

- Shuffle the deck of cards and lay them facing down on the table in 8 rows and 8 columns. - Select the player who will start. The player chooses two cards and turns them face up. - If those cards belong to the same point group, the player wins the pair and plays again.
- If cards are not of the same point group, they are turned face down again, and play passes to the player on the left. - The game ends when the last pair has been picked up.
- The winner is the person with the most pairs. There may be a tie for the first place.

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- Prepare the deck of cards: select $N$ pairs of cards per player (except $C_{1}$ point group). - Add one $\mathrm{C}_{1}$ card into the deck. This non-symmetric card represents Black Peter.
- Shuffle the deck and fully deal out cards to the players. One player will receive one more card. - If players find a pair in their hand, they must discard those cards immediately.
- The player left to the one with the extra card will start the game.
- He draws a card from the player at the right. If he can
form a pair with this new card, he must discard that pair.
- Then it is the turn of the player on the left to play in the same way.
- The aim is to discard all cards. The player who is last in and left holding Black Peter is the loser.


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