

# 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

[Download printable cards here!](#)

The grid contains 48 cards, each with the following structure:

- Animal Name:** Common name and scientific name.
- Conservation Status:** Indicated by a circle with a letter (e.g., S for Safe, VU for Vulnerable, EN for Endangered, CR for Critically Rare, P for Priority, SP for Species at Risk).
- Statistics:** Average size (cm), Lifespan (years), Average weight (g), Speed, Number of young, Outcomes, and Rarity.
- FUN FACT:** An interesting tidbit about the animal.

Animals included in the grid include: Indo-Pacific bottlenose dolphin, Shark Bay mouse, Shark Bay bandicoot, Rufous hare-wallaby, Sandhill frog, Barn owl, Humpback whale, Tiger shark, Banded hare-wallaby, Brush-tailed Nuttara, Loggerhead turtle, Golden ghost crab, Eastern osprey, Manta ray, Heath mouse, Woylie, Dibbler, Desert mouse, Guardian, Dirk Hartog Island black and white fairy-wren, Feral cat, Western bearded dragon, Boodie, Greater stick-nest rat, Chuditch, Western grasswren, Knob-tailed gecko, Dugong, Western spiny-tailed skink, and Whale shark.