

Kariba

Uses two decks (104 cards)

2 - 6 players (best 2 players)

Animals gather around a water hole. Different card values are different animals (Aces are mice and Kings are Elephants) A large amount (three or more) of an animal type will chase away the next smallest animal group from the water hole and those cards will be put in the players pile. The player with the most cards in their pile at the end of the game wins. The game ends when the deck runs out of cards. Aces (mice) will chase away Kings (Elephants) but will be chased away by everything else.

Each player is dealt 7 cards.

Each turn the player places at least one card in the center. If they have a pair or 3 or 4 of a kind they can place more than one card as long as all placed cards have the same value (A, 2, 3, etc). The cards in the centre have a separate stack for each value. If the stack the player adds to ends up having 3 or more cards the player will collect the next lowest stack. At the end of the turn the player picks up cards from the top of the deck, replacing cards until they again have 7 cards.