



Symbols and their Names



Creativity



Generosity



Patience



Gratitude



Joyfulness



Modesty



Justice



Fidelity



Friendship



Humility



Honesty



Wisdom



Compassion



Peacefulness



Rose



Courtesy



Courage



Punctuality



Unity



Moderation



Humour



Trust



Gentleness



Bahá'í Star



Athleticism



Chastity



Love



Forgiveness



Detachment



Diligence



Hospitality

Instructions



About the game

These are flashcards for Bahá'í children's classes and anyone else who likes to play. Between two cards of the set there is always exactly one matching symbol.

Game preparation

If you've never played TugiWugi before, or if your teammates don't know the cards yet, first draw two cards and place them face-up on the table so that everyone can see them well. Now all players search for the symbol that can be seen on both cards. (Shape and colour are identical; only the size may be different.) Whoever is the first to find a matching card **says the name of the corresponding symbol**, draws two new cards, and places them on the table. Continue doing this until every player has understood that one symbol can always be found on exactly two cards.

Aim of the game

Regardless of which game variation is being played, the aim is always to be the first to find two cards showing identical symbols, to recognise the symbol, and to **say its name out loud**. Then that player receives the card, and either keeps it or deposits it, depending on the game played.

What if there's a tie?

Whoever names the symbol first wins. If several players correctly name the symbol at the same time, the player who was the first to take or discard their card wins – depending on the game played.

The game variations

Game 1: Collector

Preparation: Shuffle the cards and place one, face-down, in front of each player. Place the remaining cards in a deck, face-up in the middle of the table.

Objective: Collect the most cards.

How to play: On "Go!" all players simultaneously turn over the card that is in front of them, so that it is now face-up. Now everyone tries to be the first to recognise if the symbol on their card matches the one on the top card of the deck. Whoever recognises and names the symbol the fastest takes the card from the deck and places it

face-up on their own card. This will make the next card in the deck visible. Play continues until all the players have taken all the cards in the deck.

End of the game: The game ends as soon as a player has taken the last card of the deck. Whoever was able to collect the most cards wins.

Game 2: Fountain

Preparation: All cards are dealt to the players one after another. The first will be given to the winner of the previous game. The last card is placed face-up in the middle of the table. Each player shuffles their cards and places them face-down in a deck in front of them.

Objective: Be the first to get rid of all cards.

How to play: On "Go!" all players turn over their deck at the same time. Now everyone tries to be the first to get rid of their deck by placing their cards on the card in the middle of the table. All you have to do is recognise and name the symbol both on the top card of your own deck and on the card in the middle of the table. And since new cards keep landing in the middle of the table, you have to be really fast!

End of the game: Whoever is the last one left with cards can do it even better next time.

Game 3: Hot Potato

Preparation: In each round, each player receives a card, face-down. The player does not look at it, and places their hand on it. The remaining cards are set aside and only needed in the subsequent rounds.

Objective: Get rid of your card faster than the other players.

How to play: On "Go!" all players simultaneously turn over their card, so that everyone can see all the symbols. As soon as a player finds the symbol that matches between their own card and that of a fellow player, they name the symbol, and place the card onto the card of the other player. This player must now find the match between his new card and that of one of the other players. If he succeeds, he puts all his cards on the other player's stack.

End of the game: If the last player has received all the cards of the other players, they put them on the table and the next round begins. Any

number of rounds are played (at least five). If there are no more cards to distribute, the game ends. Whoever has the most cards in front of them may feel encouraged to practise even more.

Game 4: Circle (several rounds)

Preparation: In each round, a card is placed face-up in the middle of the table. Around this card, as many cards are laid out – face-down – as there are players. The remaining cards are set aside as a deck, and are only needed in the next rounds.

Objective: Collect as many cards as possible, faster than the other players.

How to play: On "Go!" all players reveal one of the face-down cards at the same time. Players must find the match between the card in the middle and the cards lying around it. As soon as a player finds a matching symbol, they name it, take the corresponding "outer" card and place it in front of them. Attention: The card in the middle is not to be removed!

End of the game: Once all the outer cards have been removed, the middle card is placed under the deck, and a new round starts. Players keep their winning cards. If no more cards can be drawn, the game ends. Whoever was able to collect the most cards wins.

Game 5: The Gift

Preparation: The cards are shuffled. A card is placed face-down in front of each player. The remaining cards are placed as a deck, face-up, in the middle of the table.

Objective: Have the fewest cards at the end of the game.

How to play: On "Go!" all players turn their own card over, face-up. Now everyone looks at everyone else's cards and tries to find the symbol that matches the one on the top card of the deck. The first person to find a match names the symbol, takes the card from the top of the deck in the middle, and places it on the deck of the respective player. Now a new card is seen on the deck in the middle, and play continues until all cards from the middle of the table are distributed.

End of the game: When there are no cards left in the middle of the table, the player who has the fewest cards has won.