

PAMWASA... LI SA!!

GAME RULES

Game Material

36 "animal" cards (6 different animals in 6 colors)
33 "Fane" cards (11 cards of three different misdeeds)

Objective of the Game

A naughty deed has been done in the house. It was committed by one of your animals or another player's.

But who did it? Try to clear the names of your 6 animals by getting rid of all your cards! Play a card face down from your hand as accusations are made, place it first and quickly accuse another animal.

But beware, any other player can ask you to reveal your card, "It's not him!" To avoid the fatal mistake that will earn you a "Fane" card, be fast and attentive, and remember which animals have already been cleared. You can also try to accuse players who lie when they play their cards! At the end of the game, the player with the most "Fane" cards loses.

Preparation

Each player takes the 6 animals of the same color and holds them in their hand, fanned out. Unused cards are placed back in the game box. Take out the "Fane" cards and place them on a corner of the table. They will be used to keep track of your penalties during the game. You are now ready to search for the culprit, so who has been misbehaving in the garden?

Turn of the Game

The player who lost the previous round (or the one with the most pets for the first round) starts by placing one of their animals, face down, in the center of the table, saying, for example, "Li pa en Geko li en Zako!" ("It's not my Gecko who did this, but I think it's a Zako!"). Be the first to place a card (Zako or another, you can cheat!) face down on the card and claim your innocence! Then quickly accuse another animal, for example: "C'est pas mwa sa li sa en Tang!" For each new accused animal, be the fastest to discard your animal card while always making your statement "C'est pas mwa sa li sa... li en...". "It's not my... who did this, but I think it's..."

But beware! Any player can interrupt the game and accuse you when you place a card. If the card matches the announced animal, the accusing player draws from the deck or takes a "Fane" card from the accused player. If the card doesn't match, it's the accused player who picks it up or is given one (by the accusing player) "Fane" card.

Important: The player who has just made a new accusation is not allowed to place an animal card on their declaration. The game continues until a culprit is found (see "End of a round"). If a player places their last animal and has successfully accused another player without fault, the round continues without them; all their animals are innocent. What a good owner!

Note: When trying to clear your animal's name, you can accuse the same animal in other players. For example: "It's not my Tangué who did this, but it's another Tangué."

End of the Game

The game is played in two rounds. A round ends when a culprit is found. A player is guilty when they play a card and accuse an animal, and no other player has the requested card in hand. They then condemn their own animal. The round ends, the player takes a "Fane" card from the pile, and the cards are redistributed to all players for the second round.

At the end of the game, each player counts the number of "Fane" cards they received. The player with the most "Fane" cards loses the game. In case of a tie, the players involved count their cards, and the one with the fewest cards in hand during the last round wins the game. If a tie persists, the tied players share the defeat.

Special Cases

Taking or retrieving "Fane" cards:

Through bluffing, you can get rid of your "Fane" cards by giving them to other players when you correctly accuse them.

Any player can interrupt the game (except for a player who has disposed of their cards) and accuse a player who places a card. If the card matches the announced animal, the accusing player draws a "Fane" card from the deck or retrieves a "Fane" card from the accusing player (if the player has one or more "Fane" cards). If the card doesn't match, it's the accused player who takes or retrieves a "Fane" card. The game then continues where it was interrupted.

Looking at a card played face down before or after the announcement:

This error is punished, and the player who commits it takes a "Fane" card.

Multiple players play a card simultaneously:

The player with the card at the bottom is considered to have played first. The other player retrieves their card.

Multiple players accuse a player simultaneously:

The first player to launch the accusation is considered to be accusing the player who just placed a card.

Penalty for aggressive players:

"Pa mwa sa li sa" is a game of memory and speed. A player who plays aggressively and harms other players by playing their cards will receive a warning from the group. After two warnings, the player in question receives a "Fane" card as a penalty.

The Misdeeds

To add some excitement to your search for the culprit, here are some ideas for misdeeds that your dear companions could have committed instead of a "dump." Choose one or come up with your own before starting the game: Who rummaged through the trash? Who devoured the briani?

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