

	Piles! A Fast-Paced Free-For-All
Linguistic level (CEFR)	From A1 onwards
Game objective	Be the first player to complete 6 sets of four identical cards
Roles	There are no roles; all players play simultaneously
Rules	- The deck is built according to the number of players and then shuffled. - Each player receives 6 piles of 4 cards each, face down. - The 4 remaining cards are placed face down in the center of the table. - The game starts when the 4 central cards are flipped over simultaneously - Players must transform all 6 of their piles into complete sets by exchanging cards with the center. - Only one pile can be held at a time. - Exchange only one card at a time with the central cards by discarding own card face up before picking up a card from the center. - Cards may not be transferred between piles. - Piles on the table must always contain 4 cards and remain face down. - When a set is completed, that pile is placed face up.
Number of players	2-8
Recommended age	8+
Time (duration of a game)	10 minutes
Scores/how to win	The first player to complete 6 sets of identical cards wins.
Objects	50 card sets. Each set consists of 4 cards representing the same clothing item in different colors.
Relationships	Individual competitive game.
Player profile	- <i>Context</i>: Players interested in speed, memory, and strategy games - <i>Skills</i>: Visual recognition, visual memory, motor coordination, concentration ability - <i>Lexical and grammatical themes</i>: Clothing
Skills, knowledge	- <i>Language</i>: Thematic vocabulary - <i>Culture</i>: Modes of interaction in competitive games, respect for rules. - <i>Soft skills and personal development</i>: Speed of reaction and reflexes, visual memory and strategy, stress management, concentration, hand-eye coordination, healthy competition