

TELEPATHY

Number of players: **teams of 3-6 people**
Player Age: **8+**
Duration: **15-30 minutes**

Materials needed:

A deck of cards for each group.

Space:

Playing space for each group - a table or school bench (accessible from all sides) and chairs.

Preparing for the game:

1. Prepare a playing space in the room and a deck of cards for each team.
2. Make sure all class members are familiar with the cards and are able to arrange them by seniority in order from ace to king. If they are not, introduce the order of the cards to the class (ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king). Ask each team to arrange one color from the deck on the table according to the order.
3. Each group will play its own separate game - they are not connected in any way, they run in parallel.

Elements of the game:

- A deck of cards divided into colors,
- 4 jokers (chance cards).

Target

The players' task is to place the cards on the table in order from lowest to highest in complete silence before all the chances are used up. The winning end of the game is when all players lay down all the cards from their hand in the correct order. A losing game is one during which the team loses all chances (all jokers are turned over).

Preparing the first round:

1. In the first round we use only one color of cards (13 cards), the other 3 colors are placed grouped in 3 piles on the side of the table.
2. In a place visible to everyone on the table, we put 4 uncovered jokers from the deck.
3. Deal one card from the first color to each player. The remaining cards are set aside next to the other colors as a fourth pile.
4. Players do not show their cards to each other - they only see their card.

The course of the round:

1. When a player is ready to start a turn, he declares it by placing his hand on the table.
2. When all players declare readiness, the game begins. From this point until the end of the round, all players remain completely silent.
3. The players' task is to lay all the cards from their hand on the table in order from ace to king.
4. The order in which players move is arbitrary - it does not go clockwise. The card is dealt by the player who seems to have the lowest value of all the cards in the game at that moment.
5. If a player notices that he has a card in his hand that is lower than the one that appeared on the table, he immediately reveals it. Being late in revealing a card means losing one chance. The player turns over (face up) one joker that is on the table. The game continues.
6. The round ends when each player draws all the cards from his hand or when all the jokers on the table are face up.

Subsequent rounds:

1. When players manage to lay out all the cards from their hand in the correct order, and at least one face-up joker remains on the table, a new round begins.
2. All cards from the playing color or colors (see section "Adding Colors") are collected and shuffled.
3. We deal cards to the players - always one more card than in the previous round.

Adding color:

1. If there are only 3 cards (or less) left in the pot after the cards are dealt to the players, another color is added to the game. For example: The game involves 4 people. They played the first two rounds with spades alone. In the third round, each player receives 3 cards each, so after dealing the cards to the four players (12 cards) there would be only one spades left in the pot - the players then combine the decks of spades and hearts, shuffle them with each other and only then deal the cards.
2. After the reshuffled cards are dealt, the gameplay continues as in previous rounds. Players lay out their cards from lowest to highest first in one color (initiated by the player who first decides to lay out a card) and then in another.
3. If a player has a card of the first suit in his hand and someone else draws the second suit, it is a situation analogous to having a card smaller than the one on the table - the player then reveals this card, covers the joker and the game continues.

Example: When the last card laid out on the table was the 10 of spades, and one of the players put the ace of hearts on it, the player who holds the king of spades immediately reveals it.

Completion of the game:

The game ends after 6 rounds or when players lose all their lives (cover all 4 jokers).