

# Shoes

*Designed by Ellie Dix*

3-6 players | 20 minutes | Age 6+

## Overview:

Make pairs of shoes by matching the colour or number of a single shoe on the table with one in your hand.

The first player to get rid of all their cards wins. But there's a catch... You play while moving quickly round the table!

## Components

- 64 cards

## How to play:

Set Up:

- Shuffle the cards and deal 10 cards to each player (9 in a 6 player game).
- Put the rest of the cards in a face down deck in the centre of the table.

On each round:

- Players stand up - evenly spaced around the table. Chairs are pushed in.
- Two players each take a card from the deck and at the same time flip them face up.
- Immediately, players must start walking around the table, in a clockwise direction. At any point, players may overtake other players, but must overtake on the outside.
- When a player is near an open (single) card, they may place a card from their hand on top of this card. The card placed must match the first card's number or colour (shoe). If two players try to place a card on the same single card at the same time, the first player to land a card correctly wins the match.
- The pair of cards (pair of shoes) stays on the table.
- The player who made the match immediately places a single card from their hand on the table. Again, players rush to match this card. The player who laid the first is not allowed to also play the match, unless it is still open when they have circled the table and returned.
- If two single cards are played that nobody can match, two new cards from the deck are flipped to restart the game.
- Once in the game, each player may shout out "Change". When this happens, all players immediately change directions and walk/run the other way.
- If a player who has made a pair forgets to place a single card down to start a new pair, any other player may shout "Shoeless" and point at them. As a penalty, this player must now pick up a pair of shoes and add it to their hand.

Round end:

- The round ends when one player has played their last card.
- Players count up the number of cards they have in hand and on the table in front of them. This is their score. Your aim is to get a low score.

### **End game:**

The game ends at the end of the round in which at least one player has hit 10 points. The player with the lowest score is the winner.