

# RULES OF THE GAMES

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## PROLOGUE

The historic presentation of the Native American families allows to discover civilizations for some underestimated. These characters arising from natural sculptures are an adaptation of photographic tableaux exhibited in Galleries and their representation integrate them into their lands of origin.

The North classifies the families of Latin America Chileans and Mexican from north to south according to the theory by which the Amerindians would have arrived since the Bering Strait. The most warlike would have settled down in the best lands chasing away the pacifists towards the most hostile lands.

Every family possesses its own color. In Mexico, Chichimèques N°10, ancestors of the Apache, installed at the level of current California are in orange. In Lower California, the mauve of the sun set on the ocean is reflected on Olmèques N°9, ancient people of the Pacific Coast. The bloodthirsty red was chosen for the conquerors Aztecs N°8, the soft pink for the artists Zapotèques N°7 and the color is in hiding for the Mayas N°6.

Crossed the equator, in the south hemisphere, in Chile, we find Chinchorros N°5 of the Atacama Desert, the color sun and more low in the rich green central valley, farmers Picunches N°4, in green. More in the South when we penetrate into the rainy channels of Patagonia, we meet Alakalufs N°3 in grey. And finally extremely south, Tierra del Fuego offers us its ice colours blue and green for Ona and Manekenk families N°1 and 2.

It is a Matriarchal game where the Grandmothers are the WISE WOMEN or SABIAS (in Spanish).

## OFFICIAL REGULATION OF "JEU DES SAGES" (The game of wise women)

### THE GAME

The game of wise women includes 60 cards for 10 families. Every family has 6 members:

Grandmother called Sabia, Grandfather, Mother, Father, Daughter and Son.

We play from 9 to 99 years of age, between 3, 4 or 5 players.

### VALUE OF THE CARDS

**10 SABIAS**, identified by arabic numbers, are Trump Cards or major cards.




Sabia 1 Jefa\* = 10 points


other Sabias from 2 to 9 each = 6 points


Sabia 10 Gran Jefa = 10 points


\*Jefa: in Spanish, the "J" or Jota, pronounces as a "R" coming from the throat


**50 MINOR CARDS**, 5 for 10 families are identified by roman numerals corresponding to the value of the card:

V  Grandfather = 5 points

IV  Mother = 4 points

III  Father = 3 points

II  Daughter = 2 points

I  Son = 1 point

### THE CALLS

Announcements are called, starting with the dealer before putting his first card and each in his turn.

In case of not compliance, announcements are not taken into account.

**BOARD:** The player with 5 Sabias. He shows them and scores 20 points.

**GREAT BOARD:** The player with 5 consecutive Sabias.

He shows them and scores 40 points.

**JEFA:** The player does the last trick with the "Jefa". Called and wined, he scores 40 points.

Wined no called, he scores 20 points. Called, no wined, scores -20 points.

**CHELEM:** The player does all the tricks. Called and wined, he scores 200 points.

Wined no called, he scores 100 points. Called, no wined, scores -100 points.

**JEFA and GRAN JEFA:** The player with the "Jefa" and "Gran Jefa".

He will call them when he will puts them down and will score 20 points.

### THE DISTRIBUTION

The highest card designates the Dealer, who will then shuffle the cards together. Players with equal rank take a new card. The player seated to the immediate right of the Dealer must cut. The Dealer deals all the cards, face down, one by one, clockwise. The Dealer passes his turn if he makes a mistake, "Bad deal loses his deal " But this one is deprived of announcements. The next Dealer will be the player seated immediately to the left.

## **FORMATION OF THE TEAMS**

FOR 3 PLAYERS - 1 AGAINST 2 -

The player who thinks he can win the game says: "I take" and will play against the 2 other players.

FOR 4 PLAYERS - 2 AGAINST 2 OR INDIVIDUAL.

The play playing face to face or 4 individual players, one against the other.

FOR 5 PLAYERS, - 2 AGAINST 3 -

The player who thinks he can win the game will call the "Sabia" of his choice except "Jefa" and "Gran Jefa".

During the game, the player who puts down the Sabia called will become his partner.

If the player wishes to play only against 4, he calls Sabia which he possesses.

If nobody takes, the play is redistributed.

## **HOW TO PLAY**

The highest card requested in the family or the greatest trump card wins the trick.

The winner starts the next round.

When playing a trump card, the player with a trump card stronger than the one already played, "must bid"

If the player provides a Grandmother in the first family played, "She becomes a regular card" and can be cut by any other Sabia.

If a player has no card in the family played but has a trump card, "must cut"

In team play, in principle: The player leaves his partner as "Master of the Game"

If a player has no lead card or trump card, he then plays a card of his choice, "he discards"

He makes a call to his partner.

## **THE SCORE**

**SCORE FOR 3 PLAYERS OR 5 PLAYERS** 1 AGAINST 2 OR 2 AGAINST 3.

POINTS OF PLAY = difference of points between 2 teams + points of call

Each player scores difference of points between 2 teams, more for the winner or less for the loser.

The dealer scores the (difference of points x 2) more or less.

In the play for 5, if the dealer plays against 4 others, he scores (difference of points x 4) more or less.

**Example score for calls:**

For 3 players: The dealer calls and wins a board. He scores +20.

The 2 opponents score -10.

For 5 players: One opponent calls and wins a great Board. He scores +40 and the 2 teamers +20.

The dealer scores -40 and his teamer -40

*The totals points of play more and less must be balanced between the teams.*

**SCORE FOR 4 PLAYERS** 2 AGAINST 2 OR INDIVIDUAL

POINTS OF PLAY = realized points + points of call

***The total of the play is 218 points.***

*When the player arrives to 100 points, he wins the round.*

*The set is played in 2 winning rounds.*

## **REGULATION IN FAMILY**

**LE JEU DES SAGES (game of strategie)**

**For 3 or 5 players**

In every play, every player scores 5 points more for the winner or less for the loser and the dealer scores  $5 \times 2 = 10$  points more or less. The round wins in 20 points.

**For 4 players**

In every play, the players score points realized individually or in team.

The round wins in 200 points.

**GAME OF THE AMERINDIAN FAMILIES (game of memory)**

From 6 years. For 2 to 6 players, the dealer give 6 cards face down, one by one, clockwise.

The rest is the Draw Pile.

The dealer speaks the first, he seeks to complete his Families, by asking any player the card he wishes the others players for the missing cards.

If the player who is interrogated has the card, he gives it.

If the applicant player who makes the request gets the desired card, he plays once again.

If the "Gran Jefa" or the "Jefa" is requested and obtained, he plays twice again.

If he does not get the requested card, he takes a card from the Draw Pile.

If he picks the desired card Draw Pile, he shows it to his opponents and plays again.

Then, it is the turn of the player to his left.

When a player has completed a family, he puts it down, face up, in front of him.

He presents her to the other players by reading her history.

The winner is the player who puts down in front of him the most amount of complete families.