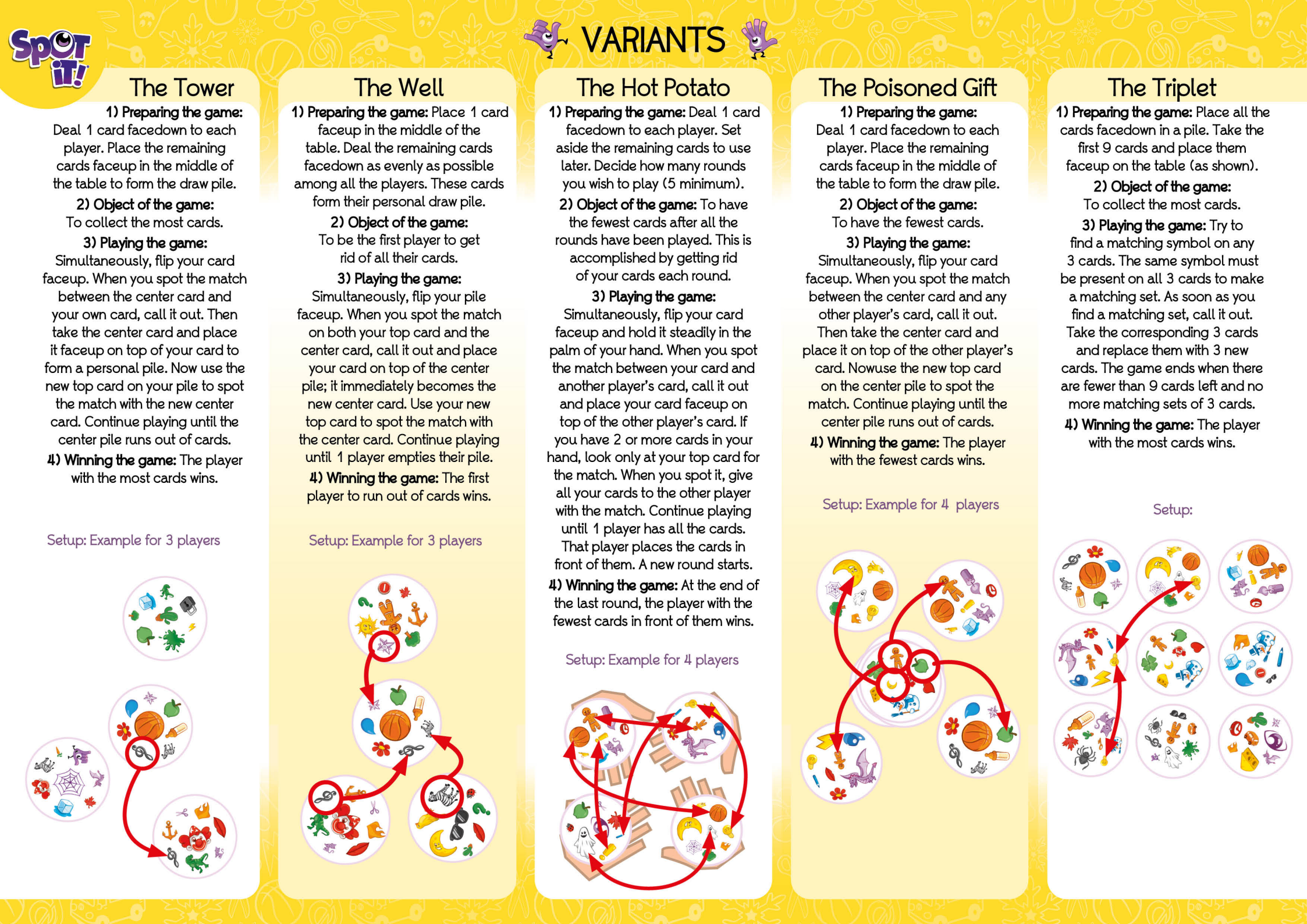
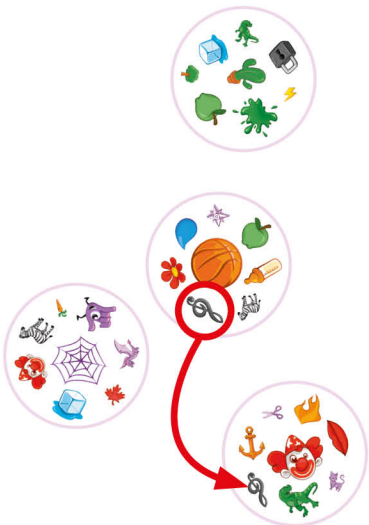




The Tower

- 1) **Preparing the game:** Deal 1 card facedown to each player. Place the remaining cards faceup in the middle of the table to form the draw pile.
- 2) **Object of the game:** To collect the most cards.
- 3) **Playing the game:** Simultaneously, flip your card faceup. When you spot the match between the center card and your own card, call it out. Then take the center card and place it faceup on top of your card to form a personal pile. Now use the new top card on your pile to spot the match with the new center card. Continue playing until the center pile runs out of cards.
- 4) **Winning the game:** The player with the most cards wins.

Setup: Example for 3 players



The Well

- 1) **Preparing the game:** Place 1 card faceup in the middle of the table. Deal the remaining cards facedown as evenly as possible among all the players. These cards form their personal draw pile.
- 2) **Object of the game:** To be the first player to get rid of all their cards.
- 3) **Playing the game:** Simultaneously, flip your pile faceup. When you spot the match on both your top card and the center card, call it out and place your card on top of the center pile; it immediately becomes the new center card. Use your new top card to spot the match with the center card. Continue playing until 1 player empties their pile.
- 4) **Winning the game:** The first player to run out of cards wins.

Setup: Example for 3 players



The Hot Potato

- 1) **Preparing the game:** Deal 1 card facedown to each player. Set aside the remaining cards to use later. Decide how many rounds to play (5 minimum).
- 2) **Object of the game:** To have the fewest cards after all the rounds have been played. This is accomplished by getting rid of your cards each round.
- 3) **Playing the game:** Simultaneously, flip your card faceup and hold it steadily in the palm of your hand. When you spot the match between your card and another player's card, call it out and place your card faceup on top of the other player's card. If you have 2 or more cards in your hand, look only at your top card for the match. When you spot it, give all your cards to the other player with the match. Continue playing until 1 player has all the cards. That player places the cards in front of them. A new round starts.
- 4) **Winning the game:** At the end of the last round, the player with the fewest cards in front of them wins.

Setup: Example for 4 players



The Poisoned Gift

- 1) **Preparing the game:** Deal 1 card facedown to each player. Place the remaining cards faceup in the middle of the table to form the draw pile.
- 2) **Object of the game:** To have the fewest cards.
- 3) **Playing the game:** Simultaneously, flip your card faceup. When you spot the match between the center card and any other player's card, call it out. Then take the center card and place it on top of the other player's card. Now use the new top card on the center pile to spot the match. Continue playing until the center pile runs out of cards.
- 4) **Winning the game:** The player with the fewest cards wins.

Setup: Example for 4 players



The Triplet

- 1) **Preparing the game:** Place all the cards facedown in a pile. Take the first 9 cards and place them faceup on the table (as shown).
- 2) **Object of the game:** To collect the most cards.
- 3) **Playing the game:** Try to find a matching symbol on any 3 cards. The same symbol must be present on all 3 cards to make a matching set. As soon as you find a matching set, call it out. Take the corresponding 3 cards and replace them with 3 new cards. The game ends when there are fewer than 9 cards left and no more matching sets of 3 cards.
- 4) **Winning the game:** The player with the most cards wins.

Setup:





The following variants can be played with 2 teams, but are also perfect for 1-vs-1 duels!



The Battle

- 1) Preparing the game:**
Deal a pile of 12 facedown cards to each team.
- 2) Object of the game:** To empty your opponents' pile before they empty yours.
- 3) Playing the game:**
Simultaneously, flip your pile faceup. When one member of your team spots the match between yours and the other team's top card, they call it out and place your card on the bottom of your pile. The other team discards their card. Play again with the next card in each team's pile.
- 4) Winning the game:**
The last team to have cards in their pile wins.

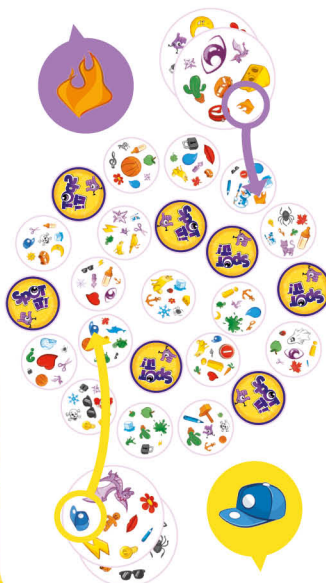
Setup:



Musical chairs

- 1) Preparing the game:** Deal a pile of 12 facedown cards to each team, then spread out 23 cards faceup on the table.
- 2) Object of the game:**
To be the first team to get rid of all your cards.
- 3) Playing the game:**
Simultaneously, flip your pile faceup. When one member of your team spots the match between your top card and any of the cards in the middle of the table, they call it out and place your top card facedown on the corresponding card in the middle. Continue playing until the pile from one team is empty.
- 4) Winning the game:**
The first team to place all their cards wins.

Setup:



It takes two

- 1) Preparing the game:** Spread out 34 cards faceup on the table in a disorderly manner.
- 2) Object of the game:**
To collect the most cards.
- 3) Playing the game:** Try to find the match between any 2 cards. When one member of your team spots one, call it out and place the 2 corresponding cards facedown in front of your team.
- 4) Winning the game:** When all the cards in the middle have been collected, compare the number of cards each team has won. The team with the most cards wins.

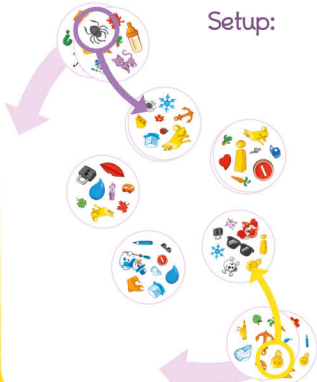
Setup:



The circle

- 1) Preparing the game:** Deal a pile of 12 facedown cards to each team, then place 5 cards faceup forming a circle in the middle of the table. Choose a starting card. One team will play clockwise, the other will play counterclockwise.
- 2) Object of the game:**
To be the first team to get rid of all your cards.
- 3) Playing the game:**
Simultaneously, flip your pile faceup, then try to find the match between your top card and the first card in the circle. When one member of your team spots it, they call it out and place your top card facedown on the corresponding card in the middle. You must now spot the match between your new top card and the next card in the circle, in the direction your team was assigned. Be careful: while you're looking, the card in the circle could be covered by the other team. You must adjust quickly to this new card.
- 4) Winning the game:** The first team to place all their cards wins.

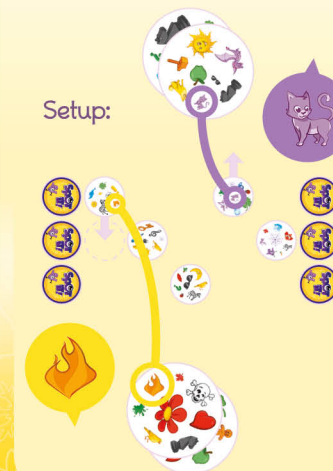
Setup:



Tug of War

- 1) Preparing the game:** Deal a pile of 19 facedown cards to each team, then place 5 cards faceup forming a line between the teams. Place 3 cards facedown at each end of the central line: they will serve as markers.
- 2) Object of the game:** To be the first team to score 3 columns.
- 3) Playing the game:**
Simultaneously, flip your pile faceup. When one member of your team spots the match between your top card and any card in the middle, they call it out and place your top card facedown on the corresponding card in the middle, then pull the stack one step towards your team. The other team can pull it back towards them if they spot the match fast enough. If you manage to pull a stack on your side past the third marker, you score this column.
- 4) Winning the game:** The first team to score 3 columns (or a majority of columns, if you end up emptying your piles) wins.

Setup:



Hide and Seek

- 1) Preparing the game:**
Deal 4 to 6 cards in front of each team (you can thus adjust the difficulty for each team) arranged in a line. Place 1 card facedown in the middle of the table.
- 2) Object of the game:**
To be the first player to flip all their cards facedown.
- 3) Playing the game:** Flip the center card faceup. When one member of your team spots the match between the center card and one of your cards, they call it out and flip your card facedown. Continue playing until one team has flipped all their cards facedown.
- 4) Winning the game:**
The first team to flip all their cards facedown wins.

Setup:

