# MUVUCA

2 players   10+   25min   by Gabriel Toschi

Inspired by the packed crowds outside Brazilian stadiums, **Muvuca** is a card game about two street vendors **pushing people** to bring common interests together and score points. Which card enters the crowd - and how it **slides the card grid** - is the key to finding your tactics and the path to victory! Can you **plan ahead** and be their favorite merchant?

COMPONENTS

25 Crowd Cards   1 Cart Card   1 Victory Card

SETUP

Choose a player to be a **food vendor** and the other player to be a **jacket vendor** - the only difference is what icons each one will use to score. Place the Cart Card and the Victory Card in a reserved spot **[1]**. The person who has most recently been in a crowd is first player.
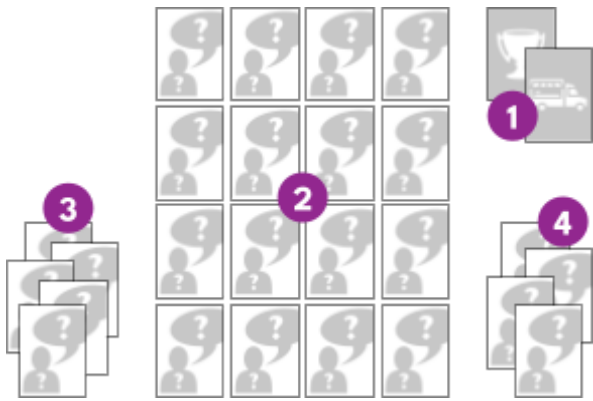
(Use these instructions to set up all rounds in the game.)
Shuffle all Crowd Cards and place 16 cards face-down in a 4x4 grid to make the **Crowd [2]**. The first player gets 5 cards to be their starting **Hand [3]**. The remaining 4 cards became the second player's starting Hand **[4]**. You can look at your Hand anytime, but make it a secret to your opponent.

HOW TO PLAY

Muvuca is played on a **best-of-3** system: the first player to win two rounds wins the game. In each round, your goal is to **create big adjacent groups of identical symbols**, depending on what you are selling (foods or jackets).

In your turn, **choose a card from your Hand** that you want to place in the Crowd. Then, **choose a row or a column of the grid to push in a direction [A]** until a card pops off the grid configuration.

The card you chose **goes face-up to the vacant spot opened** by your pushing **[B]**. Place the Cart Card

adjacent to it outside the grid. In the next opponent turn, **the row/column where the Cart Card is located cannot be pushed [C]**. That said, cards on this line can be moved when pushing other rows or columns.
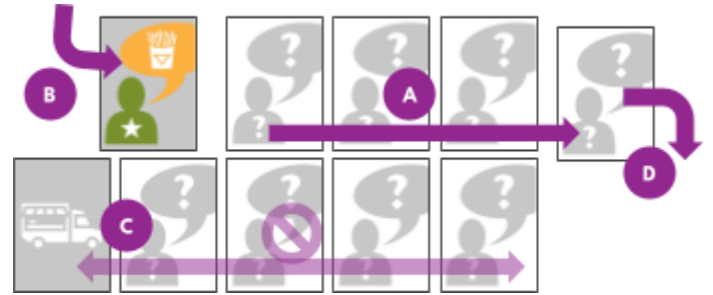
The **card that was pushed off** the grid goes to **your opponent's hand [D]** and your turn ends. Your opponent does the same steps as you, including moving the Cart Card to a new position.

The round ends when **3 rows OR 3 columns** of cards in the Crowd **are completely face-up**. The last card to be pushed off the grid **doesn't go to any Hand** and both players finish the round with 4 cards in their Hands.

SCORING

When a round ends, each player **reveals their Hand** and **scores once by each type** of product they are selling:

- **Food:** french fries (yellow), drinks (aqua), candies (purple), chocolate (brown), hot dogs (orange);
- **Jackets:** star (green), diagonal strip (red), horizontal strip (blue), crest (black), triangles (pink).

For each product type, score **the highest value** between these two scenarios:

- 1 point per card in the **largest group of orthogonally adjacent cards** with that product in the Crowd.
- 1 point per **card with that product in your Hand** at the end of the round.

GAME END

The player with **the most points wins the round**. In case of a tie, the second player wins. The loser will be the first player in the next round. Once a player has **won 2 rounds, they win the game!** If this hasn't happened yet, setup and play a new round.

Use the **Victory Card as a round "scoreboard"**. When a player wins their first round, they get the card with the "single trophy" side up - if they win again, the game ends. But, if the other player wins the second round, flip the Victory Card and put it at the center of the table. The next round winner also wins the game!

*Muvuca was designed by **Gabriel Toschi**. This game is open to licensing for publishers! Please get in touch at eu@gabtoschi.com.*