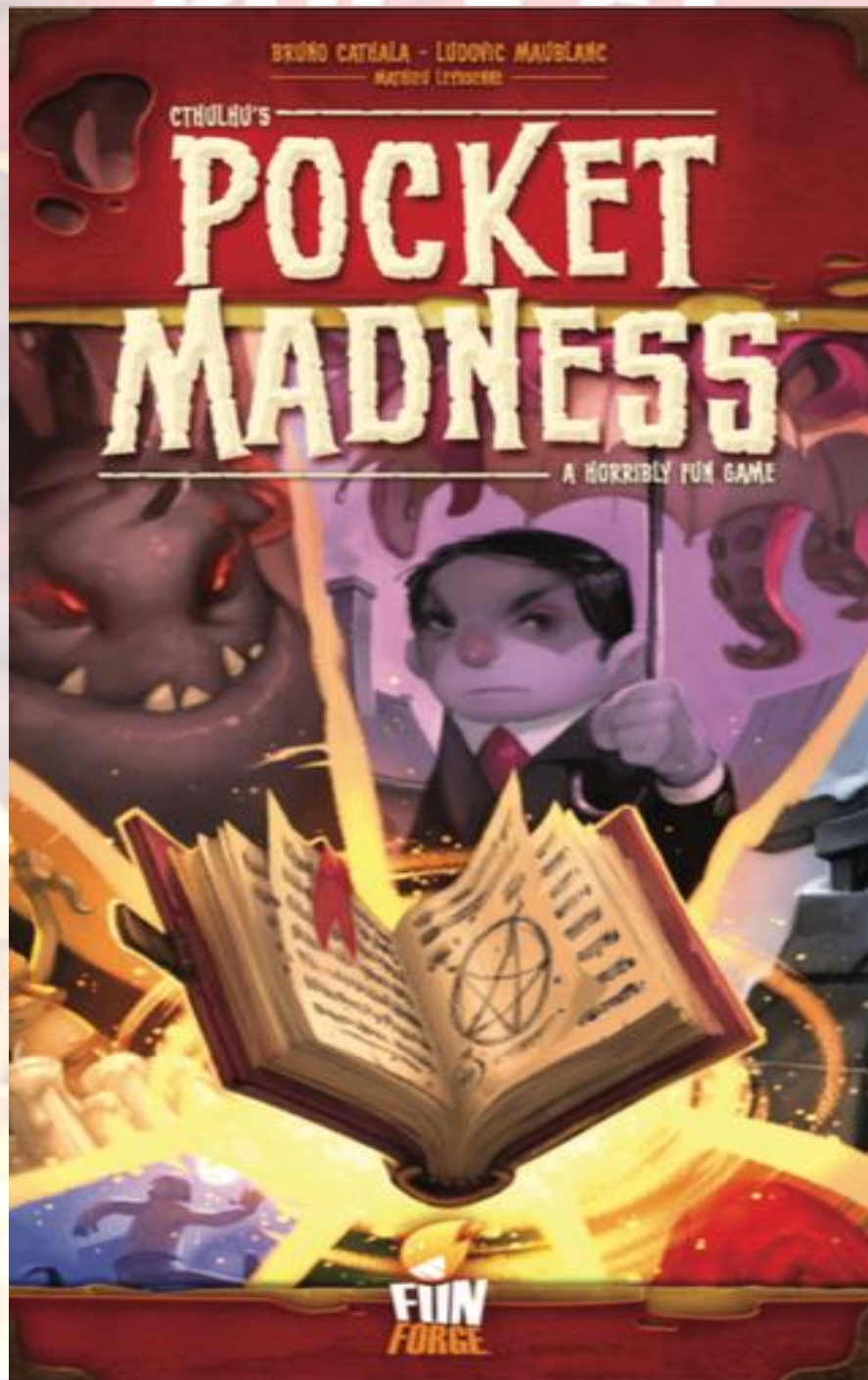


# Pocket Madness

-una adaptación para Lengua extranjera en Ed. Primaria-



A Grammar Management Resource for Primary Education.  
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### Game Set up

- Place the 7 Portal cards Face-up in the center of the table. (1)
- Place the Madness Tokens near the Portal cards (2)
- Shuffle the Locations cards and GIVE 2 CARDS to each PLAYER (3)
- Take 17 Cards from the Location from the Location Deck, randomly, and put them aside face-down.
- Flip the Location deck over to be face-up then integrate the 17 Location cards, keeping them down.
- Shuffle the newly built deck: now the deck has face-up and face-down cards
- Splay all the cards on the table without changing the order (4), so everyone can all the cards. (Yes, 17 cards are face-down)



### GOAL OF THE GAME

Play and Discard as many cards as possible and be the one with the fewest Madness Tokens.



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## Choose your Action: ONLY 1 ACTION

### OPTION A: Persevere in your investigations

-Take 1, 2 or 3 cards from the Deck



"I take (1-2-3) cards"

### OPTION B: Open a Portal

-Play 1, 2 or 3 sets of 3 or more Identical cards.

"I open the portal  
of \_\_\_\_\_ with \_\_\_\_\_ cards  
of \_\_\_\_\_"



### OPTION C: Publish your research

-Play a sequence of 7 different location cards. Each player gains 1 Madness Token.



"I visited + (name of the 7 locations) and I survived"

If several sequences are played in the same turn each one played after the 1<sup>st</sup> one gives an extra Madness token: 1<sup>st</sup> sequence 1 Token, 2<sup>nd</sup> sequence 2 Tokens, 3<sup>rd</sup> sequence 3 tokens and so on...

### OPTION D: Close a Portal

Use the power of a Portal that is in front of you.

"I close the portal of + (Name displayed on the card)"

Return it to the Portal Pool.



### BONUS: -1 Madness Token

"(name of the previous player) + took+ (number ) cards.

"(name of the previous player) + closed the portal of+ (name of the portal)

### BONUS: 1 Extra Turn

"(name of the previous player) + played+ (number and name of the location cards played)

"(name of the previous player) + visited+ (name of the different locations) and survived"

### What if.....?

THE DECK IS EMPTY? gain 1 Madness Token for each Location Card on your Hand.

A PLAYER PLAYED ALL OF HER/HIS CARDS? the player halves His/her Madness Tokens, Opponents gain 1 Madness Token.

And then.... START A NEW ROUND SETTING UP THE INITIAL DISPLAY.

