

Mau-Mau

Age:	3 +
Players:	2 – 4
Playing time:	10 minutes
Object of the game:	get rid of all your cards
Category:	card game
Training purposes:	language, logical thinking and associating
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Material: 1 set of Yossiia-Cards:

- 1) *persons*: Yossiia, Nerina Tooleeta, Fairy
- 2) *animals*: bird, pigeon, fox, stag
- 3) *house (ext)*: house, window, door, roof
- 4) *house (int)*: armchair, rug, broom, fire
- 5) *clothes*: dress 1, dress 2, dress 3, dress 4
- 6) *plants*: tree 1, tree 2, wood, tree stump
- 7) *joker*: wand (4 cards)

The different families are marked with a specific frame:
1) circle, 2) rectangle, 3) triangle, 4) square, 5) pentagon, 6) hexagon.
Each family has 4 colours: 1 red, 1 green, 1 yellow, 1 blue.

Preparation:

To get to know the cards, each picture is at first shown and explained. They are laid out on the table as families, so that it is clear where they belong. The cards are shuffled and then distributed one by one. Each player is dealt 4 cards. The remaining cards are placed face down as the draw pile. The first card of this pile is returned and put face up on the table. It is the first card of the discard pile. When there is a player who after dealing has 2 or more jokers, the cards are shuffled and distributed again.

The players keep their cards hidden from the other players.

How to play the game:

A card is playable if it matches the top card of the discard pile either by form or by colour. E.g. if the card is the bird, you must play a card with rectangles or any other „red“ card.

If a player is not able to play, he takes the upper card from the draw stack that he is not allowed to play at once, he keeps it and passes his turn.

If the draw pile is empty, the discard pile (except for the top card that is the beginning of the next discard pile) is shuffled and turned over to serve as new draw pile.

The joker has 2 functions:

- 1) The joker can be played at any time.
- 2) The joker determines 1 or 2 characteristics: form and/or colour. The following player has to respect this choice, except when he is playing a joker as well.

You are allowed to keep your joker and, if you have no other matching card, to draw a card from the pile and to pass your turn.

All the other cards must be played if they match.

The game is **over**, when one player has played all his cards.

Whoever gets rid of his/her cards first **wins** the game.

