

Mau Mau Rules

32 cards (7-ace) are used

Each player receives 5 cards

The rest are used for a draw pile

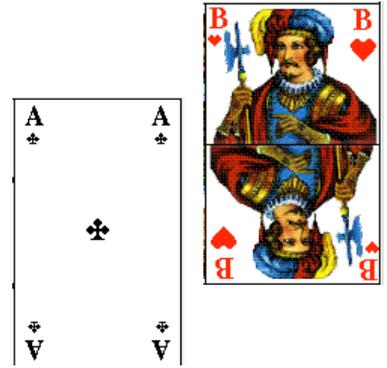
1 card is turned to start the game (clockwise)

One can play the same suit or the same card

If one can't play, one must draw 1 card and skip

When one is down to 1 card in one's hand, that player must yell "mau" or else draw 2 cards

The winner is the one who gets rid of all cards first and gets to yell "mau mau".



Special cards:

A "7" forces the next player to draw 2 cards and skip. That player, however, can also play a "7" and the next player has to draw 4 cards etc.

An "8" forces the next player to skip

An "Ace" allows the player to play an additional card (if possible)

A "Jack" can be played at any time and allows the player to set suit

A "King of Hearts" forces the next player to take 3 cards and skip.