

15. SWITCH



PLAYERS

2-4 with 1 deck, 5-8 with 2 decks

EASY

SETUP

The dealer shuffles the deck and deals seven cards to each player. The remaining cards are put in the middle of the play area as a draw pile. The top card is flipped to start a discard pile. The youngest player can go first.

PLAY

Starting with the youngest player and then moving to the left, a player can play a card from their hand, matching the card in the discard pile by suit or rank. A player can play multiple cards from their hand if they match the card's rank. For example, if there is a 4 of Clubs on the top of the discard pile, the player could play one other club card, or they could play the 4 of Diamonds and the 4 of Hearts in their hand.

If a player cannot play a card to the discard pile, they must draw one card from the deck and end their turn.

Some of the cards in this game have special abilities, too.

- Aces are wild, and they can be played at any time. The player who puts the Ace into play also chooses the suit that the next player must match.
- When a player puts a 2 into the discard pile, the next player must draw two cards before taking their turn. If the next player also plays a 2, the third player in line must draw four cards, and so on. The penalty also increases if one player plays more than one 2 on their turn.
- When a player discards a 7, that player can also discard all of the cards of that suit.
- When a player discards an 8, the next player loses their turn.
- When a player discards a 10, the direction of play reverses.
- When a player discards a black Jack, the next player must draw five cards. This penalty can be stacked with the second black Jack to make a 10-card draw.
- A red Jack can be used to cancel the penalty from a black Jack.
- When a black Queen is played, the player switches their entire hand with the opponent to their left.

The first player to get rid of all of their cards is the winner!