



- a new energetic learning card game

Goal of game

To get rid of all the cards by creating sets of 3 or 4 cards.

What is a set?

A set is a combination of three or four cards consisting at least of one matching picture and written word (for example two pictures and one word or one picture and two words). You can create sets of three or four cards, whichever helps you finish the game faster.

How to play?

Preparation:

Shuffle and deal each player seven cards. The players may not see what each of the other players gets. One card is laid face up on the table to form the **discard pile**, The remaining cards are laid face down on the table to form the **draw pile**.

Course of the game:

The game consists of two main actions:

1. Draw a card from the draw pile or the discard pile.
 2. Discard a card.
1. Each player in his turn has to draw a card, either the topmost card from the draw pile or the topmost card from the discard pile, based on whether the topmost card in the discard pile may help the player to complete a set.
 2. After drawing a card, the player has to discard a card, laying it face up on the discard pile. This can be either the card he has just drawn or another card from his hand. Either way, he must always get rid of one card as he can only have seven cards on his hand.



After drawing a card, it's the next player's turn.

The first player to have two sets of three or four cards (total of 7) in his hand is the winner and must call: "**that's it!!!**"

Version 2:

This version is more exciting and is more suitable for slightly older players. In this variation, as soon as the player has completed a set he or she must lay it down on the table facing up. Since the goal is now to get rid of all the cards, any player in his turn can now add a matching card to the 3-card-set to make it a 4-card-set. To do this, he must have already laid down one complete set **of his own** on the table. If one of the cards laid on the table as part of the 4 card series is a Wizard, any participant can replace the Wizard with his own card and keep the Wizard for himself.

The first player to get rid of all his cards is the winner and must call: "**that's it !!!**"

The game preparation is similar to the basic game (shuffle and deal each player seven cards, form a discard pile and a draw pile).

Course of the game:

This version consists of **four actions**:

1. Draw a card from the draw pile or the discard pile.
 2. Lay down a set on the table.
 3. Add cards to existing sets.
 4. Discard a card.
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1. Each player draws a card, either from the draw pile or from the discard pile.
 2. If the player can match a set he or she lays it down face up on the table.
 3. Only after having laid down a set, the player may add a fourth matching card to any of the other sets already lying on the table.
 4. The player discards a card, laying it face up on the discard pile. The total number of cards, including the sets on the table, may not be higher than seven!
 5. If the player cannot match a set, he or she needs to decide which card to discard.



Remember: You always need to discard one card!

When you lay the last set down and get rid of your last card, you win the game. (when you have a series of 3 + 1 card you actually finish the game).

If you don't say **that's it** you lose your turn in order to win and you need to wait for the next round.

The Wizards:

There are 4 different wizards (jokers) who can substitute any card and help us complete a set.

Note: if the draw pile is empty before the end of the game, reshuffle the discard pile and lay it face down to form a new draw pile. Draw one card and lay it face up.

Score registration:

This game is relatively quick and short and is usually played over and over several times. You can play it like a tournament and keep record of the scores. This is done by counting the number of cards each player has got left in their hand after one of the players has won. Each remaining card is 1 point. Wizard-cards are 3 points. Points are negative.

Here is an example for a table of scores:

	PLAYER 1	PLAYER 2	PLAYER 3
1 ROUND	0	3	2
2 ROUND	1	0	1
3 ROUND	1	1	0
FINAL SCORE	2	4	3

In this example, PLAYER 1 is the winner, since he is the one who scored the least points in the entire game.

TIP: In order to improve the participant's English, the facilitator should say the names of the cards and also present each completed set. Of course, the more conversations in English the facilitator can conduct, the better!