

Tenzania



In order to play *Tenzania*, you simply have to remember 10 rules:

Before You Begin Playing

1. Shuffle the cards thoroughly and **give each player three** of them to take in his/her hand. Place the remaining cards in the middle of the table, they become a draw pile.

- The player who has 10 fingers begins.
- If there are several such players at the table, the player with 10 arms gets the first go.
- If no one at the table has 10 arms, the player who has 10 toes begins.
- If, once again, there are several of those, the player with 10 legs goes first.
- If none of the players has 10 legs, the player with 10 siblings gets the first go.
- If no one at the table has 10 siblings, the first player to eat 10 plates of porridge right now has a right to begin.
- If there is no that much porridge at home, the first player to count from 1 to 10 in African gets to go first.
- If none of the players knows African, the player to name 10 African countries gets the first go.
- If there are several or none of those at the table, the player who will turn 10 in exactly 10 months, 10 weeks and 10 days goes first.
- If there are no such players at the table, the player who will turn 10 later than everyone else (so the youngest one) begins the game.

Course of the Game

2. On your turn, you must **place a card from your hand** in the center of the table and state the current pile value.

- If your card is the first to be placed on the table, the pile value equals to the number on your card.
- The next player places his/her card on the table and adds its number to the pile value.

3. If the pile value becomes equal to 10, you **shout “Tenzania”** and collect all the cards on the table. Lay down the cards you won in a pile in front of you.

4. However, if the pile value becomes greater than 10, the previous player wins all the cards on the table.



Jim starts. He plays a 3 and says “three”.



Tim plays a 6, adds it to 3 and says “nine”.



Joe plays a 1, shouts “Tenzania” and takes all the cards.



If Joe hadn't had a suitable card and had played, for example, a 7, Tim would have gotten all the cards, as the pile value had become greater than 10.

5. At the end of your turn, you draw another card from the draw pile: you should always have three cards in your hand. The player sitting to your left goes next.

Special Properties of the Cards

6. If you play a **FIVE card**, you may either add or subtract 5 from the pile value (however, the pile value may never be less than zero).

7. If you lay out a **ZERO card**, the pile value becomes equal to zero.

8. If you play the **same card** as the previous player or a **card that is equal to the current pile value**, you may either add that number to the total or make the pile value equal to the number on the card.

9. If you play a **TWO card**, you may either add or multiply the pile value by two (this rule is for advanced players, so it is not obligatory, or you may use it looking at 2 times table to help you).



End of the Game

10. The game continues until there are **no more cards left** in the draw pile and in the hands of the players. The player who has collected the most cards wins.

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