



Playing cards

„One game, a thousand experiences“

Overview of the cards in the package



Try different games

Granny

Number of Players: 3 - 5

**Card values
(lowest to highest):** 7, 8, 9, 10, Jack, Upper Knave, King, Ace

Goal: This game's rules are easy to understand for kids and that's why they like it so much. The goal of the game is to collect the lowest number of penalty points that are assigned to certain cards. For every card with hearts you get two penalty points, and for the Upper Knave in leaves you get four points.

Rules: At the start of a game, each player gets an equal number of cards (if there is an odd number of players, it is necessary to adjust the total number of cards first by taking out the Bells and Acorn seven). The player on the left of the dealer starts. Players take turns in a clockwise direction, everyone plays one card while following suit (it is however not necessary to play higher values). If a player doesn't have the required suit, they can play a different one. Suits are equal in this game (no trumps). At the end of the first round, the player who played the highest value of the opening suit collects all cards (if the starting player played a suit that others didn't have, he collects the cards at the end of the round). In the second round, the player who collected the cards starts, in the following rounds players start in a clockwise direction. Once players don't have any cards left, they count the penalty points from the cards they have played (those they had to collect). Whoever has the lowest number of penalty points wins.

Ferbl / Poker

Number of Players: This example works for 4 players or more

**Card values
(lowest to highest):** Values: 7, 8, 9, 10, Jack = 10, Upper = 10, King = 10, Ace = 11

Goal: The goal of this game is to get the highest sum of cards of the same suit or to get three or four cards of the same value.

Rules: Cards are dealt in twos. The player on the dealer's left makes a basic bid and gets two more cards. other players either also call the bid and get two more cards or announce a "pass" and quit. The last player can raise the bid. If players don't want to fold and lose the chance to win the bank, they must always call the bid. The right to raise a bet passes each round to a player on the right. If this player doesn't want to raise the bid but only call it, they say "Closing". The players who are still in the game then show their cards: the hand with the highest value gets the bank.

Durak

Number of Players: This version works with 2, 3, and, ideally, 4 players.

Card values (lowest to highest): 7, 8, 9, 10, Jack, Upper Knave, King, Ace

Goal: The goal of the game is to get rid of all cards as quickly as possible.

Rules: The last player to have one or more cards left loses. The whole deck of cards is dealt at the start (in twos). The player on the dealer's left starts by playing one card. The next player has to beat the card and also play a second card of their choice. You can beat a card with a card of the same suit and higher value, or with a trump. If you can't beat the card, you have to take the whole stack of cards. Trumps can be announced before the start of the game or during but they can't be changed once announced. If a player is playing their last available card and has no more left (they are leaving the game), they "kill" the stack which is then left aside for the rest of the game.

Kemps

Number of Players: This card game is designed for an even number of players. The ideal number is 4.

Card values:

Goal: The game is played in teams of two. Each team chooses a secret signal and the goal of each player is to collect four of a kind and then signal this to their partner (e.g. by blinking, hand movement, touching their leg under the table, saying a certain secret word out loud - whatever they come up with).

Rules: The game starts by laying four cards on the playing surface and players swap them with the cards they were dealt. They are trying to collect four of a kind (kemps). When a player signals they have four of a kind, their partner shouts "kemps". The team gets a point. If the other team suspects this or recognises their signal, they can shout "Stop Kemps". If they are right, they get a point, if not, the point goes to the other team. If both players get four of a kind, they say "double Kemps". In this case, they gain two points. Some rules say that when using a 32-card deck, all cards from sevens to tens are removed. After the cards are dealt, the first player passes a card they don't want to the next one. Others do the same and continue until somebody shouts "kemps" or "stop Kemps".

Blackjack

Number of Players: 2 or more

Card values (lowest to highest): 7, 8, 9, 10, J=1, Q=1, K=2, A=11 (two aces=21)

Goal: The goal of the game is to get as close to 21 as possible (but not over).

Rules: There are many variations of this game. According to one version, cards are dealt in twos. All players, except for the dealer, check their cards and draw more if they want to. At the same time, they do their bidding. When no more players want cards, the banker/dealer finally shows hers/his and draws more if needed. According to a different set of rules, the dealer sets the height of bids first, shuffles cards and deals one card face down to each player, including himself. He then turns his card face up. After that, he gives a card to those who ask for one in a given order (players ask for a card by saying "more", "twist", and so on). A player has bid once the sum of his cards gets over 10 points. He then needs to try to get as close to 21 as possible, but can stop at any time by saying "stick". If he takes too much of a risk and gets over the sum of 21, he has to say "bust" and pays his bet straight away. Once all players have completed their hands, it's the dealers turn. After that, each player bets against the dealer, not each other. The general rule is that higher sum wins over a smaller one. In case of a tie, the dealer wins. If a player or a dealer gets two aces during the game (as the first two cards), they say "21". They don't play anymore and receive triple their bid.

Mau Mau

Number of Players: This version works for 2 to 5 players

Card values (lowest to highest): 7, 8, 9, 10, Jack = 2, Upper = 3, King = 4, Ace = 11

Goal: Players try to get rid of all their cards as quickly as possible. Whoever achieves this first, wins.

Rules: Cards are dealt in fives, the rest of them stay in the pack, aka talon. They are placed face down as the drawing stack and the topmost card is revealed. The person on the left from dealer starts. He plays one card that matches the suit or value (which means suits can be changed) of the overturned card. The interesting part of the game is that Upper Knave can be used to change the suit to whichever works better for the current player. If a player can't play any card, he has to draw one from the talon. In the case of 7s and aces, however, the next player (on the left) has to draw two cards (unless he has a seven himself). In that case, the next player is expected to draw four cards, and so on. In the case of an ace, the player on the left skips one round (unless he plays an ace himself and passes the skip on the next player). If the drawing stack is empty, the playing stack is turned over except for the topmost card. Whoever gets rid of their cards first, announces "mau" and wins. The fastest and most fun version of the game is when you only play for a winner. If you want, it is also possible to keep playing or decide the ranks by counting the value of cards in hand as penalty points.

Pronto

Number of Players: 2 or more

Card values (lowest to highest): 7, 8, 9, 10, J=10, Q=10, K=10, A=11

Goal: To get the highest number of points

Rules: The dealer gives everyone one card, starting with player on the left. Afterwards, he tells everyone to close their bets. Then two additional cards are dealt to each player and everyone turns their cards face up. Players always challenge the dealer, not each other. The player with the highest number of points wins. The player who has fewer points than the dealer, loses his bid, the player who has more points than the dealer wins the amount of his bid. Three cards of the same suit count for more than any other total sum of cards. If more than one player has a triad, the one with higher value wins. In case of a draw, the players keep their bids.

Cheat

Number of Players: This version works for 2 and more players

Card values: Values are not important, only suits matter.

Goal: Players try to get rid of their cards as quickly as possible. The winner, who has no cards left, exits the game, others continue. The last player to have any cards left loses.

Rules: A full deck is dealt and dealer puts a card face down in the centre of the playing surface so that nobody can see the suit. Instead, he announces the suit out loud. He can be telling the truth or be bluffing, claiming a different suit than what it really is. The next player can check if he was lying by turning the card over before playing his card. If they did bluff, the lying player takes the whole stack of cards. If he was telling the truth, the player trying to catch them out takes the stack instead.

Toilet

Number of Players: This version works for any number of players.

Card values:

Goal: You can play this game with any types of cards. Children especially love it.

Rules: Place cards randomly around the playing surface. Build a “toilet” by putting two cards together so that they are touching on the top part like a roof. Some variations of the game prefer to build the toilet from five cards by leaning two sets of cards against each other and putting a fifth one on top of them face up. Players then take turns in taking one card from the playing surface. As the game goes on, it will become more and more difficult to pull the cards from under the construction without it collapsing. When a player brings the toilet down by pulling a card out, they lose (fall into a toilet). When playing the 5-card version, you can make it even more difficult by having to put the pulled-out card on top of the “toilet”. Some rules also require players to only put a card of the same suit or value on top. The player must continue to pull cards until they finally get a corresponding one that can be put on top. For younger kids, we recommend a faster game (players only have to pull one card out), ignoring the suit/value rule. The faster pace will keep their attention – kids like the game not only because of its name, but also for the card collapsing bit.