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MROWKI

CONTENTS

39 anthill cards with values ranging from 1 to 39

35 ant cards with values ranging from 1 to 35:

     5 gray cards
     5 red cards
     5 yellow cards
     5 light blue cards
     5 orange cards
     5 green cards
     5 violet cards

AIM OF THE GAME

During the game players will obtain **ant cards**. The player who gets **7 ant cards in different colors** or **ant cards in one color** is the winner. Example:
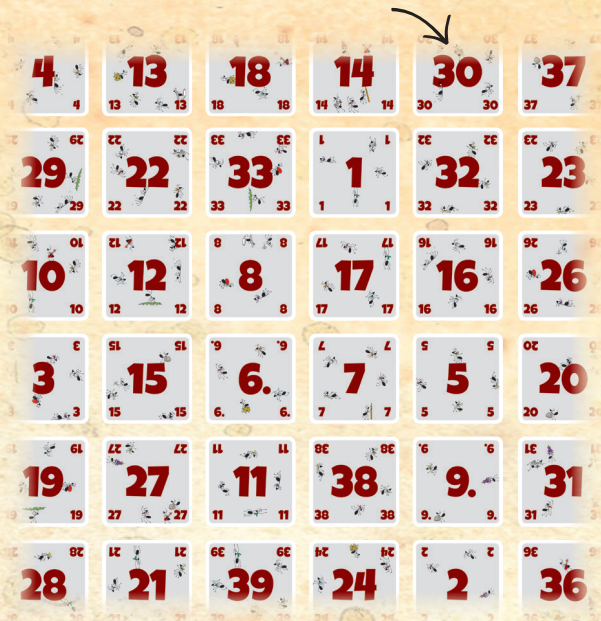
or

GAME SETUP

Shuffle **all anthill cards** and place them on the table so that all players can see the values. From now on the these cards will be called **anthill**.

4	13	18	14	30	37
29	22	33	1	32	23
10	12	8	17	16	26
3	15	6.	7	5	20
19	27	11	38	9.	31
28	21	39	24	2	36

Then shuffle the **ant cards**, place them in a face down pile and give the pile to the oldest player. From now on the these cards will be called **ants**.

GAMEPLAY

1. **The oldest player reveals the first ant card from the top of the pile.** The card must be revealed quickly so that all players see the card value in the same moment.

Each card contains the following information:
- Color of the ant family
- Value of the card

2. **All players** try to **quickly** catch the card on the **anthill** that has the same value as the newly revealed ant. The quickest player wins the **ant** and **places it face up in front of them**. Ant cards won by a player must not be placed on top of each other, all these cards must always be visible to all players. See the examples on the next page.

Note! Each player may catch **only 1 card** from the anthill. If a player makes a mistake, they can't change their mind and chose a different card.

3. The oldest player reveals the next card from the top of the pile and a new ant appears. All players must again try to catch the right card on the anthill as quickly as they can.

*Example: An **orange** ant with value **16** appears. All players try to quickly catch the card on the anthill that has the same value.*

*The quickest player wins the **orange** ant with value 16 and places it in front of them.*

Note! If the newly revealed ant card is in **the same color as the ant cards that have already been caught before**, players need to **add** the number of the already caught ant cards in this color (**not their values**) to the value of the card that has just been revealed and then catch the right card on the anthill.

*Example A: A **red** red ant with value 15 appears. Among the ant cards already caught by players there are **4 red** ant cards, so the players need to catch the card value 19 on the anthill (15+4=19). The fastest player wins the **red** ant card with value 15.*

Example B: A green ant with value 11 appears. Among the ants already caught by players there is 1 green ant, so the players need to catch the card value 12 on the anthill (11+1=12). The fastest player wins the green ant with value 11.

GAME END

The game ends when a player gets **7 ants in different colors** or **5 ants in the same color**. This player is the winner.

When the last ant is revealed from the pile and none of the players has reached the above objective, the player who caught **the most ants** is the winner.