

“COOPERATION CASINO”: RULES OF THE GAME

GROUP 1

RULES OF THE GAME:

1. You are not allowed to talk for the whole duration of the activity.
2. You have 7 minutes to memorize the rules of the game. This paper will be taken away when the activity starts.
3. Choose one person to keep track of points. This person can change every game.

THE GAME:

1. The youngest person in the group is the first dealer. For every next round, the dealer is the person who got the highest score in the previous round.
2. The dealer shuffles the deck and distributes 4 cards to each player.
3. The aim of the game is to collect as many cards of the same color of your choice as possible. The number of cards of the color you have the most of are your points for the round.
Example: Monica collected 4 hearts, 5 spades, and 2 diamonds. Since she has the most spades (5), she scores 5 points for this round.
4. The player to the right of the dealer starts the round by playing a card. All players must play a card of the same color if they have one.
5. If you don't have a card of the color that was played, you can play any other card.
6. To beat a card, a player must play a higher card of the same color as the one that was played.
7. The player who played the highest card of the color that started the round collects all the cards on the table and starts the next round.
8. Hearts are the strongest color – a heart card can be played at any time to beat any card. A heart card can only be beaten by a higher heart card.
9. After each round, players draw a card from the deck until the deck is empty.
10. When all cards have been played, the game is over. The person keeping score writes down the points for each player for that round.

GROUP 2

RULES OF THE GAME:

1. You are not allowed to talk for the whole duration of the activity.
2. You have 7 minutes to memorize the rules of the game. This paper will be taken away when the activity starts.
3. Choose one person to keep track of points. This person can change every game.

THE GAME:

1. The person who traveled the longest distance to this meeting is the first dealer. For every next round, the dealer is the person who got the lowest score in the previous round.
2. The dealer shuffles the deck and distributes 4 cards to each player.
3. The aim of the game is to collect as many cards of the same color of your choice as possible. The number of cards of the color you have the most of are your points for the round.
Example: Monica collected 4 hearts, 5 spades, and 2 diamonds. Since she has the most spades (5), she scores 5 points for this round.
4. The player to the right of the dealer starts the round by playing a card. All players must play a card of the same color if they have one.
5. If you don't have a card of the color that was played, you can play any other card.
6. To beat a card, a player must play a higher card of the same color as the one that was played.
7. The player who played the highest card of the color that started the round collects all the cards on the table and starts the next round.
8. Spades are the strongest color – a spades card can be played at any time to beat any card. A spades card can only be beaten by a higher spades card.
9. After each round, players draw a card from the deck until the deck is empty.
10. When all cards have been played, the game is over. The person keeping score writes down the points for each player for that round.

GROUP 3

RULES OF THE GAME:

1. You are not allowed to talk for the whole duration of the activity.
2. You have 7 minutes to memorize the rules of the game. This paper will be taken away when the activity starts.
3. Choose one person to keep track of points. This person can change every game.

THE GAME:

1. The oldest person in the group is the first dealer. For every next round, the dealer is the person who got the lowest score in the previous round.
2. The dealer shuffles the deck and distributes 4 cards to each player.
3. The aim of the game is to collect as many cards of the same number as possible. The number of cards of the number you have the most of are your points for the round.
Example: Monica collected 2 aces, 3 cards with the number 2, and 3 fours. Since she has the most twos (3), she scores 3 points for this round.
4. The player to the left of the dealer starts the round by playing a card. All players must play a card of the same color if they have one.
5. If you don't have a card of the color that was played, you can play any other card.
6. To beat a card, a player must play a higher card of the same color as the one that was played.
7. The player who played the highest card of the color that started the round collects all the cards on the table and starts the next round.
8. Hearts are the strongest color – a heart card can be played at any time to beat any card. A heart card can only be beaten by a higher heart card.
9. After each round, players draw a card from the deck until the deck is empty.
10. When all cards have been played, the game is over. The person keeping score writes down the points for each player for that round.

SCORE BOARD:

PART 1:

NAME:					
GAME 1:					
GAME 2:					
GAME 3:					
GAME 4:					
TOTAL:					

PART 2:

NAME:					
GAME 1:					
GAME 2:					
GAME 3:					
GAME 4:					
TOTAL:					

PART 3:

NAME:					
GAME 1:					
GAME 2:					
GAME 3:					
GAME 4:					
TOTAL:					

PART 4:

NAME:					
GAME 1:					
GAME 2:					
GAME 3:					
GAME 4:					
TOTAL:					