

SWEEPERS

GAME RULES

Winter is upon us, squirrels — time to stock up! But the moment you spot a meadow full of treats, the whole forest shows up for a bite! Grab your rakes and rake up your snacks before someone else gets their paws on them!

The **objective** is to be the first to find every treat from your cards on the board and rake it off the meadow onto your side — without knocking off any other tokens.

Contents

36 Treats cards

Face down Face up



42 Stash tokens



Carefully punch the tokens out of their cardboard frames before your first game.

4 rakes



Box

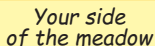


90 s. sand timer
(for "Quick Paws" only)

- a pile in front of themselves —
these are players' decks. No peeking at other players' cards!
 Stack the rest of the Treat cards
 face down and keep them close by —
 you may need them later.

- 7 Each player takes 1 rake and places it beside their deck. Set any extra rakes aside — you won't need them.
- 8 Set the sand timer aside — you will only need it for the Quick Paws mode (see the rules on p.9).
- 9 Grab your rake in one hand and rest your other hand on your deck.

Draw pile



"THAT'S MY STASH!" MODE

Overview

Everyone plays at once! On the count of three, you all reveal your top Treat card and start raking the matching Stash tokens on the meadow.

Everyone's **objective** is to match all your Treat cards to the tokens on the board,

raking them off the meadow so they fall off your side — without knocking any other tokens off.

The game ends the moment someone correctly collects all 7 of their Stash tokens. The first player to do it wins.

How to Play

Grab your rake in one hand and rest your other hand on your deck. Everyone counts to three together, and on "Three!" you reveal your top Treat card and place it face up beside your deck.

Each Treat card shows an item on a particular background. Find the token on the meadow that perfectly matches both the background and item on your Treat card.

Use the **rakes (and only them)** to rake that Stash token off the meadow so it falls **right** where you're sitting. You can push unwanted tokens out of the way to clear a path.

This is the exact token Chip needs to find on the meadow.



You can only move Stash tokens **with your rake!** Any other way doesn't count! No using your hands or paws!

The moment you rake the token you need off your side of the meadow, place your rake beside you. **Use the same hand** to pick up the Stash token that fell off and place it on your Treat card.

Speedy rakes the Stash token he needs off his side of the meadow and places it on his Treat card.

Make sure the item and the background color on the Stash token match your Treat card exactly!

Then reveal the next top Treat card from your deck, place it next to the completed one, grab your rake, and keep searching!



Player's side
of the meadow

What if...



...a token **falls off the wrong side** — someone else's side, or off a corner?

Place the rake beside you and use that same hand to put the Stash token back on the meadow. Place it closer if it's a token you need, or further so it stays out of your way. Then grab your rake and keep searching.



...one or more extra tokens fall off along with the one you need?

Place the rake beside you.

Use that same hand to put the extra Stash token back on the meadow, and place the token you need on your Treat card. Then reveal the new Treat card, grab your rake, and keep searching.

You cannot grab another player's rake or snatch Stash tokens off their Treat cards!



...you rake off a Stash token, but realize it doesn't match your Treat card?

Place the rake beside you and **use that same hand** to put the Stash token back on the meadow. Then grab your rake and keep searching for any of the tokens you need.



...the Stash token you need isn't on the meadow?

First, make sure you are searching for the right token. If it really isn't there, say "Stop!" out loud.

Every player immediately places their rakes beside them. Check **everyone's** Treat cards. If anyone finds a mismatched token, put it back on the meadow. If no one made a mistake, double-check the tokens on the meadow. Once finished, keep playing on "three".



Example Turn

The game begins! On "three!", Puff:

- 1 Reveals his top Treat card.
- 2 Finds the matching Stash token on the meadow.
- 3 Clears a path to it with his rake.
- 4 Rakes the Stash token he needs towards his side of the meadow.

- 5 Rakes the token he needs off the edge — but an extra token falls off with it.
- 6 Places his rake beside him and uses that same paw to put that token back on the meadow.
- 7 Uses the same paw to place the Stash token he needs on his Treat card.
- 8 Reveals a new Treat card and keeps searching.



End of Game and Victory

The first player to find all 7 of their Stash tokens shouts, "Stashed!"

Every player **immediately** places their rakes beside them. Now, everyone checks that player's tokens to make sure they got it right.

Do all the Stash tokens match the Treat cards?



The player wins! Yay!



If multiple players shout "Stashed!" at the same time and all their tokens match, they all win. Double yay!

Are there tokens that do NOT match the Treat cards?

- 1 Count how many Stash tokens don't match.
- 2 Put the Stash tokens that don't match back on the meadow.
- 3 Set the mismatched Treat cards aside.
- 4 Draw a new Treat card from the top of the draw pile face down for each token that didn't match.
- 5 Stack those Treat cards into a deck and place it face down beside you.
- 6 Everyone grabs their rake, and keep playing on "three!"



Check Example

Chip is the first to shout "Stashed!", so Speedy checks his cards. Chip makes 2 mistakes, so he:

- 1 Puts the mismatched tokens back on the meadow.
- 2 Sets aside the Treat cards that don't match the tokens.

3 Draws 2 new Treat cards face down from the draw pile, stacks them into a deck, and places it beside him.

Since no one else claimed to win, everyone grabs their rakes, counts to three, and keeps playing.

Draw pile



"QUICK PAWS" MODE

So many treats on the meadow — you want them all! Uh-oh, someone's coming! Quick, grab the tastiest ones!

In this mode, you work as a team. Your **shared objective** is to match all your Treat cards with the right Stash tokens within 90 seconds.

Set the game up as usual, with two changes:

- 1 After dealing 7 Treat cards face down to everyone, set the extra cards aside — you won't need them.
- 2 Place the **sand timer** beside the meadow where everyone can see it. Once everyone's ready, the oldest player flips it — time starts now!

The game follows the standard rules, with **one difference**: the team reveals their next Treat cards **at the same time**, once the last player places their Stash token on their Treat card.

So, the moment you rake off the Stash token you need off your side of the meadow, **instead** of revealing your next Treat card, you help the rest of the team:

-  push unwanted tokens out of the way to clear the path;
-  push tokens to the players who need them;
-  put any extra tokens that fall off back on the meadow;
-  double-check that everyone's tokens match their Treat cards.

Remember: Use the same hand to set your rake aside and put Stash tokens back on the meadow!

You must still rake your own tokens off yourself — your teammates can only help you make it faster and catch any mistakes.

The game ends **the moment every player** collects all their Stash tokens, or when the time runs out.

Example turn

Speedy and **Chip** reveal their second Treat cards at the same time. Speedy is the first to rake off his own token, so he helps Chip.

- 1 Speedy finds the token Chip needs on the meadow.
- 2 He uses his rake to clear a path so Chip can rake the Stash token off his side of the meadow.
- 3 Chip notices a token that doesn't match his Treat card, so he sets his rakes aside and puts the token back on the meadow with the same paw.

- 4 Chip rakes off the first token he needs and places it on his Treat card.
- 5 Speedy pushes the second token Chip needs to him.
- 6 Chip rakes off the second stash token he needs and places it on his Treat card.
- 7 Chip and Speedy reveal their new Treat cards at the same time.



Game End

The game ends **the moment every player** collects all their Stash tokens, or when the time runs out.

Did you collect all the Stash tokens before the time ran out?

Did the time run out **BEFORE** you could collect all the Stash tokens?

 Do all the Stash tokens match the Treat cards? If so, players win!

 Players lose.



You can never
stash too much!



A fox scared
everyone off!
Let's try again!

 If not, players lose.



That's not
the right
treat!



Ways to Play

You can make the game easier or harder in a few ways:

- A** To make it easier, deal each player 6 Treat cards at the start of the game.



Let's start simple.

- B** After dealing 7 Treat cards to everyone, each older player takes 1 card from a younger player and places it facing down on top of their own deck.



Let's even the odds!

- C** To make it harder, hold your rake in your non-dominant hand.

Build coordination and fine motor skills.



- D** Play multiple rounds of Quick Paws in a row. Deal everyone 6 Treat cards in the first round, add 1 more card each round after that

Test your team's speed and coordination!



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