

Object[\[edit\]](#)

Switch is played with a regular, single deck of playing cards.

Each player at his turn may play any card from his hand that matches the [suit](#) or the rank of the card previously played; for example, if the previous card was a seven of clubs, the next player may put down any seven card, or any club card, from his hand. Should the player not have any card available to play, he must pick up one card.

Game rules[\[edit\]](#)

Players are initially dealt a similar sized hand of cards (often five per person), but the exact number may vary depending on how many players are present. The remainder of the deck is placed face down and serve as a "pool" or drawing stack. At the beginning of the game the topmost card from the "pool" is revealed and, so long as this card is not an Ace, play begins. (Switch may not start with an Ace, and so if the "starting card" is an Ace, cards shall continue to be selected from the pool until a non-Ace card is revealed.)

The first to play (generally, the player on the dealer's left) should select from his or her hand a card that matches *either*, the suit or the rank of the open card (the card that is "top"); for example, on a 9 of spades, only a spade card or a 9 may be played. If a player is not able to place a card (and the player does not have an Ace), he draws a single card from the stack.

If the drawing stack is run down and becomes empty, the playing stack or discard pile (except for the topmost card) is shuffled, and placed face down to become the new "pool."

Ace: can be played regardless of the suit or value of the topmost card on the playing deck—that is, the Ace may be played at any time in the game. When playing an Ace, the player can decide freely the suit that has to be played next; from then on, play continues as normal, but on the suit selected by the player of the Ace.