

Family Poen

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For 2 – 4 children, aged 7 – 12 years.

This is family Poen (paying man), or rather, the male members of the family. From baby to great-grandfather, all buffed players. They are always up for a quick game of Mau-Mau. No question that it is about the matter and money. So, to the cards, family Poen asks for the game! The goal of the game: Everyone tries to get rid of their cards first. If you succeed in this, you will collect cash from all other players. Whoever has the most money at the end wins the game.

Set up

1. Each player gets the following denominations of coins: 1 x 50, 1 x 20, 2 x 10, 2 x 5, 4 x 2 and 4 x 1.
2. The deck of cards is shuffled and each player is **dealt 5 cards** face down. The remaining cards form the draw pile and are placed in the middle of the table. The top card is flipped over and placed face up next to the draw pile. The hand cards are held in way that no other player can see them.

Rules

The cards

Each member of Family Poen has its own card value:

- **Baby** has always value 1
- The **boy** has always value 2
- The **older brother** has always value 5
- **Dad** Peon has value 10
- **Granpa Poen** has value 20
- **Gran-Granpa** has always value 50

Each card value comes in six different colors: red, blue, yellow, green, grey and purple.

Gameplay

The youngest player starts the first round. He must play one of his cards onto the face up discard pile by matching either:

- The **same value** of the face up card or

- The **same color** of the face up card.

Example: the top face up card shows a 'blue 50', so the player can either play a 50-card of any color or another blue card of any value.

If the player has a matching card in his hand, he can play it onto the face up card in the discard pile, thereby ending his turn and the next player in turn must now follow the requirements of the new top card.

If a player doesn't have a matching card, then he must draw the top card from the draw pile. If this newly drawn card matches, he may play it immediately. If it doesn't match, his turn is over and it becomes the next player's turn.

The game continues in this manner and players keep trying to get rid of all of their cards. When a player plays his **fore-last card**, he must announce 'Zahlemann'. Should he forget to announce the phrase, he must draw the top card from the draw pile, which he may not play immediately even if it fits. So, be alert!

If a player plays his **last card** he announces 'Zahlemann und Soehne' and ends the current round. The winner of the round receives payments from each other player.

Each other player must pay to the winner, the exact sum of all his remaining hand cards in coins.

Example: The round is over and a player still holds a '50', a '20' and a '5' in his hand. He must pay the winner a total of 75 in coins.

It's allowed to change coins if you can't pay exact.

New round, new luck

After all player have paid their dues to the winner, all cards are collected, shuffled and each player is again dealt 5 cards face down. As before, the top card of the draw pile is flipped and laid face up next to the pile. The player **who paid the most** to the winner in the previous round, becomes the starting player of the new round. Perhaps he's now blessed with more luck.

Game end

As soon as any one player **runs out of money**, or can't pay his debt in full, the game is over. Everyone counts his total money. The player with the **most money wins**.

Variants – with special character abilities

Cards value '1'

When you play a card with value '1' you **may play another card immediately** afterwards, if you have another matching card in your hand. If you don't, your turn is over.

Cards value '50'

If you play a card value '50', you force the next player in turn, to **pick up the top card** from the draw pile. The player must keep this card and **may not play** any card in this turn.

Cards value '2'

When you play a card value '2', every player must **pass all of his hand cards to the next player** to his left in play order. The players then continue playing with the new cards.