

# DD MAU

(pronounced dee dee mow)

## THE DECK

The deck consists of 80 playing cards, 52 of which are numbered 1 - 13 in four colors. The remaining 28 cards are “**Power Cards**”.

## OBJECT OF THE GAME

Be the player with the lowest score at the end of the game

## THE GAME BEGINS

Any player may begin the game by shuffling the deck, then deal each player a card “face up” (clockwise) until someone receives a “**DECK MASTER**” card. That player will remain the dealer or “**DECK MASTER**” until it can be passed on. A full explanation of the **DECK MASTER** is in the “**POWER CARD**” section. The “**DECK MASTER**” then shuffles the deck and deals each player: 9 cards for a 2 player game, 7 cards for 3 to 7 players and 5 cards for 8 to 10 players. The “**DECK MASTER**” then places the remaining cards in the center of the playing area to create the draw pile. *NO CARD IS TURNED OVER*. The player to the “**DECK MASTERS**” left ( clockwise ) begins play by playing any card or legal combination of cards. Players get rid of their cards by following the **color, matching the number of the card** on the discard pile or by playing a “**POWER CARD**”. EXAMPLE: The card on the discard pile is a **red 7** and the following player has a **red 10, yellow 10 and a blue 10**. That player may play “**ALL**” three 10s at the same time. “**NOTE**”, any time a player has cards that match, that player may play all of them at the same time **EXCEPT** for the “**DECK MASTER**” card (see **DECK MASTER** for a full explanation) In the event that a player has no playable card, then that player draws from the draw pile one at a time (**up to three times**) if the first time a player draws a card that plays then that player does not have to draw anymore. Even if a player has a play, that player may elect to draw all three times. *It's called "digging for power"*. If a player draws three times and still has no play then play resumes with the next player in line. When a player gets down to only **one** card remaining, then that player must warn all others by saying “DD MAU” (pronounced dee dee mow) before the second to last card is let go. If a player gets caught by any other player for not saying “DD MAU” then that player must draw one card from the draw pile, but if the next player in line begins their turn and no one noticed, then no card will be given to the player with one card remaining. If the

draw pile runs out then the “**DECK MASTER**” takes all of the cards except the last “play”, re-shuffles the deck and creates a new draw pile.

## **GOING OUT**

The **hand** is over when any player gets rid of all the cards in his or her hand. That player **SUBTRACTS** the total points from the **card** or **cards** that player went out with from their base score. All other players **ADD** the total of the card or cards in their hand and add it to their base score. The game is over when any player's score **EXCEEDS** 505 points. In the event that a player's score is **500, 501, 502, 503, 504 or 505** then that player's score is reduced to **350** and play resumes. (think of it as a safety net)

The winner is the player with the lowest score at the end of the game.

## **POWER CARD SECTION**

### **PENAL “T” 20 PTS**

**PENAL “T”** must always follow color or be played on another **PENAL “T”** on the discard pile. When played, it causes the following player to pick up 2 cards from the draw pile and lose a turn. If 2 **PENAL “T”** cards are played then 4 cards are picked up and lose a turn, etc. **PENAL “T” IS ALWAYS PROGRESSIVE**. Example:

Player one plays a **PENAL “T”** on Player two who then picks up two cards and loses the turn, Player three has 2 **PENAL “T”** cards and plays both of them causing Player four to pick up 6 and lose a turn, etc. If a player goes out with a **PENAL “T”** as their last card, then the next player still has to pick up 2 cards and adds this to their ending score.

### **SKIP 15 PTS**

Must always follow color or be played on another **SKIP**. **SKIP** causes the following player to be skipped. If 2 **SKIP** cards are played then two players are skipped, etc. **SKIP** has a **special power**, to *SEND* other “**POWER CARDS**” across the table. (**ONLY POWER CARDS**) Example: a player plays a red **SKIP**, blue **SKIP**, a blue **PENAL “T”** and a green **PENAL “T”**, the next two players are skipped and the third player must pickup 4 cards and lose a turn.

## **OTHER WAY MAE 14 PTS**

Must always follow color or be played on another **OTHER WAY MAE**. **OTHER WAY MAE** reverses the direction of play, but play **MUST** go through the player who played it, meaning that player **MUST** play again. If two **OTHER WAY MAE** cards are played then that would be a double reverse but that player still **MUST** go again or draw from the pile.

## **JUST TAKE TWO (JTT) 25 PTS**

May be played on any color and any time a player has a turn. When a **JTT** card is played, it causes the next player in line to pick up 2 cards but **WITHOUT LOSING A TURN**, hence **JUST TAKE TWO**. When a player picks up 2 cards after having a **JTT** played on them, they look **through** the **JTT** to the card underneath for their next play. **JTT** is also progressive on **PENAL “T”** cards. Example: if a player plays a **JTT** card on 2 **PENAL “T”** cards already on the discard pile, then the following player must pick up 6 cards but **NOT** lose a turn. That player would see through the **JTT** and play on the last **PENAL “T”** that was on the discard pile. That being said, if this player had a **PENAL “T”** card and played it, then the following player would pick up 8 cards and **lose** their turn.

## **SHADOW MASTER 35 PTS**

May be played on any color and any time that a player has turn. **SHADOW MASTER** allows the player to change to the color of their choice, but that player **DOES NOT** go again. **SHADOW MASTER** has one other **super power**. If a player goes out with a **SHADOW MASTER** as their last card, then that player has a score of -35 points and all other players *MULTIPLY* their scores by 2. If a player goes out with 2 **SHADOW MASTER** cards, then it's -70 points and all others are times 4 etc. This is a killer card to go out with!

## **LINK MASTER 30 PTS**

May be played (linked) with any other **legal** play, **but can never be played alone**. Example: Top card on the discard pile is a red 7, the following player may play **LINK MASTER** first, then green 7. Remember **LINK MASTER** is **NOT** a wildcard. The best way to describe **Link** is; If a card can be played without a **LINK MASTER** then a **LINK MASTER** can be played with it. **LINK MASTERS** special power is to create runs of the **same color**. Example: Top card on the discard pile is a **green 2**. The following player may play **LINK MASTER** green 7, green 8, green 9 etc. **MUST** be three sequential card minimum to be a run but no limit. Players may also **STACK** on both ends of their runs. Example: **LINK MASTER, blue 7, yellow 7, green 7, green 8, green 9, green 10, green 11, blue 11 red 11**. (this play also changes the color) Runs may be in reverse order as well. NOTE: **LINK MASTER, LINK MASTER** alone is **NOT** a legal play, but **LINK MASTER, DECK MASTER** alone **IS** a legal play.

## **DECK MASTER 0 PTS**

The **DECK MASTER** card only determines who the dealer is during the game. To get rid of a **DECK MASTER during play**, you must have a **LINK MASTER** card to go with it. (If a player wants to play multiple **DECK MASTER** cards then a **LINK MASTER** card must be played with each one) **Exception: If a player is going out then a LINK MASTER card is NOT required**. Example: The top card on the discard pile is a red 7. The following player only has a green 7 and 3 **DECK MASTER** cards. That player is out with a score of -7, but that player now becomes the new **DECK MASTER**. If the player who goes out has no **DECK MASTER** card then the first player in direction of play that has one will become the new **DECK MASTER**. If no player has one than the prior **DECK MASTER** will continue to be dealer.

## **MASTER MAU 50 PTS**

May play on any color and any time a player has a turn. The player can make the **MASTER MAU** card become **ANY POWER CARD** (only one per use) Also may be used to **“block”** hits from **JTT, PENAL “T”**, or another **MASTER MAU**. If used to **“block”** a hit, then that player **MAY** go again but it is **NOT** mandatory. If the **MASTER MAU** is used as a **LINK MASTER** card to create a run, then the cards in the run **DO NOT** have to be the same color. Example: The card on the discard pile is a red 7, the following player may have this spectacular play. **LINK MASTER, LINK MASTER, MASTER MAU** (used as a **LINK MASTER** card) red 1, yellow 1, blue 1, yellow 2, red 3, blue 4, green 5, green 6, yellow 7, blue 8, yellow 8, red 8. This player would be out with -164 points.

## TOURNAMENT PLAY

Same basic rules except as players scores exceed 505 points, they are eliminated until only one remains. Last player standing is the winner!

## TEAM PLAY (4 players)

Same basic rules except that Player #1 and Player #3 are a team, Player # 2 and Player # 4 are a team. If Player #1 goes out with a score of -25 points and his or her partner as 10 points then their total score for that hand is -15. Players 2 and 4 would combine their points for a + score.

## TEAM PLAY (6 players)

Same basic rules as a four player team game except that Player # 1 and Player #4 are a team, Player # 2 and Player # 5 are a team, and Player # 3 and Player # 6 are a team. Be careful when you're ready to go out. Look over to your partner's hand and see how many cards he or she has. You could end up with positive points if your partner has more points than your minus.

## FREQUENTLY ASKED QUESTIONS

Q: When a player plays a **LINK MASTER** and a **DECK MASTER** card as a play, can anything else be played with it?

A: Yes, any legal play. Example: **LINK MASTER**, **DECK MASTER**, red 10, blue 10, green 10. A **LINK MASTER** and **DECK MASTER** can also be played alone as a legal play, but remember two **LINK MASTER** cards played alone are **NOT** a legal play. You may also play 2 **LINK MASTER** cards with one **DECK MASTER**. (The **DECK MASTER** made it a legal play)

Q: If a player plays a **LINK MASTER** and a **DECK MASTER** alone, what will the next player play on?

A: Look through that play to the last one, the same goes for a **JTT** card. **JTT** and **Link** are the

only "invisible" cards

Q: The rules state that for every **DECK MASTER** played, a **LINK MASTER** must accompany it. How can a player play multiple **DECK MASTER** cards without **LINK MASTER** cards?

A: When a player goes out **NO LINK MASTER** cards are required. Example: If a player has a **SHADOW MASTER** and 3 **DECK MASTER** cards, that player is out with a score of -35 points, but now becomes the new **DECK MASTER**. (Any time that a player goes out with a **DECK MASTER** card as part of their out, that player becomes the new **DECK MASTER** no matter who else might have one.

Q: Why would a player lay down more than one **SHADOW MASTER** in a play? Isn't that a waste of power?

A: Not if another player in the game has only a couple of cards remaining and you think they might go out. It's called "*dumping power*".

Q: If a player has all four 10s and goes out, does that player ever need to announce "DD MAU"?

A: No, a player must announce "DD MAU" only if that player gets down to one card.

Q: the rules state that **SKIP** can send any "**POWER CARD**" across the table. So, if a player sends a **MASTER MAU** card, can it still become any "**POWER CARD**"?

A: Yes, the player that sends the **MASTER MAU** card can change it to another **SKIP**, a **SHADOW MASTER**, **JTT**, **PENAL "T"**, or **OTHER WAY MAE**.

Q: If the top card on the discard pile is a **red 7**, can a **MASTER MAU** card and a blue **SKIP** be played?

A.: Yes, if you make the **MASTER MAU** a **SKIP** it automatically "**absorbs the color**" on the discard pile thus making it a red **SKIP**, therefore allowing you to play a blue **SKIP** with it. Same goes for a **Master Mau** and any color **Penal "T"**

## TIPS AND STRATEGIES

1. When possible keep your matching cards as long as you can. If you have all four a 10s, that's a 100% play and plays on any color.

2. When using **PENAL "T"** cards, try to hit the player holding the least amount of cards or the player with the lowest score.

3. If you have a **LINK MASTER** and a **DECK MASTER**, hold on to them until you have no play as they constitute a legal play. That will keep you from having to draw cards.
4. If you suspect that another player is getting ready to go out, you might want to “*dump*” your power as soon as possible. Example: if you have 3 **LINK MASTER** cards and 2 **SHADOW MASTER** cards, that can be one play resulting in getting rid of **160 points**.
5. Let's say that you're in any 5 player game and you happen to have a yellow **SKIP**, blue **SKIP**, red **SKIP**, red **PENAL “T”** and a green **PENAL “T”**. The top card on the discard pile is a yellow 4. You could skip 3 players and hit the fourth player in line with one of your **PENAL “T”** cards causing that player to pick up 2 cards and lose a turn, making it your turn again. Now you play your other **PENAL “T”** on the next player causing that player to pick up 4 cards and losing a turn. You just hit two players in one turn !
6. If you have a **MASTER MAU** card and someone hits you with a **PENAL “T”** card, you can play your **MASTER MAU** card to “**block**” that hit, but if picking up 2 cards won't matter much to your hand because you have a big “**rainbow run**”, go ahead and take the two cards saving your **MASTER MAU** card.
7. If you have a **SKIP** and a **SHADOW MASTER** you can send someone a color that you remember they did not have, causing them to draw from the reserve pile.
8. Sometimes it's wise to use your **MASTER MAU** as a **JUST TAKE TWO** instead of a **PENAL “T”** because the player that you just hit may be able to hit the next player in line.
9. If your last card is the **MASTER MAU** card and you go out with it, decide if it is better to give the next player 2 cards or multiply everybody's score by x2.
10. If your score is getting dangerously close to 500 points, try to have the cards in your hand to hit the 500 through 505 point range. That way if another player goes out then you can go back to 350 points.
11. Saving your **POWER CARDS** to go out with will result in a higher minus but can be risky, because at anytime someone could go out and catch you holding a lot of points.
12. Let's say that a player next to you has only 1 card remaining and you know it's not yellow. It's your turn and you have several cards in your hand. The top card on the discard pile is a yellow 2 and you have among other cards a yellow 6 and a **SHADOW MASTER** card. It might be a good choice to play your **SHADOW MASTER** and keep the color yellow. If you played your yellow 6 and that player happened to have a blue 6, then you just got burned.