Return to 1616 Wild Challenge Card Games

GUESS WHO?

- 1. This is a pair guessing game.
- 2. Display all of the cards.
- 3. Each person secretly selects a mystery animal without telling their opponent.
- 4. Try to guess your partner's mystery animal by asking yes/no questions.

1616 MEMORY MATCHING GAME

- 1. This game uses two sets of cards. The objective is to collect the most pairs of cards.
- 2. Shuffle the cards and lay them on the table, face down, in rows.
- 3. On each turn, a player turns over any two cards (one at a time) and keeps them if the cards match.
- 4. If successful matching a pair the player keeps the cards and gets another turn.
- 5. When a player turns over two cards that do not match, those cards are turned face down again (in the same position) and it becomes the next player's turn.
- 6. The trick is to remember which cards are where.
- 7. The person with the most pairs at the end of the game wins



