

Switch 16

Rules

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4 sets of cards numbered 1 through 16 in 4 different colours.
Game Board, 5 numbered dice, One 'Switch Die', 1 'Block Chip'

OBJECT: Be the first player to discard the 16th card from the deck they control by rolling the numbers needed on the dice.

NUMBER OF PLAYERS: 2-4 players

SET-UP

Place the game unit in the middle of all the players. Each player takes a deck of the same colour cards, makes sure they are in order of progression (with the 1 on top and the 16 on the bottom), and then places the deck in one of the four cavities on the outer edge of the game unit.

The 5 numbered dice, the 'Switch Die', and the 'Block Chip', are all placed within reach of all the players. Players each roll one die. The player with the highest roll of the die goes first.

GAME PLAY

The first player takes three numbered dice and the 'Switch Die', and rolls them in the game unit arena. The player then looks to see if they can discard cards from their deck based on the dice rolled. The player must roll a die or any combination of dice, equivalent to the card on the top of their deck, in order to discard it. A player may discard as many cards as they can, according to the roll of the dice. The only requirement is that the cards are discarded in order. If a player's first roll of their turn cannot produce the needed number to match the card number on top of their deck, their turn is over, and the player to the left goes.

If a player is able to discard one or more cards from their deck, they simply remove the cards in order and place them upside down in a discard pile next to the game unit.

Example 1:

Player rolls

Player may only discard card number 1. (there is no 2)



Example 2:

Player rolls



Player may discard cards 1, 2, 3 (combination of die 1 and 2), 4, 5 (combine 1 and 4), 6 (combine die 4 and 2) and 7 (combine 1, 2 and 4).

At this point the player may end their turn and pass the dice to the player on their left or they may elect to **TAKE A RISK** and roll the dice again.

TAKING A RISK: A player may decide to roll the dice a second or more times but if they fail to roll the number showing on their top card, their turn is over and they face a penalty as follows:

- a) If their top card is between 2 and 8 the player must return all cards to the deck and start again from number one.
- b) If their top card is between 9 and 16 the player must return cards to the deck **only** back to the **milestone** card number 8.

Note: The effect of a player having discarded the milestone number 8 card during play is that the deck is then protected from going back further than this milestone, in the event of having failed to roll number to match the top card.

Note: As players progress through the deck, they increase the number of numbered dice they throw based on the number of dice shown on the card at the top of their deck (at card 7, players may begin throwing 4 numbered dice and at card 12 - 5 dice). If a player is throwing 4 dice and must return all their cards back to the deck because they haven't matched the top card, at their next turn they must go back to throwing only 3 numbered dice, because that's how many dice are pictured on card 1.

SWITCH DIE: Anytime a player rolls the dice, they also roll the 'Switch Die'. If anything other than a blank shows up on the 'Switch Die', the following actions are taken:



Anytime a player rolls the 'green switch' they may exchange their deck with any other player. They simply announce with whom they wish to switch.

The decks and discard piles are switched between the two players. The player's turn is now over, and the two players now control the new decks in front of them. If the player does not wish to switch, the switch die is ignored and the player evaluates the numbered dice as usual.



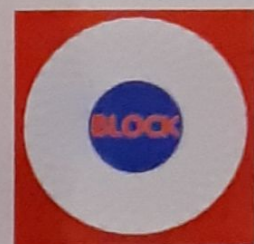
Anytime a player rolls the 'red switch' they must immediately exchange decks and discard piles with the player who has the lowest top card value. After exchanging decks, the

player's turn is over. If more than 1 player has equally the lowest top card, the player who rolled may choose which player they wish to switch with. If there is no other player with a top card lower than the player who rolled, the player keeps their deck, and their turn is over.



The player takes possession of the Block chip immediately. (If another player has possession of the chip, they must give it up to the player who just rolled). If the chip is on another

player's deck, the player who just rolled the block may leave it there on the opponent's deck or take possession of it.



BLOCK CHIP: The player in possession of the 'Block Chip', may place it at any time on another player's deck to block them from discarding any cards from their pile, or, they may hold on to it to stop/block a player from switching

decks with them if the opposing player rolled a 'green switch'. The Chip does not protect the owner of the Chip, should they themselves roll a 'red switch'. If the owner of the Chip should roll a 'red switch' during their turn, they must obey the rules of the 'red switch', but they still maintain possession of the Chip.

Note: A player may place the 'Block Chip' on an opponent's deck, even while that player is in the act of removing cards from their deck.

Blocked Deck: If a player's deck is blocked (has the 'Block Chip' on it), they may not discard any cards from their deck until they roll a 'Block' on the 'Switch Die'. On their turn, if the player rolls the 'Block', the Chip is removed from the top of their deck and they now take possession of it. In the same turn they took the 'Block Chip' off, if the roll of the dice allows them to remove cards from their deck, they may do so after removing the

Chip. If the dice do not allow them to remove any cards, then they just unblock their deck, take possession of the Chip, and play continues to the next player.

Switching: If a deck with the 'Block Chip' on it is switched either with a 'Red or Green Switch', the Chip goes with the deck and that deck remains 'Blocked'.

CONTINUED PLAY: Play continues clockwise with each player in turn, rolling as many dice as shown on the top card of the deck they control, switching amongst other players when possible, trying to discard the number 16 card from the deck they control. If any of the dice should land outside the arena when the player rolls, the player simply rolls that/those dice again.

WINNING THE GAME: The first player to roll the right combination of dice to discard the number 16 card from the deck they control, is the winner.

ALTERNATE GAME: When a player reaches 16, they record 16 points, and all the other players record the highest number in the discard pile they control. If a player controls a deck with the number one still on top, they receive no points. Play continues as above, recording each player's points, once someone reaches 16. When a player reaches a total of 100 points, they are declared the winner.

REMARKS AND TIPS

In any of your turns, after rolling the dice for the first time in this turn, and if you are unable to discard any card you do not return all your discarded cards back to the playing board. Only if you are taking a risk of rolling more than once in the same turn and unable to discard, you must return already discarded cards back.

-When you discard cards you must discard one by one thus leaving a short time window for your opponent to play a 'Block'.

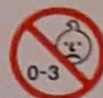
-Use the 'Block Chip' in a clever way for example when an opponent rolls the combination that will allow him to get rid of his last cards.

-It is recommended not to take a risk of rolling the dice again in the same turn if you discarded only the card number 1 or 2.

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For further information in the U.K. contact:

PO Box 20, Totton, Hants, SO40 2H

Tel: 023 8066 2600

Fax: 023 8066 2601

www.tomy.co.uk