

tridiko

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a card game with prepositions

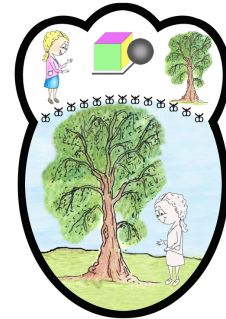
The goal of the english version of this game is somewhat different from the original luxembourgish version. You don't have to train grammar elements. So you may train vocabulary elements and all kinds of card game elements...

Before playing a card, you describe the scene of that card with adequate words in a correct sentence.

subject * verb * preposition * object

Age: variation (A) from 3, variation (B) from 4 and variation (C) from 5 years on
Players: 2 - 4
Time: 7 - 10 minutes
Goal: train your vocabulary, get rid of your cards
Category: card game, language game
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Material: 1 set of tridiko cards =
43 picture-cards
4 fairy-cards
3 cage-cards
5 BOBIBU-single-cards (one symbol)
2 BOBIBU-multiple-cards (all the symbols)



Each **picture**-card has 3 „characteristics“: the great oval lower part of the card shows a scene: a black and white „subject“ and a coloured „object“. The three small pictures in the upper part of the card represent the three „characteristics“ of the card. These three pictures show you how to form a sentence that describes the scene below. The picture to the left is the subject. The picture in the middle is the preposition. And the picture to the right is the object. With the verb „to be“ it is very easy to build a sentence, but if the children know another suitable verb, of course they are welcome. It will be a great help to the children if you prepare this tridiko game by telling them Yosseea's story, by playing a memory game with all the little detail cards out of the book, etc.

N.B.: in this game you do not find a subject „under“ an object, nevertheless you can find this symbol on the BOBIBU-multiple-card. And there is no subject at the left side of an object, therefore the BOBIBU-single-cards „at the left beside...“ are not used in this game.

Explanation: BOBIBU = before, on, behind, in, beside, under

Variation (A):

Preparation of the game:

When the players are 3 years old, you need the **picture**-cards only. (You put aside the fairy-cards, the cage-cards and the BOBIBU-cards.)

The game leader shuffles the deck. Each player is dealt 3 cards.

He places 3 cards face up side by side on the table. These three cards are the beginning of the discard pile.

The remaining cards are put aside, they are not used with the three year old players, there is no drawing pile.

How to play the game:

Each player puts his cards face up before him on the table. The player to the left side of the dealer plays first. If he has a **matching card**, he describes it in a correct sentence and he puts it on one of the three cards. A card **matches** if it has one or two identic characteristics with the card below. The three year old ones do not compare the three cards on the discard pile. This aspect of the game is introduced in variation (B).

If the player has no card that matches, the play just simply moves on to the next person. That is all for the variation (A).

Winner is the player who first got rid of all his cards.

Variation (B):

Preparation of the game:

The 4 year olds need the picture-cards, the fairy-cards and the cage-cards. (Only the BOBIBU-cards are put aside.)

The game leader shuffles the deck. Each player is dealt 5 cards. He places three cards face up side by side on the table. These three cards are the beginning of the discard pile. The remaining cards are placed face down to form the draw pile.

When it happens that after dealing a player has 3 or 4 fairy-cards in his hand, all the cards will be reshuffled and each player is dealt 5 cards.

How to play the game:

Each player puts his cards face up before him on the table. The player to the left side of the dealer plays first. If he has a **matching card**, he describes it in a correct sentence and he puts it on one of the three cards. A card **matches** if it has one or two identic characteristics with the card below.

Now this player compares the three cards of the discard pile. If all three of them show one same characteristic, the player names this characteristic and he is allowed to play **one more card**. This second card that he plays must match to one card, but it does not need to have the characteristic that was named before. **Afterwards** the play moves on to the next person.

A **cage**-card may be played at almost any time. (It can cover as well another cage-card.) But it **must not be played as the last card**. Otherwise this player must pick a card from the draw pile (that he can not play at once) and the play moves on to the next player. The cage-card blocks this pile (a third of the discard pile), until a fairy opens up the cage lock: when a fairy-card is put on a cage, the blocking is cleared and the **next** player can put any card on the fairy-card. The player who had the fairy is not allowed to play one more card. When at the very beginning of the game, one of the discard pile cards is a **cage-card**, it is the same: first a fairy-card must clear the blocking of the cage and then only another card can be put on it. **By no means** there are **three cage-cards side by side**, or the whole game is blocked if no one has a fairy-card. The third cage-card, if they all show up at once must be put on one of the two other cage-cards.

A **fairy**-card may be played at any time.

A fairy-card can be covered by any other card.

The fairy-card is mainly used to clear the blocking caused by a cage-card.

But a fairy-card can be played just like that, without any preceding cage. This feature of the fairy-card is important when the hand comes to an end. The fairy-card can be the last card. It matches to all cards!

If the player has a playable card (e.g. a fairy-card), he may choose to keep it: he must draw a card from the draw pile, he keeps it in his hand and the play moves on to the next one.

If a player has **no matching card**, he draws a card from the draw pile, he is not allowed to play it at once and the **play moves on** to the next one.

The player who first has managed to get rid of all his cards is **the winner**.

Variation (C):

Preparation:

All the cards are needed with the children of 5:

the picture-cards, the fairy-cards, the cage-cards and the BOBIBU-cards.

The game leader shuffles the deck. Each player is dealt 7 cards.

He places 3 cards face up side by side on the table. These three cards are the beginning of the discard pile.

The remaining cards are placed face down to form the draw pile.

When it happens that after dealing a player has 3 or 4 fairy-cards in his hand, all the cards will be reshuffled and each player is dealt 7 cards.

How to play the game:

Each player holds his cards in his hand, so that no other player can see their faces. The player to the left side of the dealer plays first. If he has a **matching card**, he describes it in a correct sentence and he puts it on one of the three cards. A card **matches** if it has one or two identic characteristics with the card below.

Now this player compares the three cards of the discard pile. If all threee of them show one same characteristic, the player names this characteristic and he is allowed to play **one more card**. This second card that he plays must match to one card, but it does not need to have the characteristic that was named before. **Afterwards** the play moves on to the next person.

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There are two types of **BOBIBU**-cards:

- The **BOBIBU-single-cards** with **one symbol** can only cover a card that shows **this exact symbol**. And they can only be covered by a card that shows this exact symbol.
- The **BOBIBU-multiple-cards** with all the symbols can cover any other card: they match anytime.

If the player has a playable card (e.g. a fairy-card), he may choose to keep it: he must draw a card from the draw pile, he keeps it in his hand and the play moves on to the next one.

If a player has **no matching card**, he draws a card from the draw pile, he is not allowed to play it at once and the **play moves on** to the next one.

The player who first has managed to get rid of all his cards is **the winner**.