

Introduction

Hi there! Welcome to **The Game Changers**; cards that can spice up ANY game you play! Yes, that's right, take any board or card game you like, and use one of our Changers to mix things up! Now, let's go ahead and decide how you'd like to change your favorite tabletop games.

Please note that you do not need to read all of these rules before starting; you only need to read the rules of the Changer you want to use!

THE GAME CHANGERS

by Frank Quispel

A brief word about the cards and voting:

There are 80 Changer cards inside this box. You will find a Changer's number on the bottom right of each card (these numbers are blue). To find a card within a Changer, the blue number of the Changer is followed by a red serial number. These numbers are sometimes mentioned in the rules below (as in the rules for Changer 1), but most cards speak for themselves! Some Changers call for players to take a vote. As a general rule, voting succeeds when more than half of the players have voted for the same choice: so, not 50%, but more! For example, with 4 or 5 players, 3 must vote the same way in order to get the voting through.

1. Control the flow of your game
 2. Add new ways to earn victory points
 3. Include hidden goals
 4. Cheat
 5. Turn your competitive game into a co-operative one
 6. Add a hidden traitor
 7. Bet on the outcome of your game
 8. Steal another player's spot at the table
 9. & 10. Add a little fun to an otherwise serious game
- Bonus:** Determine a start player

1. "WILD CARDS" (2-5 players, 25 cards)

This Changer, which is split into five smaller modules, allows you to manage the flow of your game. These wild cards deal with analysis paralysis (modules a/b), making mistakes (c), speeding your game up (d), or slowing it down (e). You can decide to use any or all of these modules! At the start of your game, give each player one card from each module (a-e) that you have chosen to use.



a) "Play" (serial numbers 1-5)

This wild card can be used once by each player during the game. It must be played against another player, and requires a countdown from 12½ to zero (12½, 12, 11, 10, 9, etc., taking one second per number). Once the countdown reaches zero, the targeted player's turn immediately ends! A Play card may not be used to cancel the effect of a Pause card. Discard this card after it has been played.

b) "Pause" (serial numbers 6-10)

This wild card can be used once by each player during the game. It allows the user to think for two minutes without being interrupted, disturbed, or hurried. A Pause card may be used to override a Play card. Discard this card after it has been played.

c) "Rewind" (serial numbers 11-15)

This wild card can be used once by each player during the game. It allows a player to change the actions of their last turn, as long as it is played before their next turn. A change may not be used to harm another player, but other players are allowed to profit from a change. Discard this card after it has been played.

d) "Fast Forward" (serial numbers 16-20)

This wild card allows players to try to speed up the game. A Fast Forward card may be played by only one player per round/turn (before starting, players must agree on the unit of game-time in which this card can be played). When this card is played, it causes a vote. By show of hands, players must decide whether or not to end the game early. If more than 50% of players raise their hands, the game ends after the next turn/round. If fewer than 50% of players raise their hands, the player who initiated the Fast Forward is out of the game!

e) "Repeat" (serial numbers 21-25)

This wild card allows players to extend the length of their game. This card may be played by only one player per round/turn (before starting, players must agree on the unit of game-time in which this card can be played). The person playing this card offers a proposal for lengthening the game. This proposal should be as exact as possible: for instance, "2 rounds," or "30 minutes." Once the proposal is made, it causes a vote. By show of hands, players must decide whether or not to accept this proposal. If more than 50% of players raise their hands, the game ends at the end of the proposed interval. If fewer than 50% of players raise their hands, the player who initiated the Repeat is out of the game!

2. "THE END" (1-10 players, 8 cards)

This Changer allows you to add to end-game scoring by assigning positive and negative victory points to different in-game resources.



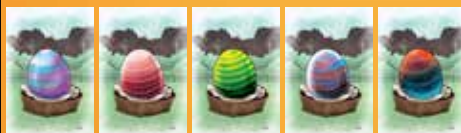
Choose one of the "Most," "Least," "No," or "Any" cards and assign an in-game resource (e.g., wheat, sheep, gold, etc.) to it. If possible, place a token of the chosen resource on that card. Then, place a number card beneath that card; you may choose to give that number a positive or negative value. You may rate up to four resources in this way. At the end of the game, adjust players' scores according to the displayed cards.

In this example, the player with the fewest sheep at the end of the game loses 2 victory points.



3. "EASTER EGGS" (2-5 players, 5 cards)

This Changer requires the use of paper and pencils, and rewards players for achieving secret goals. Each player secretly writes down an unusual but attainable goal within the game and then places a face-down Easter Egg card on top of that goal. If a player achieves your secret goal, reveal that goal to all players. Turn your Easter Egg card over and give it to the player who met your goal.



As with several of the Game Changers below, you have the choice to play this Changer as either "challenging" or "friendly:"

Challenging: Before starting the game, players must decide on what rewards (victory points, bonus resources, etc.), will be given for achieving another player's secret goal set. When a player achieves someone else's secret goal, they receive the agreed-upon reward.

Friendly: The rules are the same as above, but without rewards. Finding Easter Eggs is now just for fun.

4. "FOUL PLAY" (3-5 players, 5 cards)

This Changer lets you cheat... as long as you don't get caught!



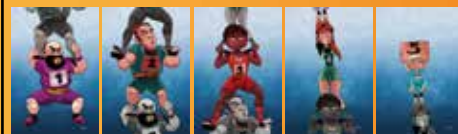
Lay out a number of "Foul Play" cards equal to the number of players. You may play dirty during the game, but if you are caught in the act you must take a yellow card and place it clearly visible in front of you (if possible, cover the red part of the card). If you are caught a second time, you receive a red card! A player must be caught cheating on their own turn. If it is already someone else's turn, it is too late! If players cannot agree as to whether or not an accused player has cheated, they must hold a vote. See the beginning of this manual for details on voting. Again, you can play this Changer as "challenging" or "friendly."

Challenging: If you receive a red card, you are immediately ejected from the game!

Friendly: If you receive a red card, you remain in the game but are forbidden from any further cheating!

5. "PLAY TOGETHER" (2-5 players, 5 cards)

This Changer turns competitive games into co-operative ones! (Note: We recommend using this module with games that take no longer than 45 minutes.)



Shuffle together one "Play Together" card for each player in the game (for example, for four players, use cards 1-2-3-4). Deal one card face-up to each

player. The players must now cooperate to finish the game in the scoring positions that match the numbers on their cards. For example, the player with the “3” card must finish the game in third place! **“Difficult”** variant: Players can keep their cards secret.

6a. “SABOTEUR I” (3-5 players, 5 cards)

This Changer adds a hidden traitor mechanic to cooperative play of Changer 5, “Play Together.”



First, apply Module 5 as described above. Then, shuffle the Changer 6 “Saboteur” card with a number of non-Saboteur cards equal to one fewer than the number of players. Deal one card to each player; these cards must be kept secret. One player will be the Saboteur. The non-Saboteur players win if they end the game in the scoring positions of their “Play Together” cards. The Saboteur wins if the players end in any other scoring position.

6b. “SABOTEUR II” (3-5 players, 5 cards)

Another hidden traitor variant, this time with cheating!

First, lay out red/yellow cards according to the rules for Changer 4, “Foul Play.” Then, deal out cards according to the rules for Changer 6a. Again, one player will be the Saboteur. As with “Foul Play,” players may cheat in their efforts to win. Getting caught means receiving a red or yellow card as described in the “Foul Play” rules. A player receiving a red card must reveal their identity. If that player is the Saboteur, they lose and the other players win. The Saboteur wins if they, OR a player with a red card, is in first place at the end of the game. This Changer may be played as either “challenging” or “friendly.”

7. “BETS” (2+ players, 15 cards)

Bet on the outcome of your game and win valuable rewards! This module allows players to bet on each other’s scoring positions at different points of the game. Before starting the game, players must agree on rewards for winning bets (victory points, resources, etc.) AND when those bets will be made and resolved (e.g., “once a player has earned 50 points,” “after three rounds,” etc. We recommend placing an initial bet at the start of a game, followed by a new bet once each previous one has been resolved.



Give each player three Bets cards (1-2-Last) that match their player colors (if possible). For two-player games use only the “1” and “2” cards. Then, each player places one of their cards face-down in front of a player of their choice (including themselves, if desired), predicting whether that person will end the betting period in first, second,

or last place. At the end of the betting period, reveal those cards and apply rewards as determined at the start of the game. You may also choose to play this Changer just for fun, without rewards.

8. “CHANGE SEATS” (2-6 players, 2 cards)

Have you ever wanted to take your opponent’s board position (or score) for yourself? Now you can! (Note: We recommend using this module with games that take no longer than 45 minutes.)



Before starting the game, players must decide when this Changer will come into play. We recommend bringing it in at a game’s halfway point. When the agreed-upon time is reached, shuffle both Change Seats cards face-down. Draw one of them (keeping it face-down), and shuffle it into the remaining 78 cards. Place this pile face-down on the table. Set the second “Change Seats” card aside, face-down, for later.

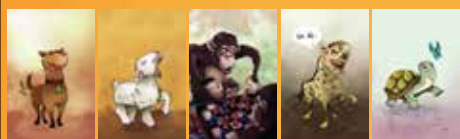
At the end of each player’s turn, reveal the top 4 cards of the deck. If a Change Seats card is revealed, all players move one seat in the indicated direction. Otherwise, nothing happens and play continues as normal. Once the first Change Seats card has been revealed, shuffle the second one (set aside earlier) into the rest of the deck. Continue to reveal 4 cards at the end of each player’s turn until either the game ends or players change seats a second time.

Note: If there is no board position, but only a score (as in card games), players may choose to swap scores or hands of cards instead of seats!
Note 2: It’s possible to play a game in which all 80 cards will not be revealed by the end of the game. In that case, players can decide in advance to reveal more than 4 cards at the end of each turn. Revealing 4/5/6/7/8 cards at the end of each turn will make the deck run out after 20/16/13/11/10 turns.

Variant: After the first Change Seats card has been drawn and seats have changed, players can decide (in advance) to not use the second card.
Variant 2: Shuffle both Change Seats cards into the deck. When revealing cards, set the fourth card aside and keep it face-down. There is now a chance that there will be no seat change at all!

9. “ANIMALS” (2+ players, 5 cards)

Add some silly fun to your game and give your friends new nicknames! This module is just for fun; it has no impact on gameplay. Lay any or all of the Animals cards out on the table. During the game, any player may be nominated to receive an animal card. If the players agree on the nomination (by vote), the named player receives the card in question.



- a) Dog, for the overly lucky player
- b) Lamb, for the player who complains too much
- c) Chimpanzee, for the player who helps others
- d) Hyena, for the player who talks non-stop
- e) Turtle, for the slow/distracted player

Variant: Set these cards aside. At the end of the game, award them to the player(s) with those characteristics!

10. “VICTORY SONGS” (2-5 players, 5 cards)

A noisy, fun way to celebrate your progress! This is another “just for fun” module; it has no impact on gameplay. Shuffle the Victory Song cards and deal one face-up to each player, who must then come up with a sound effect to match that card. Whenever a player moves to front of the scoring track, that player must make their sound effect.



- a) Violinist
- b) Trumpeter
- c) Drummer
- d) Pianist
- e) Guitarist

Variant: Combine this module with Module 3, “Easter Eggs.” When a secret goal is achieved, that goal’s owner announces this by “playing” their instrument. When the second secret goal is achieved, all musicians with achieved goals start playing, and so on!

Bonus. “START PLAYER” (2-25 players)

A new way to determine a starting player! Shuffle the Changer 1, “Wild Cards” cards and deal one to each player. The starting player will be the one whose card shows the highest number in the bottom right corner!

Multiple Boxes

Adding a second box of **The Game Changers** will double the maximum player count for Changers 1, 3, 4, 6b & 7! If you are using Changer 6b, always use all saboteurs cards!

Credits

Frank Quispel would like to thank his wife Jannet and their children, his brother Arno, and Michael Schemaille for their support and feedback. Tabletop games have given him a lot over the years and now, finally, Frank says “thank you!” by means of **The Game Changers**.

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You can use **The Game Changers** with all sorts of board and card games! Have you tried these?

