

WILD CARDS:

There are 4 different WILD CARDS that may be dealt or drawn while playing SWITCHEROO! If you have one or more Wild Cards in your hand, you may play one on your turn as follows:



EXTRA TURN - If a player uses this card, he/she can put down 2 cards on his/her turn.

SWITCH DIRECTION - If a player uses this card, play reverses direction!

MORE TIME - Use this card and take 2 hits of timer to put down a card.

THE BIG SWITCH - This card is a Game Changer! There is only ONE BIG SWITCH card in this game, so if you are lucky enough to get it, use it wisely. When played, THE BIG SWITCH card enables the user to SWITCH hands with any other player. The other player must give up his/her cards and accept your hand in return. You do NOT play a Letter or Subject card from your new hand on this turn. Play then moves to the next player.

NOTE: After a Wild Card is played it is set aside and will be shuffled into the deck before the next game.

GAME GUIDELINES:

Once a word is used as an answer (i.e. Baseball), it cannot be repeated again in the game. A player must draw 1 card as a penalty.

WINNING THE GAME:

The first player to get rid of his/her cards wins the game!

ALTERNATE GAMEPLAY:

We've come up with several versions of how to play the game differently. Try them out!

3 IS BETTER THAN TWO:

At the start of a game, create 3 piles. Either 2 Letter and 1 Subject Piles, OR 2 Subject and 1 Letter Pile. On your turn, play just like a normal game but this time you have one additional pile to use!

COUNTDOWN:

In this version, play is just like a normal game but this time you can play as many cards as time allows! On your turn, hit the timer and try to place down as many cards as you can before time runs out.

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INSTRUCTIONS

CONTENTS:

- 216 Cards (90 Letter Cards, 116 Subject Cards, 10 Wild Cards)
- 1 Ten-Second TIMER (Requires 2AAA Batteries. Not included)
- Instructions

SET UP:

1. Place 1 random Subject Card and 1 Letter Card face up between all of the Players.
2. Shuffle the card decks. Deal 10 cards to each player. Players may look at their own cards. Place the deck on the table next to the two face up cards.
3. Place the TIMER (within reach of all players) on the table. It's game-time!!

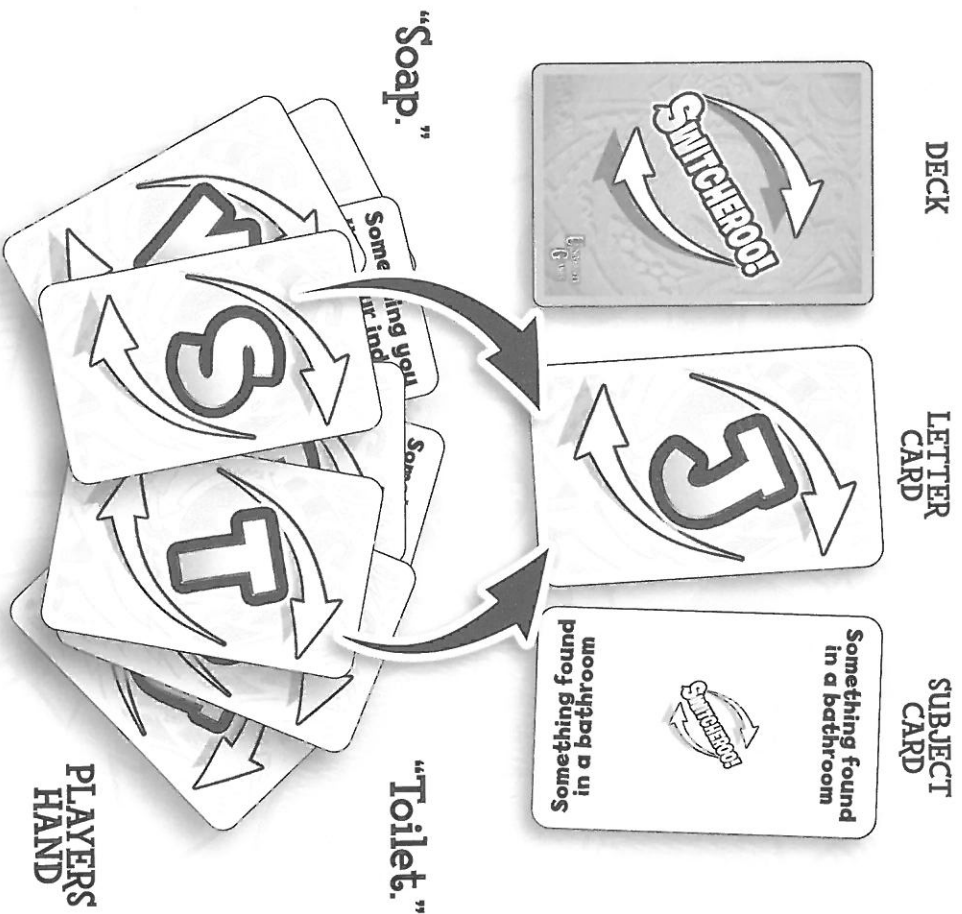


Requires 2AAA Batteries (not included)
• Remove batteries when not in use or discharged.
• Do not mix old and new batteries.
• Do not use rechargeable (carbon-zinc) or rechargeable (Ni-MH/Ni-Cd) batteries.

PLAYING THE GAME:

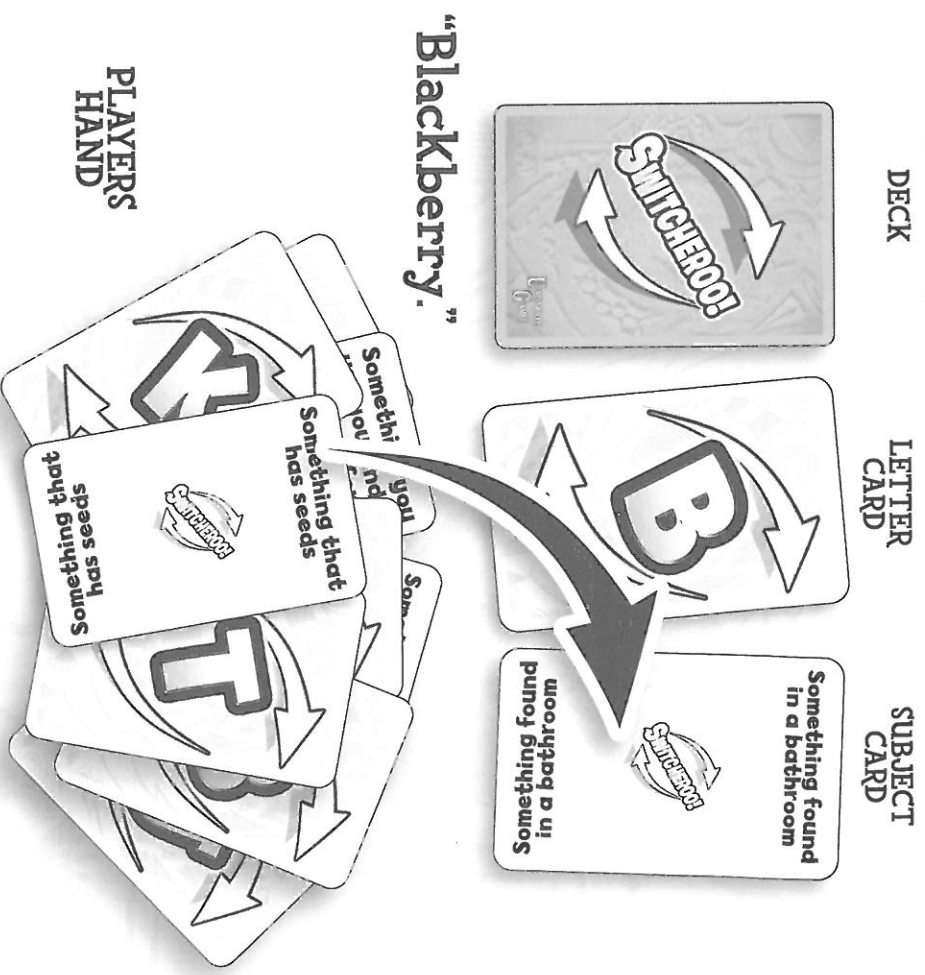
1. Whoever is the youngest player starts the game, and play passes to the left.
2. On your turn, look at the cards in your hand and do one of two options:

OPTION 1: Use a Letter card in your hand and come up with a word that answers the card that is face up in the Subject Pile. Place your Letter card on top of the Letter Pile.



Example: Put down “T” and say, “Toilet.” Or put down “S” and say, “Soap.”

- OPTION 2: Use a subject card in your hand and come up with a word that starts with the letter that is face up in the Letter Pile. Place your Subject card on top of the Subject Pile.



Example: Put down “Something That Has Seeds” on the Subject Pile and say, “Blackberry.”

3. If no one objects to your answer, play continues to the person on the left. If another player challenges an answer, the group will vote to decide if the answer is acceptable (majority rules). Any unacceptable answers will result in the player drawing 1 card from the main deck as a penalty.

This game plays quite fast...but if you think a player is **TAKING TOO MUCH TIME**, hit the timer so they have only 10 seconds. If they don't answer in time, they must draw 1 card from the main deck as a penalty.