

Switch

2-6 players

52 cards

Difficulty: Easy

Duration: Short

Be the first to play all your cards by matching suit or rank on the discard pile.

SETUP

- 2-6 players with a standard 52-card deck.
- Deal 7 cards each (5 for 5+ players). Flip one card to start the discard pile.

SCORING

- First out wins. Others score penalty points for remaining cards.
- Number cards = face value, Jacks = 20, Q/K = 10, Aces = 15.

Tip: Save Jacks for when you need to change to a suit you hold many cards in.

ON YOUR TURN

- Play a card matching the discard pile by suit or rank.
- Draw one card if you cannot play.
- 2s = next player draws 2 (stackable). 8s = skip next player.
- Jacks = wild, declare new suit. Black Queens = draw 5 or 7.

Switch is a popular shedding card game closely related to Crazy Eights and UNO. Players take turns playing cards that match the top of the discard pile by suit or rank, while special action cards like 2s, 8s, Jacks, and black Queens add chaos and strategy. The first player to empty their hand wins.

Objective

Be the first player to get rid of all your cards by playing matching cards and using special action cards to disrupt opponents.

Setup

1. **Players:** 2 to 6 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 7 cards to each player (or 5 for more than 4 players). Place the remaining deck face-down as the draw pile and flip the top card to start the discard pile.

Gameplay

1. **Play a card:** On your turn, play a card that matches the top of the discard pile by suit or rank.
2. **Draw:** If you cannot play, draw one card from the draw pile. If the drawn card is playable, you may play it immediately.
3. **Special cards - 2s:** Playing a 2 forces the next player to draw 2 cards unless they can play another 2, which stacks the penalty to the next player.
4. **Special cards - 8s:** Playing an 8 skips the next player's turn.
5. **Special cards - Jacks:** Jacks are wild and can be played on anything. The player who plays a Jack declares the new suit.
6. **Special cards - Black Queens:** The Queen of Spades forces the next player to draw 5 cards. The Queen of Clubs forces the next player to draw 7 cards.
7. **Last card:** When you have one card left, you must announce 'Last card!' or face a penalty of drawing extra cards.

Scoring

1. **Winner:** The first player to play all their cards wins the round.
2. **Penalty points:** Remaining players score penalty points based on cards left in hand: number cards at face value, Jacks = 20, Queens and Kings = 10, Aces = 15.
3. **Game end:** Play to a target score (e.g., 100); the player with the lowest total wins.

Variations

- **Ace reversal:** Playing an Ace reverses the direction of play.
- **King stop:** Kings act as stop cards, ending the current player's turn immediately.
- **Stacking black Queens:** Some groups allow stacking the penalty of black Queens similar to 2s.

Tips and Strategies

- Save your Jacks for moments when you need to change the suit to one you have many cards in.
- Keep track of which suits opponents are low on and avoid switching to those suits.
- Remember to call 'Last card!' to avoid the penalty draw.

Tips & Strategy

Hold onto your wild Jacks for critical suit changes. Stack 2s defensively and keep track of opponents' card counts to time your attacks.

Managing your special cards is key. Playing a Jack at the wrong time wastes a powerful resource, while holding 2s lets you defend against incoming draw penalties.