

# SWITCH



2-4 players, ages 5+

## Contents

60 double sided cards, game rules.

## Aim of the game

To collect the most cards.

## Set up

Shuffle all the cards and create a pile with the window side of the cards facing up.

## How to play

The youngest player starts by flipping the first card of the deck and placing it next to it so that the objects side of the card is face up.

Now there is the deck of cards with a window card on top and an objects card next to it. If the window card shows day then the players must try and spot the **COLOR** that appears the most on the card.

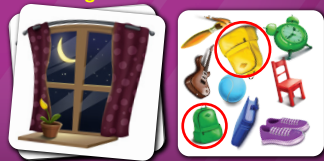
Day



Try and spot the **COLOR** that appears the most on the objects card. In this example it is the color **GREEN**

If the window card shows night then the players must try and spot the **OBJECT** that appears the most on the card.

Night



Try and spot the **OBJECT** that appears the most on the objects card. In this example it is the **BAG**

The first player to place his hand on the card and announce the correct color or object that appear the most, wins the card. Then another card is flipped from the pile by the next player and the game continues.

### Special objects

There are two special objects that change things around. When they appear it doesn't matter whether its night or day in the window.

### Curtain

If there is a curtain among the objects on the card then the room has been darkened. Now we must find the object that appears most on the card (it doesn't matter whether the adjacent window card shows night or day).



### Flashlight

If there is a flashlight among the objects on the card then the light has been turned on. Now we must find the object that appears most on the card (it doesn't matter whether the adjacent window card shows night or day).



### Winning the game

The game ends when there are no more cards left in the window deck. Then all the players count the number of cards they won. The winner of the game is the player who collected the most cards.