

Mammoth (2-6 players)

Object:

The object of the game is to discard pairs (matching cards by numbers), until all players except one have no cards left.

Cards:

Use 4 of the 5 suits, plus the black 25 Woolly Mammoth card, therefore, using 45 cards.

Deal:

The dealer deals all the cards face down to the players in a clockwise direction, so some players may have an extra card. Players discard any two matching cards by numbers (pair) face up, excluding the black 25 Woolly Mammoth card.

Beginning with the dealer, each player takes turns offering his hand face-down to the person on his left. That person selects a card and adds it to his or her hand. This player then sees if the selected card makes a pair with their original cards, if so, the pair is discarded face up. The player who just took a card then offers his or her hand to the player on their left and so on. A player is allowed to shuffle his hand before offering it to the player on his left.

Loser:

The player who ends up with the Black 25 card (Mammoth) is the loser.
