

# Game Salon of Encounter or "Intercultural Mau Mau"

**For the Moderation:**

## **Introduction**

"You are welcome to the "Game Room of Encounter", that is:

At various tables you are invited to play cards, which has always been a means of communication and contact among many peoples.

You will travel from table to table according to predefined rules, meeting new people again and again for a time, as is the way with encounters.

Since - after a practice phase - this game will proceed without language, it is especially well applicable for international groups.

About the procedure: The time in the game room will last about an hour; then there will be a quarter of an hour break, and afterwards we will see in an evaluation what you think about this method and its use for international encounters.

First of all, you are simply invited to do: It's time to distribute the game tables, then we'll announce the rules - and then have fun!"

## **End of the game**

"Thank you very much, ladies and gentlemen, for your visit to the Game Salon!

Unfortunately, we have to close now. Please refresh and recover in the next quarter hour, but: Keep your confidentiality! Please do not talk about the game during this break; we need your thoughts and energy for the evaluation."

## **Rules of the game for team A**

***"Here we go!" in the game salon of the meeting!***

*Rules of the game:*

- 1. Each player receives five cards.*
- 2. one card is placed face up on the table, the rest of the deck is placed face down next to it.*
- 3. as in "Mau-Mau", cards can be discarded: Color on color (e.g. cross on cross) and picture on picture (e.g. seven on seven, queen on queen ...).*
- 4. the smallest player starts.*
- 5. If a king is played, the following player sits out a round.*
- 6. if a Jack is played, the following player must take a card, unless he/she can play another Jack. Then the next player takes two cards.*
- 7. if a ten is played, the player may give two cards to a player of his/her choice.*
- 8. If a player cannot play a matching card, he/she takes the top card from the face-down pile. If this card cannot be played either, the player sits out a round.*
- 9. When the pile of face-down cards is used up, the cards that have already been played - except for the last card played - are shuffled and placed face-down on the table again.*
- 10. the first player to have only one card left in his/her hand wins.*

## **Rules of the game for Team B**

***"Here we go!" in the game salon of the meeting!***

*Rules of the game:*

- 1. each player receives five cards.*
- 2. one card is placed face up on the table, the rest of the deck is placed face down next to it.*
- 3. as in "Mau-Mau", cards can be discarded: color on color (e.g. cross on cross) and picture on picture (e.g. seven on seven, queen on queen ...).*
- 4. the player to the left of the dealer starts.*
- 5. if a jack is played, the game is continued in the opposite direction (i.e. counter-clockwise for the first jack, clockwise again for the next jack, etc.).*
- 6. If a Queen is played, the player may choose a teammate and draw two cards for him/her.*
- 7. If a ten is played, the following player sits out a round.*
- 8. If a player cannot play a matching card, he/she takes the top card from the face-down pile. If this card cannot be played either, the player sits out a round.*
- 9. When the pile of face-down cards is used up, the cards that have already been played - except for the last card played - are shuffled and placed face-down on the table.*
- 10. The first player to have no cards left in his/her hand wins.*

## Rules of the game for Team D

***"Here we go!" in the game salon of the meeting!***

*Rules of the game:*

- 1. Each player receives five cards.*
- 2. one card is placed face up on the table, the rest of the deck is placed face down next to it.*
- 3. as in "Mau-Mau", cards can be discarded: Color on color (e.g., cross on cross) and picture on picture (e.g., seven on seven, queen on queen ...).*
- 4. the player with the brightest eyes starts.*
- 5. if a queen is played, the following player may play a card of his or her own choice.*
- 6. if an ace is played, the player may move two cards back under the face-down pile.*
- 7. If a king is played, the game is continued in reverse direction (counter-clockwise for the first king, clockwise again for the next king, etc.).*
- 8. whoever cannot play a colorable card takes the top card from the face-down pile. If this card cannot be played either, the player sits out a round.*
- 9. When the pile of face-down cards is used up, the cards that have already been played - except for the last card played - are shuffled and placed face-down on the table again.*
- 10. The first player to play his/her second to last card wins.*

## Rules of the game for Team C

***"Here we go!" in the game salon of the meeting!***

*Rules of the game:*

- 1. Each player receives five cards.*
- 2. one card is placed face up on the table, the rest of the deck is placed face down next to it.*
- 3. as in "Mau-Mau", cards can be discarded: color on color (e.g. cross on cross) and picture on picture (e.g. seven on seven, queen on queen ...).*
- 4. the oldest player starts.*
- 5. if a queen is played, the player must draw two cards, unless he/she can play another queen. Then the next player takes four cards.*
- 6. If a king is played, the next player may not play a card.*
- 7. if a Jack is played, it is considered a trump: the player may directly play another card of his/her choice.*
- 8. If a player cannot play a matching card, he/she takes the top card from the face-down pile. If this card cannot be played either, the player sits out a round.*
- 9. When the pile of face-down cards is used up, the cards already played - except for the last card played - are shuffled and placed face-down on the table again.*
- 10. Play continues until the first player has no cards left. The player who still has the most cards wins!*