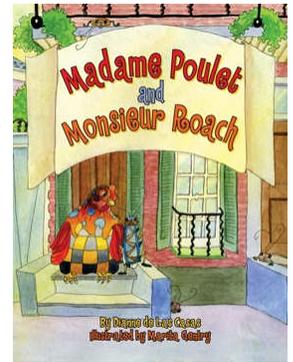


Madame Poulet and Monsieur Roach Creepy Crawly Card Games

Based on the children's picture book
Madame Poulet and Monsieur Roach
By Dianne de Las Casas
Illustrated by Marita Gentry
Pelican Publishing Company
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Creating the Cards:

Print out 4 copies of each set of cards (there are 2 sets, one with Madame Poulet [Mrs. Chicken] and roaches, and one with Monsieur Roach [Mr. Roach] and roaches) on card stock. To create the patterned side of the cards, feed the roach cards into the printer on the opposite side and print the diagonal patterned .pdf. To cut them, you can use a paper cutter, leaving a 1/8" white border around each card. For better protection of the cards, laminate the cards. There are 6 cards to each sheet. You will have 48 cards. Cut them out. 48 cards constitute a full deck of the Madame Poulet and Monsieur Roach Creepy Crawly 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

Madame Poulet 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 (Look carefully – the roaches are tricky!). 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 Roach (based on "Slap Jack")

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

2-4 players

- Monsieur Roach, the roach who is the large, blue and brown roach on a black background, is the "Slap Roach."
- 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 Monsieur Roach is turned up. The first person to notice Monsieur Roach 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 Monsieur Roach 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 Monsieur Roach, 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 Monsieur Roach. 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 Hen (based on "Old Maid")

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

2-4 Players

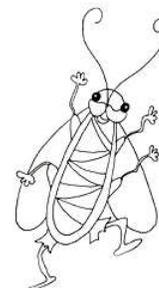
- Remove 3 of the Chicken cards from the deck.
- Shuffle all the cards and distribute the entire deck among the players. Players look at their cards and remove any pairs of matching cards from their hands, placing them face-up on the table.
- After all of the players have separated out their pairs, the 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 Hen card loses the game.

- If there are only two players, the person who is not left holding the Old Hen 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 Hen card.

Go Roach (based on “Go Fish”)

2-6 players

Object: To collect the most Roach 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 Roach. (“Do you have a green polka-dotted roach?” Describing the roaches adds a critical thinking element.)
- If the player they asked has that Roach, he must give it to the dealer. The dealer then takes the matching Roach from his hand and puts both cards face up in front of him. He now takes another turn, asking any player for any Roach 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 Roach card the dealer asks for, the player says, “Go Roach!” 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.

Crazy Chicken (A variation based on “Crazy Eights”)

2-4 Players

Object: To get rid of the cards onto a discard pile by matching the image of the previous discard.

- The dealer deals five cards, one at a time, to each player (seven each if there are only two players). The undealt cards become the draw pile are placed face-down on the table The top card of the draw pile is turned face-up and placed beside the draw pile to start the discard pile.
- Starting with the player to dealer's left, and continuing clockwise, each player in turn must either play a matching card face-up on top of the discard pile, or draw a card from the draw pile. Matching cards are roaches of the same color. If a player has a different



colored roach with the same pattern on the roach or on the border of the card, the color may be changed.

- If the top card of the discard pile is not a “Crazy Chicken,” a player may play any card which matches the image of the previous card (for example if the top card is an orange roach, a player can play another orange roach regardless of the pattern).
- A Crazy Chicken card may be played on any card, and the player of the Crazy Chicken nominates a new color and places that card on top of the discard pile, thus getting rid of two cards. The next player must play that color.
- For an added twist, Monsieur Roach can be used to change colors or as a “Reverse” or “Skip” card. The player must then nominate the new color.
- When a player has only one card in his hand, he must call out “Crazy Chicken.” If he does not and another game mate calls out “Crazy Chicken,” the player must then draw two cards from the draw pile.
- The first player to get rid of all their cards wins.

H-E-N or R-O-A-C-H (a variation based on “P-I-G” or “D-O-N-K-E-Y”)

3-10 Players

Object: To collect four of a kind and to avoid collecting the letters “H-E-N” or “R-O-A-C-H.”

- Deal each player four cards. Now each player looks at their hand and sorts the cards out, finding matches.
- The aim of the game is to collect four of a kind. If a player has four of a kind, he quickly and quietly puts a finger on his nose. When the other game mates see a player put a finger on his nose, they must do so too (regardless of whether or not they have four of a kind). The last player to put a finger on his nose gets a letter - first H, then E, then N as the rounds progress.
- The undealt cards are placed face-down in a draw pile. The cards that are discarded face-up become the “Roach Pile.”
- The person to the left of the dealer goes first, pulling the top card from the draw pile and then discarding a card face-up on the Roach Pile. This continues in a clockwise direction.
- Any player, at any time, may “smack a roach” in the Roach Pile, taking that card and discarding one of their own.
- If a player collects four hens and touches his nose, not only does he win the round but all players are automatically given a letter and the last player to touch her nose receives an extra letter.
- The first player to reach "H-E-N" is the loser. The winner of the game is the player who has collected the least letters. If you want a longer game, try playing with “R-O-A-C-H” instead.

Roach Party! (Original game by Dianne de Las Casas)

Object: To be the first player to collect a hand of two Monsieur Roach cards and roach friend cards (no Madame Poulet [chicken] cards in hand!).

2-4 Players



- After the cards are shuffled, the dealer distributes five cards to each player. Players look at their cards to determine what they need to gain and what they need to lose.
- The remaining cards are placed face-down as the draw pile.
- The player to the left of the dealer picks a random card from the dealer's hand. The dealer then pulls a card from the draw pile. This continues in a clockwise direction.
- When all the cards from the draw pile are pulled, the game continues with each player drawing a card from the player to his left.
- The first player to collect a hand that contains two Monsieur Roach cards and no chicken cards yells "Roach Party!" and wins.

Pass the Poulet! (Original game by Dianne de Las Casas)

2-6 players

Object: To win by passing the Poulet (chicken) and collecting the most roach pairs for the party.

- After cards are shuffled, the dealer distributes five cards to each player. The undealt cards are placed face-down in a draw pile.
- Players immediately place pairs in front of them, face-up in the "Pair Party" pile.
- The player to the dealer's left begins by drawing a card from the draw pile.
- If she has a Monsieur Roach card and a Poulet card, she can yell "Pass the Poulet!" and pass her Poulet card to the game mate on her left. She then gets to steal a pair of roaches from each player's "Pair Party" pile. The Monsieur Roach card is discarded in a pile next to the draw pile so it may not be played again.
- The game continues in this fashion moving in a clockwise direction.
- When all the Monsieur Roach cards are played, the game is over.
- Being left with Poulet in hand is a penalty (she crashes your party). For every Poulet card in a player's hand, a pair must be subtracted from her "Pair Party" pile.
- Unplayed pairs in a player's hand by the end of the game do not count in that player's "Pair Party."
- The player with the most roach party pairs wins.

