

MAMMA I

a card game from 2 to 4 players

MATERIAL

Only 55 cards of the box are utilized for this version, specified below.

- *The reference card *Mamma 1*
- *4 *Guests* cards (see the next drawing)
- *the vertical *wc* card
- *the card with the red cross (*Hospital*)
- *the card with the red minibus (*Schoolbus*)
- *7 *ingredients cards* (with the green tablecloth)



- *8 *money* cards (three of value 3, three of value 2 and two of value 1).
- *20 *movement* cards (four of value 3 eight of value 2 and eight of value 1).



- *2 series of 6 *characters* cards



Grandpa Grandma Mamma Wife Husband Son

The *Grandpa*, *Grandma* and the *Mamma* are the *grandpa*, the *grandma* and the *mamma* of the *Wife*.

The *Son* is the *son* of the *Wife* and the *Husband*.

The top left number on each card indicates the age of each *character* and it will be important for the rule “*Stealing Ingredients*”, explained later.

AIM OF THE GAME

Each player plays *movement* or *money* cards in order to make the 6 *characters* buy the *ingredients* for dinner (the cards with the green tablecloth).

The *ingredients* cards will give *victory points* (*vp*) to the *characters* which will possess these cards at the end of the game.

PREPARATION

Take a complete series of 6 *character* cards, paying attention to take the *Grandpa* card with the logo of the game on its back.

Then, establish randomly a player (A), who takes these cards and secretly chooses one of them, placing the others 5 cards on the table, face down.

All other players take one *character* card directly from the table, randomly.

The remaining cards must be removed from the game, face down.

In this manner, each player will have a *secret character* of the *family*, with which he/she will try to win the game...

Each player must keep his/her *secret character* card in front of him/herself, face down and in vertical position.

Place on the table the other 6 *character* cards, in a vertical row and in decreasing order of age. The *Grandpa* card (on top) must show this side. Then, place the *Schoolbus* card under the *Son* card. These 7 cards (6 *characters* and 1 *schoolbus*), one under the other, constitute the *area of play*.



During the game the players will place the *movement* and *money* cards to the right of these 7 cards (see later).

Place the vertical *wc* card, the *Hospital* card and the 4 *Guests* cards aside.

The 7 *ingredients* cards must be shuffled. Five of these 7 cards must be placed on the table, in a vertical row, face up. The remaining 2 *ingredients* cards must be removed from the game.

Prepare the game deck, shuffling the 20 *movement* cards and the 8 *money* cards together, face down. The numbers on these cards represent, respectively, *movement points* (*mp*) and quantities of *money*.

Reveal and put face up on the table, the first 4 cards from the deck and start the game.

THE GAME

The game lasts 6 turns. Each turn, (for 5 turns), consists of many player tricks, until 28 cards are played, after which the top card in the row of the *ingredients* cards will be assigned to one of the 6 *characters* of the game (see “*The ingredients’ assignment*”).

When an *ingredient* card is assigned, the turn is over and another one begins.

The sixth and last turn is called “*Dinner Hour*” and it will be explained in the corresponding paragraph below.

The player to the left of the player A starts the game, then it continues clockwise.

THE TRICK

During his/her trick, each player must choose one of the following 4 options.

1) Playing cards

The player chooses and takes 1 *money* card or 1 *movement* card or 2 identical *movement* cards, from the cards face up row near the deck.

The cards taken by the player must be replaced with cards from the deck (if there are sufficient cards in the deck).

Example:

a player chooses and takes 2 *movement* cards of 3 *mp*, then takes 2 cards from the deck and puts them in the face up row (so that there will be 4 face up cards for the next player). If there had been just 1 card left in the deck, the player would have revealed and placed that card leaving only 3 cards face up for the next player.

Then, the player places the chosen cards into a row of the *area of play* to the right of one of the 6 *characters* cards or to the right of the *Schoolbus* card.

The following restrictions must be observed

- It’s not allowed to place cards
 - * into rows with 4 cards
- It’s not allowed to place a *money* card
 - * into the *schoolbus*’s row
 - * into rows with 2 *money* cards.

2) WC (Water closet = bathroom)

The player doesn’t take any card from those face up near the game deck.

Then, he/she assigns the *wc* card (saying “*wc*”) to one of the 6 *characters*, on the condition that this option has not been chosen by a previous player in the turn.

If the *wc* option wasn’t yet chosen by any previous player in the turn, all the players, starting from the player to current player’s left, propose one *character*.

The *wc* card is assigned to the *character* who gets the most votes (with a tie, the trick player’s vote counts as 2 votes) and the *wc* card is placed to the left of that *character*’s card. The assigned *wc* card doesn’t count for the rule of the 4 cards in a row.

The purpose of this assignment is explained in the paragraph “*The ingredients’ assignment*”.

3) Removing 1 card from the area of play

The player doesn’t take any card from those face up near the game deck.

Then, he/she removes 1 card from any row of the *area of play*, on the condition that it is the last card to the right of the chosen row, in third or fourth position.

In effect it’s not allowed to remove the first 2 cards of any row.

The removed card must be put aside, face down.

As soon as 5 cards have been put aside, this option is not allowed any longer.

4) Turning 1 ingredients card

The player declares to stop playing cards in the current turn. This can be done during any part of a turn, when it is that player’s trick.

Each player can choose this option just once in the game. When a player chooses this option, he/she must turn his/her *secret character*’s card into a horizontal position, to remind that he/she has already chosen this option.

Choosing this option, the player turns one vertical ingredients card to the left of any *character* card into a horizontal position.

If a player chooses this option, he/she will be able to play cards in the next turn.

The purpose of this action is explained at the paragraph “*Stealing Ingredients*”.

The Guests

In addition to these 4 options, each player, during his/her trick, can also assign 1 *Guests* card.

The player takes the *Guests* card with the highest negative value available at the moment (-6 or -5 or -4 or -3) and places it to the left of any *character* card.

Each player can assign just one of these cards during the game, and not to a *character* that already has a *Guest* card.

At the end of the game, this kind of card will give negative *vp* to the chosen *character* (-6 or -5 or -4 or -3).

Hint: it’s important to assign the *Guests* card to the secret character of another player (if you have realized who it is), and not to a neutral character.

THE END and THE BEGINNING OF THE TURN

As soon as a player (X) places the 28th and last game card into a row of the *area of play*, the turn ends immediately and the top card in the row of the *ingredients* cards is assigned (see “*The ingredients’ assignment*”).

After this assignment,

- the *wc* and *Hospital* cards must be put aside (the *Hospital* card is explained later)
- all the *movement* and *money* cards (those in the rows of the *area of play* and those put aside) must be taken and shuffled, creating a new game deck
- 4 cards must be placed face up near the new game deck

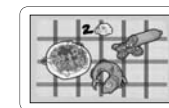
The player to the left of Player (X) starts the new turn.


THE INGREDIENTS CARDS

Victory Points


The *ingredients* cards constitute the principal target of the game.

At the end of the game, the *characters* with these cards in their rows will get *vp*, as specified in the last paragraph “*The Victory*”.



You must pay attention to the *ingredients* cards with the *Mother-in-Law icon*  as these cards will give negative *vp* (-5, -3, -1).

The costs

The cost of each *ingredients* card is indicated by the black number in the center of each card (1 or 2 or 3 .

The ingredients’ assignment

At the end of each turn, the topmost *ingredients* card of the turn is assigned to the *character* that has, in *his/her* row in the *area of play*

- sufficient *money* to buy the *ingredients* card
- the highest sum of *movement points*.

When counting *mp*, the *wc* card counts as -1 *mp*, while the *Hospital* card counts as -2 *mp* (the rule of the *Hospital* card is explained in the next paragraph).

In a tie of *mp*, the *ingredients* card is assigned to the *character* with the most *money* in his/her row.

If there is a tie there, the *ingredients* card is assigned to the youngest *character*.

If no *character* can buy the *ingredients* card, it must be removed from the game.

Any *ingredients* card bought by a *character* must be placed, in vertical position, to the left of *his/her* card in the *area of play*, face up.

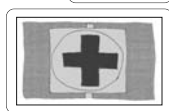
When the fifth and last *ingredients* card is bought, the *Dinner Hour* turn begins (see the corresponding paragraph).

THE SCHOOLBUS AND THE HOSPITAL

If a player plays or removes *movement* cards so that the sum of the *movement points* in the row of the *schoolbus* matches that of the row of a *character*, the player may declare that the *schoolbus runs over that character*.



In this case, the *Hospital* card must be placed into the row of the *character*, to his/her left.



The *Hospital* card can move from the row of a *character* to another *character's* row, depending on the *movement* cards played or removed by the players.

Example:
the sum of the *movement points* in the row of the *schoolbus* is 3 (three cards of 1 *mp*) in the row of the *Grandpa* is 2 and in the row of the *Mamma* is 6.
A player removes the third card to the right of the *schoolbus's* row (its sum now equals 2).
Consequently, the player declares that the *schoolbus runs over the Grandpa* (the sum in each row is 2) and the *Hospital* card is placed to his left.
The next player plays 2 *movement* cards of 2 into the *schoolbus's* row (its sum becomes 6).
Consequently, the player declares that the *schoolbus runs over the Mamma* (the sum in each row is 6) and the *Hospital* card moves to her left.

The *Hospital* card doesn't count for the rule of the 4 cards in a row.

STEALING INGREDIENTS

During the game, any player can have the chance to move an *ingredients* card from one row into another row.

- 1) If a *character* is younger than a *character* (check the top left age numbers on every *characters* card)
- 2) And if a player plays or removes *movement* cards so that the sum of the *movement points* in the rows of those *characters* becomes the same
- 3) This player may move 1 *vertical ingredients* card from the left of the older *character* to the left of the younger *character*, maintaining the *vertical position*.

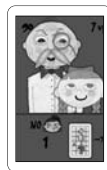
Example:
in the row of the *Grandpa* there are 2 *movements* cards of 2 *mp*, while in the row of the *Wife* there is 1 *movement* card of 1 *mp*.
A player plays 1 *movement* card of 3 *mp* into the row of the *Wife*. Both these *characters* now have 4 *mp* in their rows, therefore the *Wife*, who is younger than the *Grandpa*, may steal one of his *ingredients* cards.

Any *character* can steal *ingredients* from an older *character*, except
* the *Son* (he's not interested in them)
* the *Grandpa* (he's the oldest)

However, the *Grandpa* has one chance to steal *ingredients*: he must take the *Child* from the *schoolbus*.

If a player plays or removes *movement* cards so that

- a) there are 4 *movement cards* in the *schoolbus's* row
- b) and the sum of the *movement points* in this row is the same sum of the *movement points* in the *Grandpa's* row
- c) the current player may turn over the *Grandpa* card, showing the side "*Grandpa with the Child*".



From that moment on, if a player plays or removes *movement* cards so that the sum of the *movement points* in the row of the *Grandpa with the Child* and in the row of another *character* becomes the same, the *Grandpa with the Child* may steal a vertical *ingredients* card from this *character*, observing these conditions:

- a) he can steal just 1 *ingredients* card for the entire game
- b) the *ingredients* card must be without the *Mother-in-Law* icon

As general rule, no *character* can take away

- 1) the *ingredients* cards from a *character* in whose row the *wc* or *Hospital* card is present
- 2) the *ingredients* cards that are in *horizontal position* to the left of any *character*

Therefore, it's important to turn the *ingredients* cards from the *vertical position* into the *horizontal position*, choosing the option to stop playing in the turn, explained above.

SPECIAL CHARACTERISTICS OF SOME PERSONS

- 1) The *Grandpa*, the *Grandpa with the Child*, the *Grandma*, the *Mamma* and the *Husband* get respectively +3, +7, +5, +3 and -5 *vp* at the end of the game, as indicated on their cards and in the paragraph "*The Victory*".
- 2) If a player makes the *schoolbus run over the Son*, this player must place the *Hospital* card in the row of the *Son*, to his left (as explained earlier).
In addition to placing the *Hospital* card, the player must choose and remove from the game half of the *Son's vertical ingredients* cards (rounded down), if present, to the left of his card (*lost in the incident*).
- 3) The *Son* can never steal *ingredients* cards (as explained above)

DINNER HOUR

As soon as the last *ingredients* card is assigned, the sixth and last turn, called *Dinner Hour*, begins.

Beginning with the trick player, whoever hasn't yet placed his/her *Guests* card does so now (see above).

Then, the players play this turn, applying all the rules explained above. When this turn ends, the players must total the *movement points* in each row of the *area of play*, to determine the order of the *arrival at the dinner table* for all 6 *characters*.

Note: the *wc* card counts as -1 *mp*, while the *Hospital* card counts as -2 *mp*.

The *character* with the highest sum of *movement points* sits at the table as first.
The *character* with the second sum sits at the table as second, and so on.
With a tie, the oldest *character* sits at the table first.

The *money* cards in the rows and the *order of arrival at table* will give *vp* to the *characters*, as explained below.

THE VICTORY

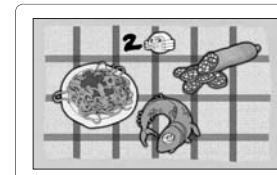
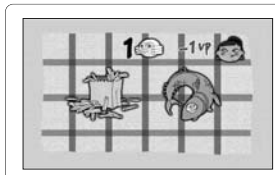
At this point, take paper and pen and write down the *vp* of each *character*, depending on the following criteria.

- 1) The drawings on the *vertical and horizontal ingredients* cards to the left of every *character card* are checked.

Matching *ingredients* on 5 cards gives 15 *vp*
Matching *ingredients* on 4 cards gives 10 *vp*
Matching *ingredients* on 3 cards gives 6 *vp*
Matching *ingredients* on 2 cards gives 3 *vp*
Every individual *ingredient* on the *ingredients* cards that do not have the *Mother-in-Law* icon and that did not count toward matching above gives 1 *vp*.

- 2) The red numbers on the *ingredients* cards with the *Mother-in-Law* icon are counted as negative *vp* (-5, -3, -1).
These cards do not count toward individual *ingredient* scoring but can count towards matching *ingredients*.

- 3) The *Guests* card, if present, is counted as negative *vp* (-6, -5, -4, -3).



Example:
if the *Wife* has received the *Guests* - 3 *vp* and has these 2 *ingredients* cards, she gets

- 3 *vp* for the pair of *fishes* (found on both cards)
 - 2 *vp* for the *spaghetti* and the *salami* of the second card
 - 1 negative *vp* as indicated by the red number of the first card (*Mother-in-Law*)
 - 3 negative *vp* for her *Guests* card
- Her final sum is 1 *vp*.

- 4) Each *character* receives 1 *vp* per point of value of the *money* cards in his/her row.
- 5) The *Grandma* gets 5 *vp*, the *Mamma* gets 3 *vp*, while the *Husband* gets 5 negative *vp*.
- 6) The *Grandpa* gets 7 *vp* if his card shows the side *Grandpa with the Child*, otherwise the *Grandpa* gets 3 *vp*.
- 7) All the *characters* get the following *vp*, depending on the order of their *arrival at table*: +3, +2, +1, -1, -2, -3.

At this point, the players show their *secret characters* and whoever has the *character* with the most *vp* is the winner. If there is a tie for points, whoever has made his/her *character sit at the table* first is the winner.

And now smile, dinner is ready...

