

Name of the game: Africard



Goal of the game: quick response

Age: 10-17 years

Members: 2 gamers

Duration: 10–15 minutes

Material you need: min. 18 cards

Description

The two players face each other and get nine cards each. The nine cards get put in a stack and the stack gets placed in front of the

player. Now each player has an animal. The player with the bigger animal wins (the order is at the bottom of the page) and collects both cards (his winner-card and the card of the player who lost) and puts them in his stack. The goal of the game is to get as many cards as possible or all of them. The game ends when either one player doesn't have any cards left or when the players decide to stop after a certain amount of time.

The order of the animals: elephant, giraffe, buffalo, hippopotamus, lion, zebra, desert fox, meerkat, scarabaeus

What happens when both players have the same animal? The next card gets turned and now the winner gets all four cards. If both players again have the same card it gets repeated as long as there is a winner.

Evaluation:

- i. Interesting ★ ★ ★
- ii. Exciting ★ ★ ★ ★
- iii. Communicative ★ ★
- iv. Edifying ★
- v. Cheerful ★ ★ ★ ★ ★
- vi. Interactive ★ ★ ★ ★
- vii. Imaginative ★