

Swap!®

Rules!

3 to 10 Players

Ages 7 & Up

Contents: 104 Cards

Object

Be the first player to get rid of your Cards by matching colors inbetween slaps and swaps!

Set Up

- Shuffle and deal 10 Cards to each player.
- Put the rest of the deck face down near the center of the table to form the Draw Pile.
- Turn over the top Card and put it about 12 inches away from the Draw Pile to form the Discard Pile.
- If the top Card is a Swap! Card, the dealer designates one of the four colors to begin play.
- If the top Card is a Super Swap!, Slap or Switch Color, ignore what it says and pay attention to only the color to begin play.

Play

- If you remember only one rule, remember this:
You must always play a Card that matches the color of the top Card on the Discard Pile OR play a Swap! Card.
There is only one exception to this rule (see SWITCH COLOR).
- The player to the left of the dealer goes first, with play moving to the left as players take turns.
- Play one Card (which may or may not have special rules) onto the Discard Pile. Once you've played a Card and followed any special rules, your turn is over.
- If you don't have a playable Card, you must draw one from the Draw Pile. If you draw a playable Card, play it right away. If it's not playable, keep it, and your turn is over.
- There are four types of special rules Cards:
 - **SWAP!** Cards are wild and can be played at *any time* on *any color*. When you play a Swap! Card, you must swap hands with another player of your choice. After you swap hands, you designate a color.



You can change it from what was in play or leave it the same. You may play a Swap! Card on another Swap! Card.

- **SUPER SWAP!** Cards can be played only on their matching colors. If you play a Super Swap! Card, **EVERYBODY** has to pass their hand to the player next to them. You decide which direction the Super Swap! will go, right or left. You may play a Super Swap! Card on another Super Swap! Card *only* if it's the same color.



- **SWITCH COLOR** Cards can be played only on their matching colors. If you play a Switch Color Card, *you must designate a different color* to continue play. You may play the Switch Color Card on another Switch Color Card only if it's the newly designated color.



- **SLAP** Cards can be played *only* on their matching colors. If you play a Slap Card, all other players (except you) have to quickly slap the Discard Pile. The last player to slap must draw a Card from *your hand*. You may play a Slap Card on another Slap Card only if it's the same color.



Winning

If you're the first to play all your Cards and end up empty-handed, you win! No matter what kind of Card you play last, once it's discarded, the game is over.

Make Swap! Even More Fun

- If somebody slaps a Card that is not a Slap card, give some kind of penalty to the slapper. You could make the slapper do something like: give you some of their cheese doodles, stand up and apologize, draw a Card, or you could disqualify their slap the next time a real Slap Card comes up. Think up any penalty you want!
- If somebody plays a Swap! Card, leave your Cards on the table and swap seats!
- Designate a fabulous (although fictitious) prize before each game, like: a shiny new bike, a pair of levitation shoes, dinner with the queen, or a trip to the moon!

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