

Otherwise, the person who put down most cards during one round will start the next.

If a few players have all put down the same number of cards, the last player to put their cards down will start the next round.

At the end of each round, the cards laid out in the previous round are removed from the game and put to one side.

Co-operative ending

The game ends when one player has run out of cards.

Everyone wins if the total number of unused cards is smaller than the number of players.

If the number of cards left over is the same or greater than the number of players, everyone has lost.

- Variations:**
- Players may decide that, in order to win, they must have fewer cards left over at the end of the game.
 - To make the game more exciting, players hide their cards from each other at the start of the game.
 - To make the game more individual it can be decided that the first player to get rid of all of their cards is the winner.

Tingatinga is the name of an artistic tradition was born thirty years ago in Tanzania. Finding himself unemployed, Edward Saidi Tingatinga started painting mythological figures and scenes from daily life on wooden panels, taking his inspiration from local traditional cave paintings. Others followed his example, and today, in Dar es Salaam, there is now a well established painting workshop, supported by Helvetas. This workshop has as its aim the preservation and continuation of this still developing tradition between contemporary and traditional art.

Helvetas is a Swiss development organisation, which for the last 40 years has lent support at local level to rural infrastructure, natural resources management, educational and cultural projects in around 20 countries in Asia, Africa and Latin America.

Helvetas promotes fair trade and direct links with producers. taking social, ecological and political criteria into consideration Revenues raised, contribute financially to Helvetas projects, while the presence of Helvetas fair traded goods in shops helps to increase public awareness of the global North-South relationship.

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WAYS OF PLAYING KUMBUKA

Here we explain different ways of playing Kumbuka for adults and children from 4 to 9 years old and up.

Pairs! Memory game for 2 or more players aged 4 and up.

All the cards or a selection of pairs are shuffled and spread face down on the table.

Each player, when their turn comes, picks up 2 cards and places them face up. If the 2 cards are the same, the player takes them out of the game and can play again.

If the pictures are different, the cards have to be turned over on the table and the next player has a go. The game is finished when all the pairs have been found. The winner is the player who has the greatest number of pairs.

Guess the Animal: An exciting game for 2 children aged 5 and up.

This game uses 10 to 15 pairs of cards. Before the start of the game, find, or cut up as many small pieces of paper or card as the number of pairs you have decided to use in the game.

Then, with a pen or pencil, give each piece of paper its own number and fold it up so that the number is hidden.

Each pair of cards is divided up between the players so that both have an identical set of cards. Both players place their cards in front of them so that both rows mirror each other. Cards are placed face up.

Then each player selects one of the numbered pieces of paper and looks at it without showing it to their opponent.

The number that player 1 picks up is the card that Player 2 must identify (and vice versa). For example, if my piece of paper contains the number 3, my opponent must identify the third card of my row of cards, counting from **my** left.

Each player then takes it in turn to ask one question of the other in an attempt to identify each others card. Only "yes" or "no" answers are allowed. (The questions might include: Does your card show a mammal? Is your animal a bird? Does your card have a yellow background?)

Depending on the answer that each player receives, the cards that have been ruled out and which no longer need to be considered are moved down from the original line of cards. All the cards must remain visible.

The player who first discovers his/her opponent's card is the winner.

To start another game the two numbered pieces of paper chosen at the start of the game are returned to the pile with the other pieces of paper, and the players chose another piece of paper each.

Animal Party: A co-operative board game for 2 or more players, aged 5 and up.

Use all 80 cards. The cards are shuffled and piled face down on the table. Before the game, players agree on how many pairs of identical cards have to be found.

To start, one card at random is turned face up and placed in the middle of the table. The player who takes the first turn of the game then picks up another card and tries to place it next to the one already placed on the table. Then each player in turn picks up a card and places it next to a card that has already been placed on the playing area. In order for one card to be placed next to another, they must both:

- a) have **the same number of animals** depicted on them
or
- b) **display the same number of animal eyes**,
or
- c) share **the same background colour**.

One card can be associated with, and therefore placed alongside, more than one other card.

In the unlikely event that a card cannot be associated with another card or cards, that card must be returned to the original pile.

NOTE: At the same time as laying the cards next to one other, an attempt is made by all players to make the expanding area of cards as compact as possible, so that, as far as possible it forms an imaginary (or even better, an actual) square or rectangular shape.

The aim of the game is for all players to co-operate in creating a rectangle shape with the cards on the playing surface – a rectangle that has the minimum of 'lost' corners or empty spaces.

When all but one of the previously chosen number of identical pairs have been revealed within the playing area, the game pauses, and the row of cards that form the longest continuous line among the cards that have already been laid down are counted.

Then, according to the number of cards that make up this longest line, an exactly corresponding number of cards are picked up from the original pile of face down cards.

All the players then help one another to place these newly picked up cards among the cards that have already been played, following the rules of card placement as before, trying as far as possible to create the best rectangular shape they can with the overall pattern of cards.

NOTE: It may be that at this point the number of pairs discovered exceeds the number that was decided on at the beginning of the game, but that doesn't matter.

Once these last cards have found a connecting card, or cards, on the playing area, **an imaginary rectangle** is traced around the pattern they create.

Finally, players count the spaces that remain unfilled by cards within the rectangle, to see how more or less successful the team has been!

Animal Caravan: A game for 3 to 7 people, aged 9 and up

Animal Caravan uses only one of the two pairs of animal cards (a total of 40 cards). For a game with 3 players, one card featuring a bird should be removed from the pack (leaving 39 cards).

In a game of 4 or 5 players, use the full 40 cards (one set).

With 6 or 7 players, 2 cards are chosen randomly from the second set and added to the first (adding up to a total of 42 cards).

The cards are shuffled and dealt equally among the players.

Each player lays out their cards in front of them face up. The player who has the frog card begins the game and puts down any card. One by one the players put down their cards next to the first one.

Each player, in turn, puts down one or a any number of cards, so that **the total number of animals** contained in those cards or card is equal to the number of animals that appeared in the **first card** to be laid down.

For example, if the first card has 3 animals, following players might put down one card with 3 animals or 3 cards with 1 animal, etc.

NOTE:

- If there are birds on the first card to be put down, the following card(s) to be laid down should contain at least one bird.
- If the first card features at least one mammal, the following players should also put down at least one card with a mammal.
- If the first card contains reptiles, fish or insects, any card can be played after it.
- If a player does not have an appropriate card(s) to follow these rules that player misses a turn.

Starting a new round.

The player who started the game with a **reptile, fish or insect card** (and only birds or mammals have been placed on the playing area following it) has the **right to start the next round**.