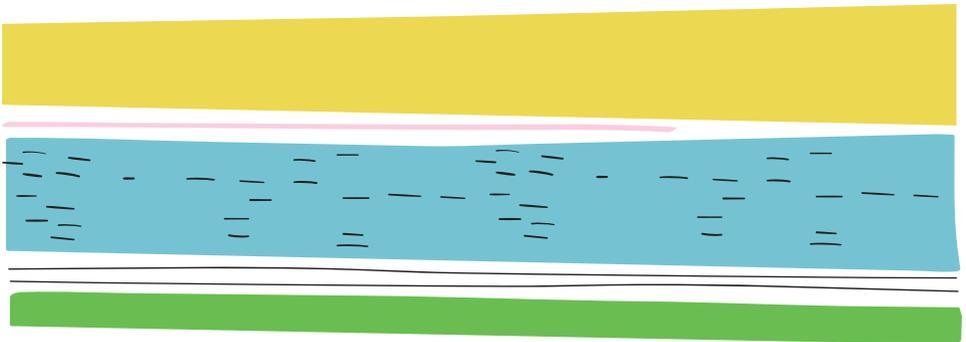




WHAT SHALL WE PLAY?

GAME IDEAS TO THE CARDS OF KERKA AND BARNEY



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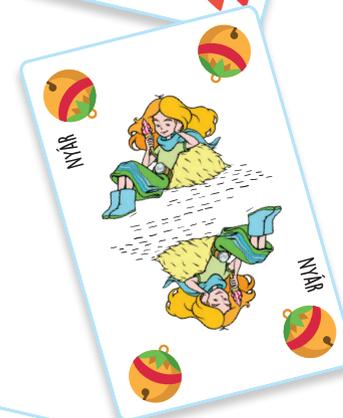
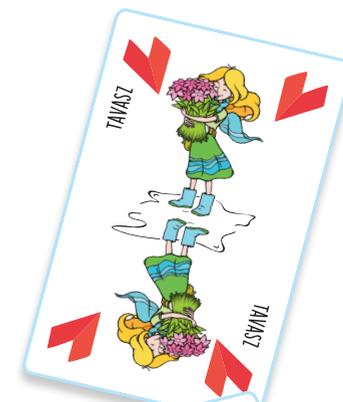
INTRODUCTION

If you follow the adventures of Kerka and Barney, you will be able to collect more and more pieces of your **magical** and **magic-free card** deck from hike to hike.

If you accompany our heroes on all four paths, you will eventually have two full decks of Hungarian cards and an additional Jolly Joker.

What can you play with these cards? Here are some ideas for reviving old games!

Good luck!



MOROCCO – WITH CARDS



2



min. 16.



2

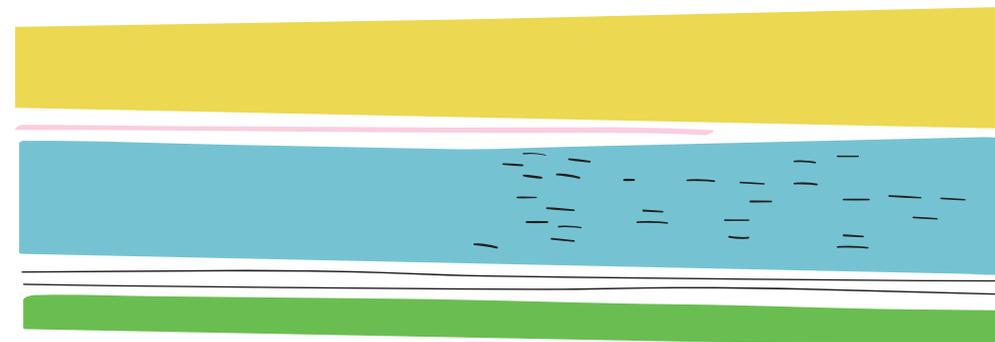
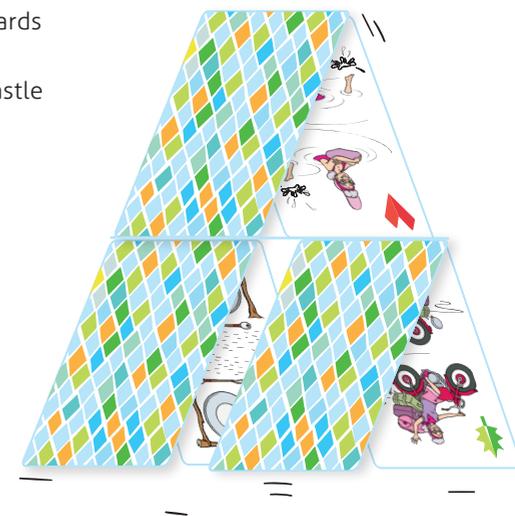
Use the most cards
to build a castle

CONTENT

Introduction	3
Morocco – with cards	5
Memory game	6
Black Peter /Aris (Old maid)	7
Red slippers (I)	8
Red slippers (II)	9
You're the donkeys	10
Macao	11
Durak	12
Filko	13
Kent-coupé	14

How to play

Stack the cards in the middle of the table and start building a **card castle** on top of the stack of cards. A player can move up to 2 cards at a time. For the castle, the cards must be carefully picked from the pile. The loser is the one who destroys the castle with a careless movement.



MEMORY GAME


2-6 (in proportion to the number of cards)


2 decks (or minimum of 16 cards / deck)


1


Find the pairs

How to play

For this game you have to use the **magical** and **magic-free decks** together. Shuffle the cards and place them face down on the table. The first player flips two cards and shows them to the others. If they are paired, you can take them, and watch another two cards. If no match is found, the next player's turn. The game ends when all pairs of cards have been matched. The player with the most pairs wins.



FEKETE PÉTER / ÁRIS


2-6 (in proportion to the number of cards)

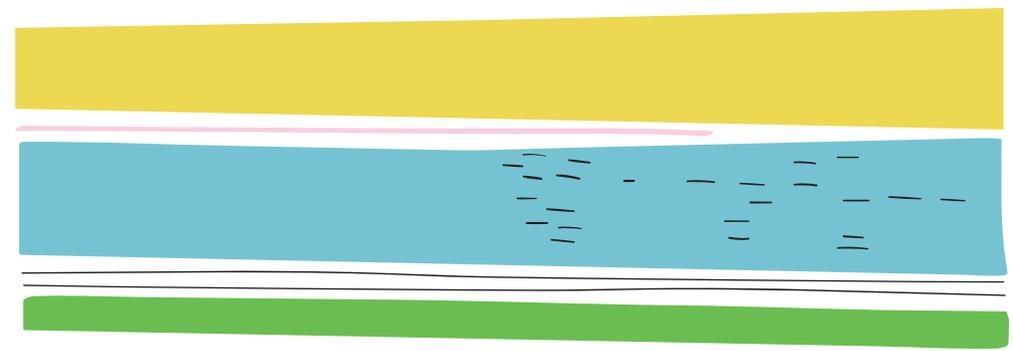

2 decks (or minimum of 16 cards / deck + Aris)


1


Find the pairs and avoid Black Peter / Aris (Old maid)

How to play

The dealer distributes an equal number of cards to each player. One player will have one more card and will start the game. Everyone looks at his/her own cards that may have a pair right away (a magical and magic-free version of the same card), he/she puts it down the table in front of himself/herself, and the game begins. The player to the left of the first player can draw a card. If he/she succeeds in making a pair, he/she can immediately put it down, and he/she will turn to his/her left neighbour, who will draw a card from him/her. The game has to be played until a player holds the last card, which is Aris (Black Peter/Old maid), and he/she is the loser of the game.



RED SLIPPERS (1)



2-6

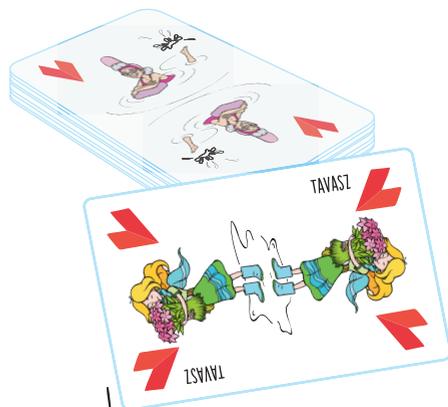


1 or 2 decks

To put down the cards
on the table

How to play

The dealer shuffles the cards and places them face down in a circle or the shape of slippers. He/she puts the last card face up in the middle of the shape. The game starts clockwise, and the player to the left of the dealer starts. He/she picks up one of the flipped cards and, if the colour is the same as the one in the middle, he/she puts it on the one in the middle, then draws another card, places it on top of the stock and the next player can come. If the colour of the face up card does not match the colour of the card in the centre, you need to pick cards until the same colour is found.



When the flipped cards run out, players can only play with the cards in their hands. If at that time a player cannot put a colour on the colour, he/she must pick up the top card of the deck and next player is coming.

The player who runs out of cards first wins the game.

RED SLIPPERS (2)



2-4



1 or 2 decks

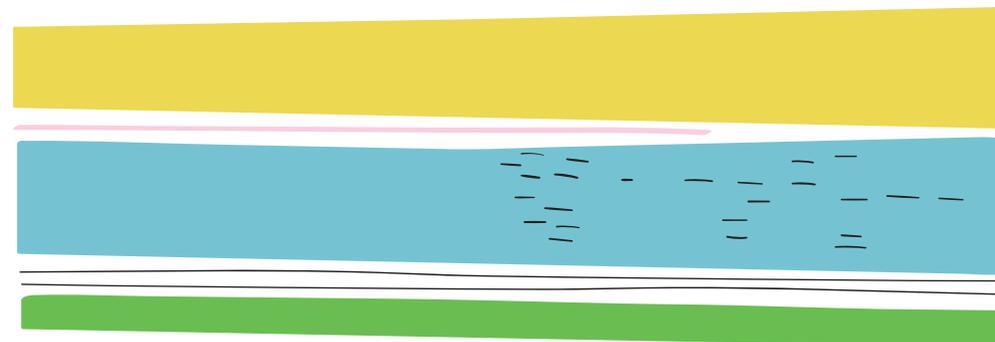
To put down the cards
on the table

How to play

Another version of the Red slippers is sometimes referred to as "red comes, take it," which in practice betrays the rules of the game. In this version, the dealer shuffles the cards, and then distributes the same amount of cards to everyone. The cards are kept by the players in a stack face down. The first player turns up a card, and places it in the middle. His/her followers draw one card from the top of their decks, and place it in the middle until someone draws a red one (heart), then the next player must pick up the whole stack so far, put it under his/her own cards, and place a new card in the middle.

The player who runs out of his/her cards first wins the game.

(But there are some people who play the game in reverse – the goal is for the winner to get the whole deck, so if he/she draws red he/she picks up the cards himself/herself.)



YOU'RE THE DONKEYS



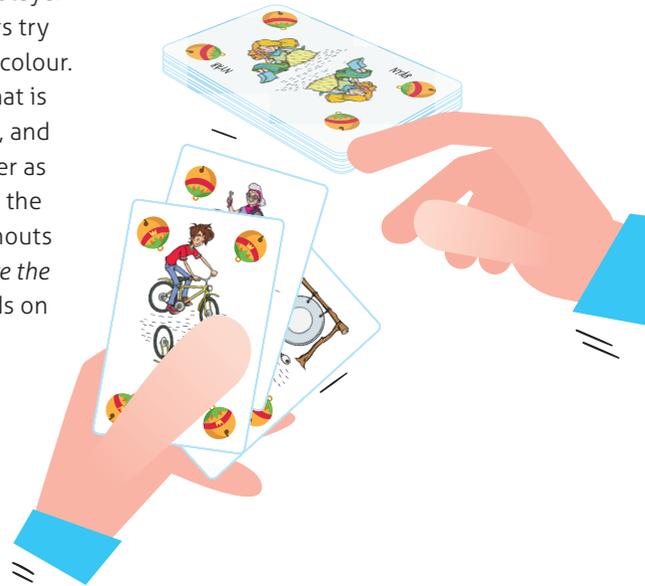
1



Collect eight cards of the same colour.

How to play

The dealer hands 8 cards to everyone. The game moves clockwise, and the player to the left of the dealer starts. Players try to collect all eight cards of the same colour. The first player gives an extra card that is not needed to his/her left neighbour, and then it's his/her turn. The game is over as soon as someone manages to collect the whole line of the same colour, and shouts with a triumphant exclamation: *You're the donkeys!* He/she spreads his/her cards on the table.



MAKAÓ



2



Get rid of the cards

How to play

The dealer gives everyone 5 cards, then puts one card face up in the middle – this will be the first card on the discard pile, and the remaining cards are placed next to the discard pile face down, – it will be the stock. The player to the right of the dealer starts with a card of the same colour or value as the first card of the discard pile. If he/she can't, he/she draws from the stock, and the next player comes.

When placing the special cards of the game, we may ask from the next player the following:

King: We can determine which character to put down next.

Ace: We can ask for a different colour than the ace.

7: If the next player cannot present a 7, then he/she must pick 2 cards. If he/she can, the next player picks up 4 cards.

When placing the penultimate card, the player must say "*Macao*" to draw the attention of the others. If you fail to do so, you must draw 5 cards from the stock. If the game runs out of the stock, the discarded cards must be shuffled, and used again as a draw stock. The winner is the first to get rid of all his/her cards.



DURÁK



2-6



1 or 2 decks



2

Get rid
of the cards

How to play

The dealer shuffles the deck (s), shows the bottom card of the top deck after the raise, this is the trump, and then, depending on the number of players, he/she distributes the same number of cards to each player:

- 5-5 cards for 2-3 players,
- 3-3 cards for 4-5 players.

The remainder of the card will be drawn.

The player to the left of the dealer starts, and then the game goes clockwise. The first player puts an arbitrary card on the table, the next player can only place a card of the same colour, or the colour of the trump, and the same value or bigger. Anyone who cannot continue the round picks up all the cards so far, and continues playing with another card. The player who picks up the entire deck loses the game.



FILKO

4
(doubles – opposites
form a pair)

1 deck



3

To obtain at least 6
of the 4 aces and 4 tens
available

About the cards

In this game, unlike most games, the value of the cards changes.

The strongest card is the bell upper Knave, followed by leaf, heart and the bell. They are followed by the trump – selected colour – ace, 10, king, lower Knave, 9, 8, 7 and then cards of the three more colours.

How to play

The first game is dealt by the tallest player. After shuffling, the player to the left of the dealer raises the deck in half. He/she shows the bottom card of the raised deck which becomes the trump. (In case of the upper Knave, the colour of the card underneath will be the trump. The dealer gives out eight cards after the raise. The upper Knaves always take on the colour of the trump, so if the trump is red, for example, all the upper Knaves are red. Thus, the colour of the trumps consists of 11 cards, while the rest are only seven.

The player to the right of the dealer starts the game. He/she calls (places) a card on the table. If you have a card of this colour, you should put that on it, if not, you should put a trump on it, and if you do not have a trump either, any card may be discarded. The strongest card takes the punch, and the player, who took the cards, calls for the next colour. Since the upper Knaves are always in the colour of the trumps, the upper Knaves can only be placed for a trump call, and also, if there is no called colour in our hand. At the end of the game, both teams count the number of aces and tens. Regardless of the number of punches, the winner is the one who succeeds in collecting six of the aces and tens. The next round is dealt by the losing pair until they are able to collect six of the aces and tens.



KENT-COUPÉ



4
(doubles – opposites
form a pair)



1 deck



To get 4 cards of the same
colour and secretly tell it
your pair

How to play

The dealer shuffles the deck and hands each player 4-4 cards face down, and places another four cards face up in the middle.

Once the game starts, everyone, regardless of order, can swap the cards in their hand with the cards on the table. When no one changes, the dealer picks up the four cards into the stock without asking, and puts down another four. As soon as one manages to get four of the same colours, he/she must let his/her partner know that there's a row, so he/she can say "KENT"!

If the partner correctly perceives the signal and says "KENT" correctly, the pair wins.

If both members of the pair have completed their rows, "DOUBLE" should be declared for the double point.

If the companion misinterprets the signal, and says "KENT" too early, the opponent will receive the point.

If the opponent has first noticed the other team's signal, and has not yet said "KENT", then they can say "COUPÉ" to steal the other team's point.



