Return to 1616
Wild Challenge Playing Cards

GOVERNMENT OF WESTERN AUSTRALIA
Department of **Biodiversity, Conservation and Attractions**

RETURN TO 1616
DIRK HARTOG ISLAND NATIONAL PARK

Have fun and enjoy learning at the same time! Print out the [Return to 1616 Wild Challenge playing cards](). Follow the instructions below to play and have fun while you learn about the animals being returned to Dirk Hartog Island National Park. Explore more games and activities with the other Wild Challenge Games.

Instructions

WILD CHALLENGE
RETURN TO 1616

The Wild Challenge game is based on the *Return to 1616* project on Dirk Hartog Island National Park detailed below. It contains a series of 30 cards that include both *Return to 1616* animals (marked in red) as well as other animals that either live on the island or in the surrounding waters.

1. Print out the cards on double sided paper.

2. Cut out your cards and laminate.

Rules of play

Any number of people can play.

To start the game, shuffle and deal all the cards face down to the players. Each player holds their cards so that they can see the top card only.

The player to the dealer's left starts by reading out a category from the top card (e.g. Rarity, value 5) The other players then read out the same category from their cards. The one with the best or highest value wins, and that player collects all the top cards, including their own, and moves them to the bottom of their pile. It is then their turn again to choose a category from the next card and play continues until they lose.

If two or more cards share the top value then all the cards are placed in the middle and the same player chooses again from the next card.

The winner of the hand takes the cards in the middle as well.

The *Return to 1616* project animals are special. Their names are written in red on the front of the card. They are worth more points so try hard to collect as many as you can. Play continues until one person has all the cards and is declared the winner.

If you are playing a timed game, at the end of the time the:

• *Return to 1616* animals are worth 5 points;

• all other native animals are worth 2 points; and

• the cat is worth 1 point.

Highest score wins so keep every Return to 1616 animal you can!

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