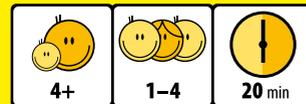


GEDIMINAS AKELAITIS

MACAR

The Rules



A set of:
35 two-sided cards,
the Rules

Cars are an inseparable part of our life. The large stock of cards in the MaCar game makes it possible to "assemble" a distinct car, to easily modify it and to change the style and dimensions.

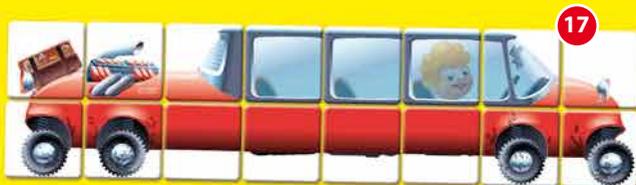
This game can be played by young and old alike. The game develops the skills of fantasy, composition and aesthetics.

Getting ready to play

The cards are shuffled and dealt out on the table.

1 Variant. Junior engineer

In the rules of the game there are task cards for 20 motor vehicles. The player chooses a task card and he/she has to assemble it as shown in the picture.



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2 Variant. Ready. Set. Go!

Aim: to assemble the motor vehicle as quickly as possible, to use as many car parts as possible in the motor vehicle.

Two players can play; and if there are more – two teams. Players divide into two teams. Each team chooses a motor vehicle.

All players start the game at the same time. A player can pick up only one card. If the card is unhelpful, he/she can put it back and take another one. The team that is the first to assemble a motor vehicle stops the game.

Counting the points

On each round you can score one or two points:

You get 1 point if your team puts the motor vehicle together the quickest **or** if you used the most car parts in the motor vehicle (it may also be unfinished). Sample:



You get 2 points if your team puts the motor vehicle together the quickest **and** used the most car parts in the motor vehicle. Sample:



End of the game

Three rounds are played. After 3 rounds have been played, the points are counted and the winner is decided.

