

Cambio Rules:

A good friend once said, "Cambio is a game of awareness". It can be played with any number of people, but for one deck of cards, 3-6 people is ideal.

Objective: To end the game with the fewest points in your hand by:

- a) Switching drawn cards into your hand
- b) Utilizing a drawn card's POWER or
- c) Burning cards

More on all of this later

Points correspond almost directly with the face value of the card (Ace = 1, 2 = 2.... J = 11, Q = 12) with the exception of the Kings. A black King is 13 points (bummer), and a red King is NEGATIVE 2 (this is the best card, we like these).

Dealing: The dealer rotates each round. The dealer for any given round will deal four cards face-down to each player. These cards remain face-down, and the players will not know the value of all four cards at the beginning of the game. Each player may arrange the four cards in front of them in any formation they choose. Cards may not be moved once they are placed face down on the table. After dealing is complete, the remainder of the cards become a draw pile in the center of the circle.

Play:

- 1) The first step in any round of Cambio, is that each player has an opportunity to look at any two cards in their hand, but ONLY ONCE. This is usually coordinated, and happens fairly quickly. KEEP YOUR CARDS A SECRET!
- 2) Then turns begin, starting with the person to the left of the dealer (or last round's winner, if you prefer). That person starts by drawing a card, looking at it, and either discarding it face up, or switching that card in for one of their own.
 - a) If you switch your drawn card into your hand, now you know it! That's to your benefit. Quickly discard the one from your hand, and then it's the next person's turn
 - b) If you discard your drawn card, and it is GREATER THAN 6 it has a *special power*
 - **7 and 8** – Take a sneaky peek at one of your own cards
 - **9 and 10** – Take an even sneakier peak at one card that belongs to another player.
 - **J** – Without looking at any cards, swap any one card in anyone's hand with any other card in anyone's hand.
 - **Q** – THE ULTIMATE POWER: Look at ANY CARD on the table and then swap ANY CARD for another (the card you look at does not need to be the card you swap)
 - c) Cards from your hand do not have powers when discarded. Ex: If I draw a three and place it into my hand, replacing a Queen that was in my hand, I do not get to use that Queen's power.
 - d) When switching and peeking is finished, it is the next person's turn.

- 3) The third way to lower the number of points in your hand is by burning cards. This means that at any given time, if you know there is a card on the table that matches the card on top of the discard pile, you can quickly flip the card onto the top of the pile.
 - a. EX: One of the players discards a 7. I know I have a 7 in my hand, so I try to remember which one it is, I flip it out quickly onto the pile. SUCCESS!
 - b. If another one of the players ALSO has a 7, they might try to burn theirs too, but there's only room for one burn per turn! If I am not the fastest flipper, I must place my card back into my hand.
 - c. Just to make things a little trickier, you can ALSO burn someone else's card. Say in that last scenario we were playing together, and you knew about my 7. If you grab it first, and burn it before anyone else burns a 7, you get to replace *MY* 7 with one of *YOUR* cards.
 - d. A little bit more complicated...let's say you and I both have 7's, and I know about both of them. I can pick them BOTH up and flip them AT ONCE, and that counts as one burn. Then I get to give you one of my cards to replace your 7 as well.
- 4) If you feel like you want to make things a little more difficult, and lean into the idea that this is a game about *AWARENESS* you can add penalty cards. A penalty card is drawn from the pile, and placed face down next to your cards. You do not get to look at a penalty card when it is drawn.
 - a. The most common action that is penalized is the slow burn. If someone discards their 7 before I do, I must take back my 7 and also draw a penalty card from the deck and place it next to my cards (most people say that if your card leaves the table, it counts as an attempted flip, and must be penalized).
 - b. You can also choose other things to be penalized. Some people like to penalize all forms of rule breaking, like peeking at cards or moving cards when you shouldn't and playing out of turn. You can come up with your own house rules, but make sure to practice diplomacy and good sportsmanship.
- 5) How does one end the game? During any turn, if a player thinks that they have the fewest points in their hand, they can KNOCK on the table instead of drawing a card. This commitment means that their cards are now locked-in and cannot be touched by anyone (including that player). The rest of the players will have one more turn. When it circles back around to the person who knocked, everyone reveals their cards. If the person DOES in fact have the fewest points, they win! If they DON'T, they get 20 extra points. It pays to be careful about when you knock.
 - a. If a person runs out of cards, they automatically knock on their turn. Since it is possible to have less than zero points, they might not have the fewest points of anyone on the table, but you can't have fewer than zero cards, so we make an exception for these folks and they don't have to collect the extra 20 points.
 - b. If there is a tie, the winner is the person with THE MOST CARDS.
- 6) This game is wild! You can keep a running tally of points for as long as you want, or sit and play to a specific number. Enjoy, be silly, and if there are holes in the rules, get creative 😊