

End of the game

When a player puts down their next-to-last card, they must call out loudly “Mau” before the next player has either played or taken a card. When their final card is played, the player must call out “Mau-Mau”. If the player forgets to say “Mau” or “Mau-Mau”, they must take two penalty cards and the game continues.

Each round of the game ends immediately once a player puts down their final card. If the final card is an action card, this does not need to be carried out. The player who brought the round to an end receives points as follows for the cards still held in the other players' hands:

Smiley-Cards	5 points
Colour action cards	20 points
Grey action cards	50 points

If no player has reached 500 points at the end of the round, the cards are reshuffled and a new round is begun.

Game variations

Before beginning the game, players can decide how many points must be reached for the overall win. If a longer game is desired, for example, a total of **750 points** could be specified for overall victory. Or the players could pick e.g. **250 points** as the winning tally, if they would prefer a shorter game. The players can also opt to play **completely without any points system**. In this case the winner is the player who is first to discard all their cards.

Extra card



By using the extra card, players **can** (although of course they don't have to) include an additional action in the game. Here everyone can let their imagination run wild to introduce a really personal flavour to the game. The one important thing is for all the players **to agree before every game** what action is to be associated with the extra card. One really fun option, for example, is an “all round card swap”, in which each player passes on their entire hand to the next player following the direction of play.

Like the “colour preference” card, the extra card can be played on any other card. After the designated extra action has been performed, the player who played the extra card gets to choose what colour the next player must play. Any colour can be selected here, including the colour which has just been played.

If the players prefer to play without an extra action, they can simply remove the extra card from the pack or use it as an additional “colour preference card”.



Have a great time as you play!
Tanja Philippeit



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Mau-Mau

A card game for 2-10 players from age 6
playing time approx. 30 minutes
by Tanja Philippeit

Contents

109 playing cards (64 smiley cards, 36 colour + 8 grey action cards, 1 extra card)

Object of the game

The game is played over several rounds. The aim of each round is to be the first player to put down all your cards. The winner of each round gets points for any cards still held by the other players. The overall winner is whoever reaches 500 points first.

Setup

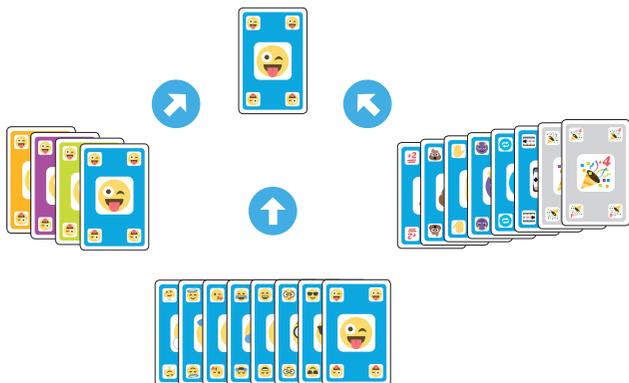
- One player is chosen to shuffle and deal the cards.
- Each player is initially dealt **7 cards** which they hold concealed in their hand.
- The remaining cards are placed face down as a draw pile in the centre.
- The top card is turned over and placed alongside to form the discard pile.
- If the top card is an action card, the player who starts the game must carry out the relevant action.

Game Play

The player to the left of the dealer starts, after which play continues in a clockwise direction. Each player in turn must discard a suitable card which must **match** either the **smiley**, the **colour** or the **action card symbol** on the top card in the discard pile. The grey action cards can be placed on any card in the discard pile (see example on the next page).

If a player cannot play a suitable card, they must take a card from the draw pile and add it to those in their hand. If this card is suitable, it can be played, otherwise it is the next player's turn.

If the draw pile is used up before any player has managed to play all their cards, the discarded cards are shuffled and then set up as a new draw pile.



Example:

The following cards can be placed on a card with a blue winking smiley:

- a yellow, purple, green or blue card with a winking smiley
- all blue smiley cards
- all blue or grey action cards

Action cards



Take 2

If this card is played, the next player has to take 2 cards from the draw pile.

The player can avoid this through a “roll-over” in which they also play a “Take 2” card. The next player then has to take 4 cards, unless they themselves can play another “Take 2” card and so on. Once a player has taken two or more cards they continue with their turn as normal. If they cannot play a suitable card, they must take an additional card from the pile and it is then the next player’s turn.



Skip Card

If this card is played, the next player must miss a turn. This means they neither play a card nor do they take a card from the draw pile. Play continues with the next player.



Card Swap

With a card swap, the player who has played the card chooses a fellow player and **swaps the cards in his/her hand** with that player. Afterwards the player with whom the swap took place continues with the game.



Donating

The player who has played this card “donates” one card to the player on their left. This is done by the “recipient” selecting **one card** from the **concealed hand** of the other player and adding this to their own hand. Afterwards it is the recipient’s turn as normal.



Gambling

If this card is played, the next player has a choice: either play safe and **immediately take 4 cards** from the draw pile, or “gamble”.

To do this, the player first turns over the uppermost card in the draw pile so that it is visible to all players. If it is an emoji card, the player must take a **total of 8 cards** from the pile along with the card already turned over. On the other hand, if it is an action card, the player **only has to take the turned over card**. Irrespective of which choice the player made, they then continue with their turn as normal; either playing a card or picking up a card if they do not have a suitable card to play.



Blocking

With this card, a player can block a colour action card, i.e. the player can avoid the consequences of the cards: “Take 2”, “Skip Card”, “Donating”, “Card Swap” and “Gambling”. The “Blocking” card can only be used against action cards of the same colour. It can also be used as a normal card of the relevant colour. After the “Blocking” card, the player **cannot play any additional cards**.



Colour preference

The “colour preference” card can be played on any other card. The player who plays this card can **choose a colour**, i.e. they can specify what colour the next player needs to play. **Any colour** may be chosen, including the colour already played.



Take 4 + colour preference

This card too can be played on any other card. The player who plays this card can **choose a colour** and thus specify what colour the next player needs to play. Here too **any colour** may be chosen, including the colour already played.

In addition, the next player must take **4 cards** from the draw pile. Alternatively, the player can perform a “roll-over” by also playing a “Take 4 + colour preference card”. The next player then has to take 8 cards, unless they themselves can play another “Take 4 + colour preference card” and so on.

If a player has taken four or more cards, their turn continues as normal. If the player cannot play a suitable card, they must take an additional card from the pile and it is the next player’s turn.

Jump-In

If a player has exactly the same card in their hand as has just been played, they can “jump in” by playing their card. This means the player can **play immediately** even if it is not their turn. Afterwards the game continues with their neighbour on the left. The players in between are skipped.

If a Jump-In involves an action card, **only the final card played** is counted. The function of the first card is cancelled.