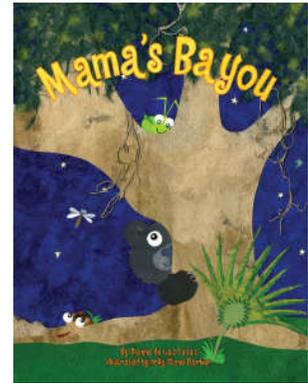


Mama's Bayou Card Game Instructions

Based on the children's picture book
Mama's Bayou
By Dianne de Las Casas
Illustrated by Holly Stone-Barker
Pelican Publishing Company



Creating the Cards:

Print out 4 copies of each set of cards on card stock. To create the patterned side of the cards, feed the animals cards into the printer on the opposite side and print the text patterned .pdf. Cut them out. For better protection of the cards, laminate the cards. There are 6 cards to each sheet. You will have 48 cards. 48 cards constitute a full deck of the Mama's Bayou Cards.

Card Storage:

Cards can be stored in a clear zip bag or in a bandage tin or similar size box.

THE CREEPY CRAWLY CARD GAMES

Mama's Bayou Memory

Object: To collect the most pairs of cards.

1-4 players

- Shuffle the cards and lay them on the table, face down, in a pattern (6 rows of 8 cards = 48 cards).
- The youngest player goes first. Play then proceeds clockwise.
- On each turn, a player turns over two cards (one at a time) and keeps them if they match exactly. If they successfully match a pair of numbers, that player also gets to take another turn.
- When a player turns over two cards that do not match, those cards are turned face down again and it becomes the next player's turn.
- The player who collects the most pairs of cards wins.

Slap Snap! (based on "Slap Jack")

Object: To collect most or all of the cards by eliminating other players.

2-4 players

- The Gators which say, "Snap, snap!" is the "Slap Snap!" card.
- Deal out all cards face down to all the players as evenly as possible. Players should not look at their cards. Use one deck for less than four players and two decks if there are more than four players.
- Turn up one card in the center of the table, starting with the player to the left of the dealer.

- Slap the pile of cards if a Gator card is turned up. The first person to notice the Gator card slaps their hand down on the pile of cards and wins the whole pile.
- Place the winning cards into the winner's face down pile. The player to the left of the winner turns up the next card in the center of the table, starting the next play.
- Rotate to the next player, allowing them to place a card face up. Continue through all the players, slapping the Gator card as the game progresses.
- Continue play. If a player has run out of cards, but still has face up cards in play, they may continue to slap the Gator card, winning cards in order to stay in the game. If they are entirely out of cards, they are out of the game and the game continues with the remaining players
- A player forfeits five cards if he accidentally slaps something other than the Gator card. He must give one card from his face down pile to the person whose card was slapped.
- Win the game by collecting all the cards from the other players.

Old Mama Bear (based on "Old Maid")

Object: To win by getting rid of the Old Mama Bear card.

2-4 Players

- Remove 3 of the Sleeping Mama Bear & Baby Bear cards from the deck.
- Shuffle all the cards and distribute the entire deck among the players. Players look at their cards and remove any pairs of matching cards from their hands, placing them face-up on the table.
- After all of the players have separated out their pairs, the dealer spreads her hand face-down and offers it to the person on her left. That player will choose a single card, and if it makes a pair, he will place the new pair face-up on the table.
- The player will then offer his hand spread face-down to the person on his left. Play continues clockwise until all of the pairs have been matched up.
- The player who is left with the Old Mama Bear card loses the game.
- If there are only two players, the person who is not left holding the Old Mama Bear card is the winner.
- To win a game with three or more players, the winner must accumulate the most pairs and not be left holding the Old Mama Bear card.

Go Fish in Mama's Bayou (based on "Go Fish")

2-6 players

Object: To collect the most pairs by the end of the game.

- Mix the cards up and place them face down.
- If 2 people are playing: each player is dealt seven cards.
- If 3 or 4 are playing: each player is dealt five cards.
- All remaining cards are placed face down, near all players' reach. This becomes the draw deck.
- A player should hold his cards so that no other players can see his hand. Any players with pairs should place them face up in front of him.

- The dealer starts the game by asking any other player for a card. (“Do you have an orange Bayou?” Describing the cards adds a critical thinking element.)
- If the player they asked has that card, he must give it to the dealer. The dealer then takes the matching card from his hand and puts both cards face up in front of him. He now takes another turn, asking any player for any card that they have in their hand. They continue to do so as long as they get the card they asked for from any player.
- When a player does NOT have the card the dealer asks for, the player says, “Go Fish in Mama’s Bayou!” The dealer must then take the top card from the draw deck. If the card picked matches a card in his hand, he can place the pair down next to them. If it does not match, he must keep the card in his hand.
- The player to the left of the dealer now takes her turn and the game continues in the manner above, in a clockwise direction.
- When there are no more cards left in the draw deck, players continue to ask for cards until one player is out of cards. Each player now counts how many pairs of cards they matched. The player with the most pairs wins.

