

## **Happy Families**

### 3 or more players

All cards are dealt as equally as possible. Usually the player on the dealer's left starts the play by asking another player for a certain card. The player must already have one family card (the family is the IUPAC resp. CAS group). If the other player does not have the card, it is his turn to ask. If he has the card, he has to pass it to the first player. It is still the first player's turn. As the player forms a set of 4 (A to D from one group) he places them in front of him. The player grouping all his cards wins the play.

### 2 players

The dealer deals 10 cards to each player and places the undealt pack face down. Usually the other player starts by asking for a certain card. The player must already have one family card. If the other player does not have the card, the first player picks up the top card from the pack and it is then the second player's turn to ask.

## **Trumps**

Any number of people can play. Shuffle and deal all the cards face down. All the players hold their cards face up, in the palm of their hand. Players can only look at their top card.

The player to the dealer's left starts by reading out an item from the top card (eg, electronegativity 2,55). The other players then read out the same item. The one with the best or highest value wins and places all the top cards including their own to the bottom of their pile. It is then their turn again to choose an item from the next card. If 2 or more cards share the top value then all the cards are placed in the middle and the same player chooses again from the next card. The winner of the hand takes the cards in the middle as well.

The person who has all the cards at the end is the winner!

## You want to know more?

- How are the background pictures related to the elements?
- Why do the symbols have different colours?

### Need a translation?



<https://matches2017.jimdo.com/card-game/>

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Matches

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