

### WINNING THE GAME:

The first player to get rid of his/her cards wins the game!

### ALTERNATE GAMEPLAY:

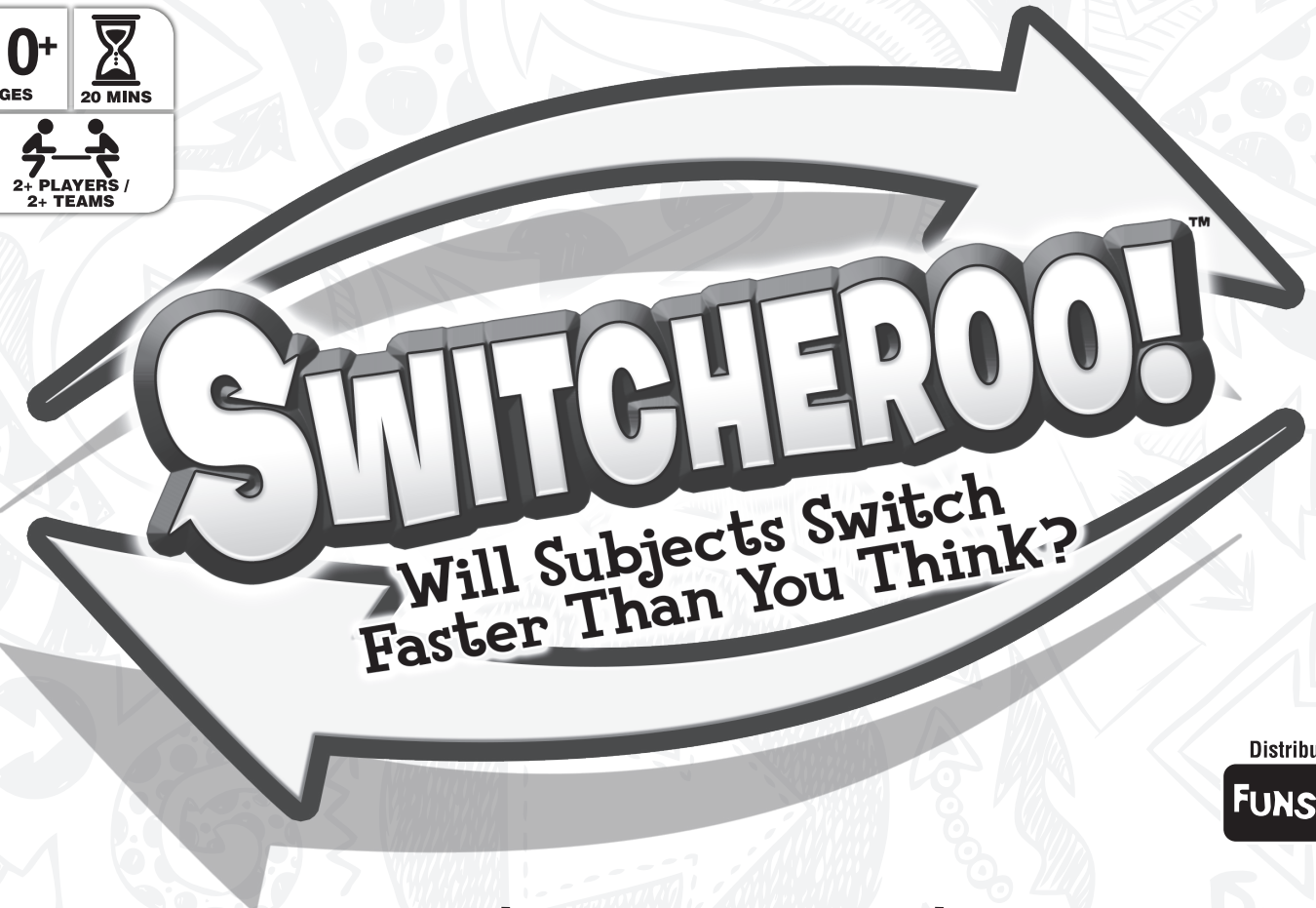
We've come up with several versions of how to play the game differently. Try them out!

#### 3 IS BETTER THAN TWO:

At the start of the game, create 3 piles. Either 2 Letter and 1 Subject Piles, OR 2 Subject and 1 Letter Pile. On your turn, play just like a normal game but this time you have one additional pile to use!

#### COUNTDOWN:

In this version, play is just like a normal game but this time you can play as many cards as time allows! On your turn, turn the timer and try to place down as many cards as you can before time runs out



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## INSTRUCTIONS

### CONTENTS:

- 180 Switcheroo Cards (95 Subject Cards, 78 Letter Cards, 7 Wild Cards)
- 1 Timer

### SET UP:

1. Place 1 random Subject Card and 1 Letter Card face up between all of the Players.
2. Shuffle the card decks. Deal 10 cards to each player. Players may look at their own cards. Place the deck on the table next to the two face up cards.
3. Place the TIMER (within reach of all players) on the table. It's game-time!!

### PLAYING THE GAME:

1. Whoever is the youngest player starts the game and play passes to the left.
2. On your turn, look at the cards in your hand and do one of two options.

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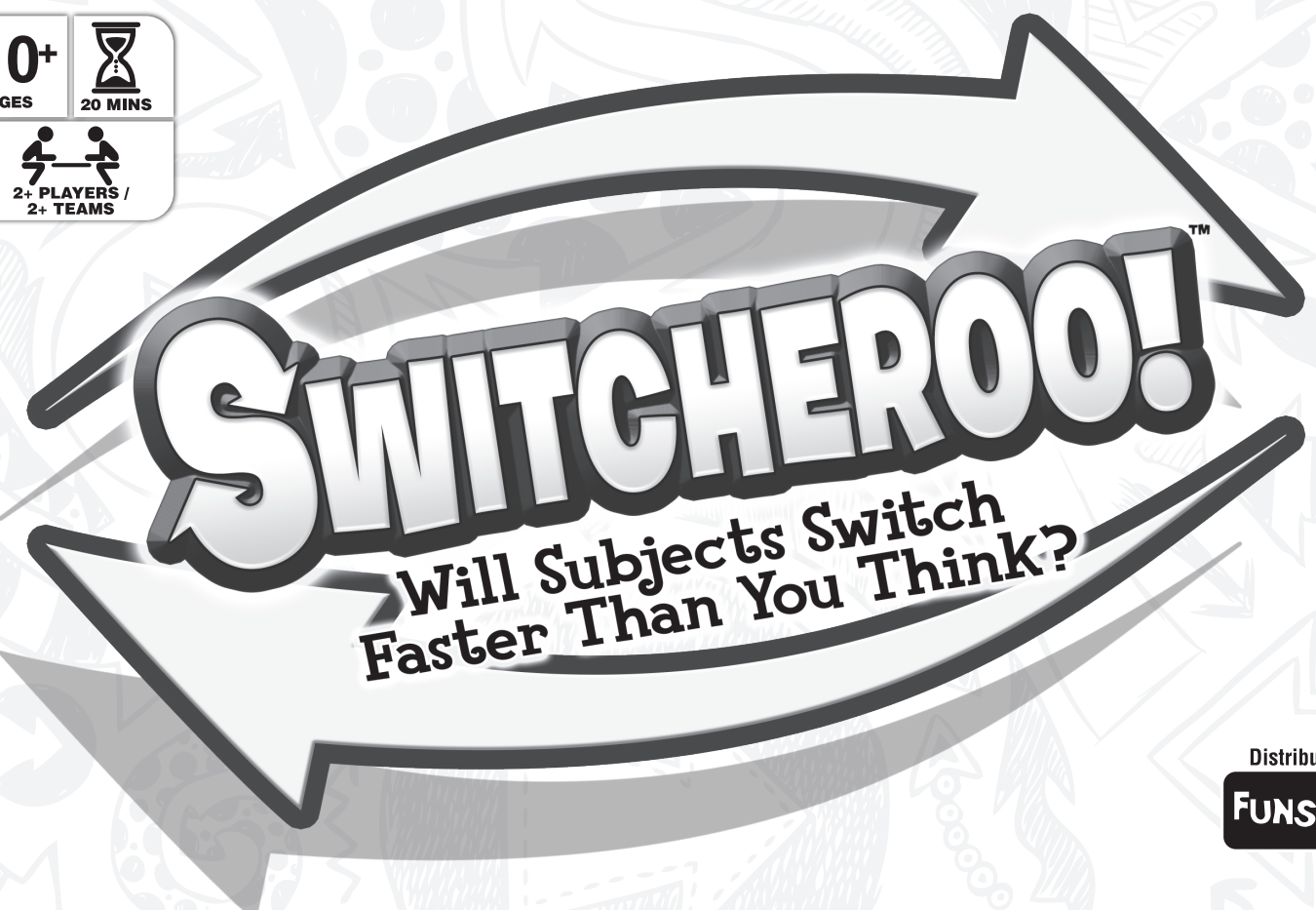
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