



Card Game Rules!

2 to 10 Players
Ages 7 & Up

Swap!

Switch!

Slap!

SWAP[®] is really a blast - but it's different from other card games you may be used to playing. Take a few moments to get familiar with the cards, and then read the rules *carefully*. Simple little twists in the rules make SWAP a ton of fun!

Object:

Be first to get rid of all of your cards.

Set Up:

- Shuffle and deal 10 cards to everybody.
- 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, you, the dealer, designate one of the four card colors to begin play.
- If the top card is a SUPER SWAP, SLAP, or SWITCH COLOR, ignore what it says in the corner and pay attention only to the color.

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.)

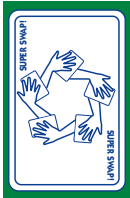
- Play starts to the left of the dealer and goes to the left.
- Players take turns. On your turn, play one card (which may or may not have special rules) onto the Discard Pile. Once you've played a card and followed any special rules, your turn is over.
- If you don't have a playable card, you must draw 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.

- **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. You choose who. After you



swap, it's up to you to designate a color. You can change the color that was in play, but you don't have to. You may play a SWAP on another SWAP.

- **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 and say which direction the SUPER SWAP will go, right or left. You may play a SUPER SWAP on another SUPER SWAP 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 a SWITCH COLOR on another SWITCH COLOR 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 on another SLAP only if it's the same color.

Winning:

If you're 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, or stand up and apologize, or 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, instead of swapping hands, 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.

Be silly and have a

**SWIFT
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SLAPPIN'**[™]
good time!

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