

STROOP PICKUP

Stroop Pickup is a variant of Stroop, optimized for ease of learning and a little less stress. The object of Stroop Pickup is to quickly build a stack of cards that form the longest possible legal sequence.

OVERVIEW

As in its parent game, a full game of Stroop Pickup takes place over two rounds. In each round, players will accumulate cards into a stack, then score points based on the length of their best sequence of cards. After two rounds, the highest total score wins.

HOW TO PLAY

To begin a round, shuffle the deck. Deal one card face-down to each player. Take approximately 15 cards per player (the exact number doesn't matter) from the deck, and spread them out face-up in the center of the table. Make a messy pile; don't worry about making all the cards visible. Set the rest of the cards aside.

When the dealer says "go," all players flip their cards face up. This forms the start of the player's "stack."

Players then simultaneously grab cards as fast as they like from the center pile, one at a time, placing them face-up on top of their own stack.

LEGAL PLAYS

As in regular Stroop, in Round One, a card may be played on a stack if it is *described by* the word on the card currently on top of the stack. In Round Two, on the other hand, a card may be played on a stack if the word

on it *describes* the card currently on top of the stack. See the Stroop rulebook for examples.

ENDING THE ROUND

Once a player sees that no cards remaining in the center pile can be legally played on their stack, they may declare "STOP" and all play ceases. Note that other players may have legal plays remaining.

If a player declares "STOP" but is found to have legal plays available, then the game resumes with the remaining players. The player who mistakenly declared "STOP" may not take any more cards.

SCORING

A player's score for a round is the number of cards in their longest unbroken sequence of correct plays. Each player in turn flips over their stack and verifies to the other players that each of their plays was legal, breaking their cards into groups at each illegal play, and then counts the cards in the largest group.

GAME END

Round One scores should be recorded and added to the Round Two scores to obtain the final score for each player. The player with the highest total score wins!

If players are tied for the highest score, the player who declared "STOP" in Round Two wins. If none of the tied players declared "STOP," they rejoice in their shared victory.

Game Design:

Jonathan Chaffer

Graphic Design:

Chris Kirkman

Publisher:

Marc Specter



"Grand Gamers Guild," the Grand Gamers Guild logo and all art contained within are © 2017 Grand Gamers Guild.