

ODONATA (card game)

PLAYERS : 2 to 4

CARDS : 52 set

GOAL : form dragonfly pairs and make as many larvae as possible.

DEVELOPMENT : 6 cards are dealt to each player and the heap is put in the middle. Cards in hand are dragonfly eggs ; they should not be shown to other players. In turn, each player must accomplish one of the following operations :

- Throw an egg away. it is permanently removed from the game.
- Form a dragonfly pair (any pair of cards). This can be done using cards in hands, and/or larvae which have been put down on the table (by any player). There is a maximum of three pairs per player. Once formed, the pairs cannot be changed. The Ace takes a maximal value for dragonflies.
- Hatch an egg. The larva must be of the same kind as one of the parents, and a value inferior than the weakest among the parents. There cannot be two larvae with the same value in the same dragonfly family. The larva can be put among any family, even the other player's. A larva eats up all larvae with inferior value already present in a dragonfly family : they are permanently removed from the game. The Ace takes the minimum value (1) for larvae.

Once the operation is made, the player takes as many cards as needed from the heap in order to have always 6 cards in hands.

The game ends when there are no cards left in the heap nor in the hands of the players. The player with the greatest number of larvae wins the game.