not next to another number**. (*Every number is worth its face value in points.*) The player with the most points wins!

In the event of a tie game, play again!

* **Competitive Scoring Mode:** Play enough games to let each player be the **First Player** once. Each player then adds up all their points from all the games that were played. The player with the highest combined point total wins!



Example: The left card can be placed next to the right card because they will be **long side to long side** next to each other, and their **2's will match**. It is okay that the left card is oriented **upside down**.



Example: Because the left card matched 2's with the right card, the right card gets **Swirled** (rotated 180 degrees). Since the right card is **Swirling**, it is okay that the 2 and 3 now next to each other do not match.



Example: The left card has a total value of **four points** (0 + 3 + 1), and the right card has a total value of **three points** (1 + 2 + 0). The 2 and 3 next to each other are **not** counted.