

Instructions

Preparing the Game:

Print and cut out the cards you wish to use. A set of cards in color and a set of black and white cards are both included. Students can color the black and white set to make their own set of cards if they wish. There are 32 sets of four-six cards each and six wild cards. The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily if they are printed on copy paper and laminated or just printed on paper. Cut the cards apart on the lines. You can use all 32 sets of cards to play or choose to use fewer sets if you want a shorter game. There is a blank page included that you or your students can use to create your own additional sets if you wish.

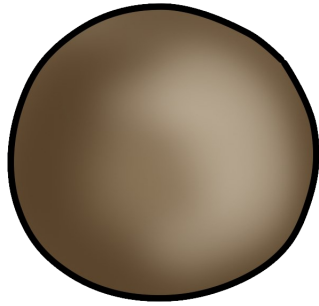
Playing the Game:

Shuffle or mix the cards together well that are being used. Put the cards in a pile in the center of the table. Each player, starting with the youngest and moving clockwise, draws a card from the pile until each player has four cards. This is the starting hand for each player. The object of the game is to get as many sets of cards as possible. Each set has four-six cards that show different stages in an animal's life cycle. After the players have drawn their cards, they organize them in their hand without showing them to anyone. For example, if a player has the following cards: "1 of 4 Dog," "2 of 6 Jellyfish," "3 of 4 Dog," and "3 of 5 Swan," they should put the two dog cards side by side in their hand to see what they still need to make a set of dog cards. The number on the set tells how many cards are needed for each animal.

The first player draws two cards from the pile of cards in the center of the table. They decide if these cards will help them make a set of cards. The player takes one card from their hand (either one they already had or one of the cards they have just drawn) and mixes it back into the pile of cards on the table. Whenever a player has a full set of cards for the same animal, they should play the set instead of discarding a card. Play continues until all the cards have been drawn. After the final card is drawn, anyone holding a complete set that has not been played (such as one that the player may have forgotten to play on their turn or one that can be made complete with a wild card), should play the set. To score the game, count the number of cards played by each player; the player who has played the most cards (even if another player has played more sets) wins. For example, a player who plays four six-card sets (24 cards) wins over a player who plays five four-card sets (20 cards).

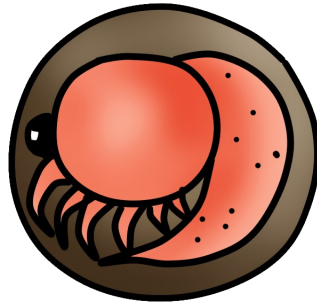
Using the Wild Card:

There are six wild cards showing habitats or biomes in the game. Each wild card can replace one, and only one, of the cards in a set. For example, if someone has three of the four dog life cycle cards and draws a wild card, they can use this to replace the one card in the set they are missing. A player can use as many wild cards as they like, but they can only use one wild card per set.



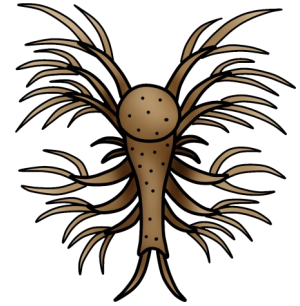
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Crayfish



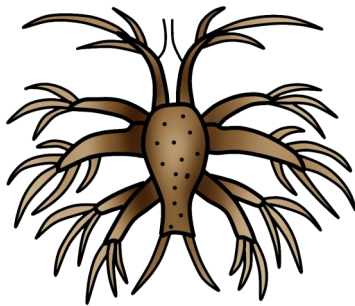
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Crayfish



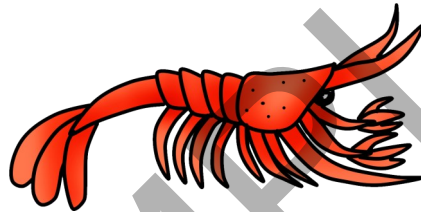
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Crayfish



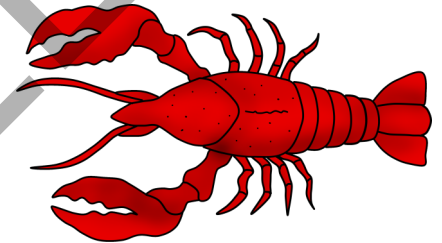
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Crayfish



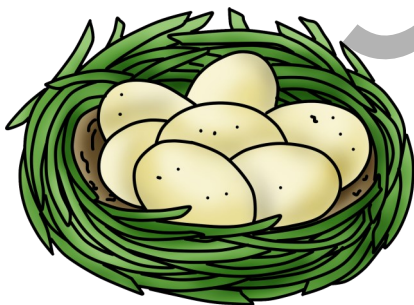
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Crayfish



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Crayfish



1 of 6

Platypus



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Platypus



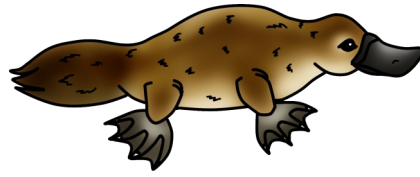
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Platypus



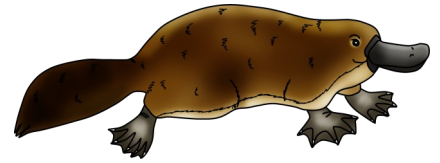
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Platypus



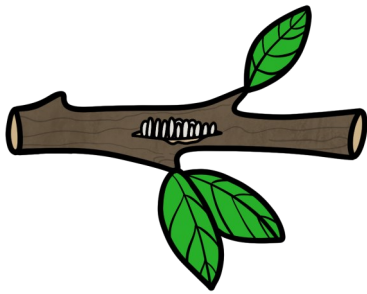
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Platypus



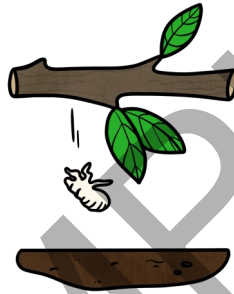
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Platypus



1 of 6

Cicada



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Cicada



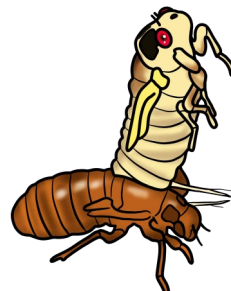
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Cicada



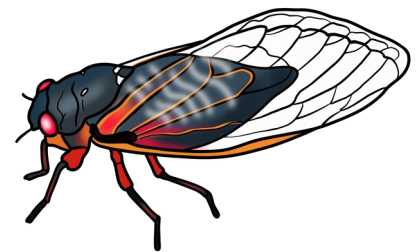
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Cicada



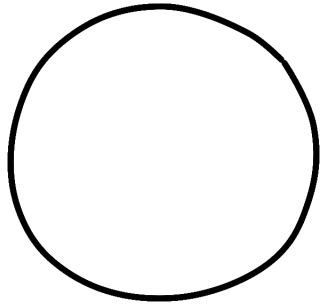
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Cicada



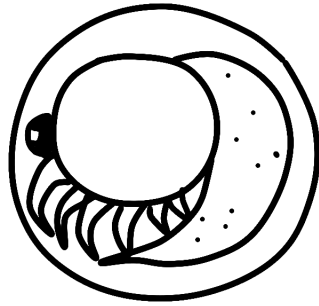
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Cicada



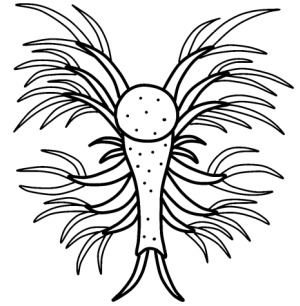
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Crayfish



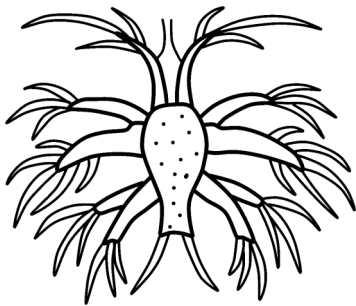
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Crayfish



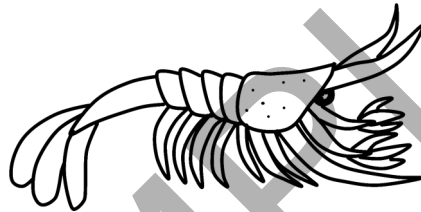
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Crayfish



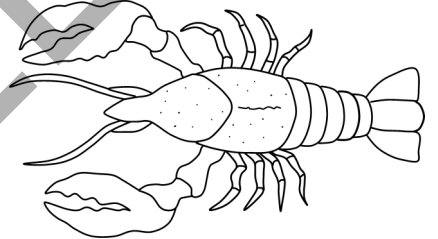
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Crayfish



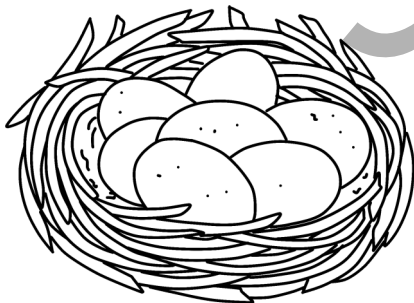
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Crayfish



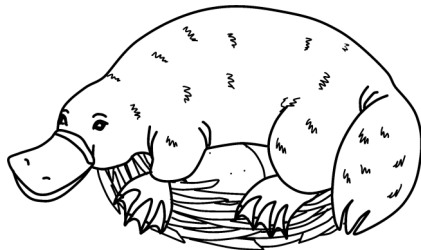
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Crayfish



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Platypus



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Platypus



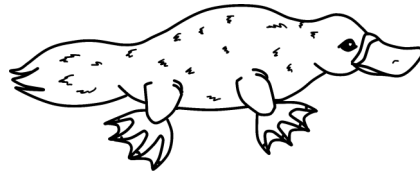
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Platypus



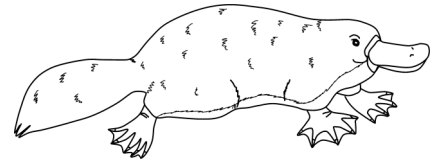
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Platypus



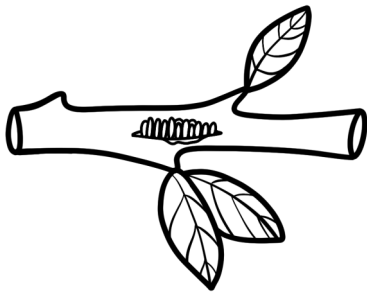
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Platypus



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Platypus



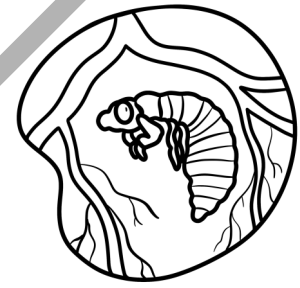
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Cicada



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Cicada



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Cicada



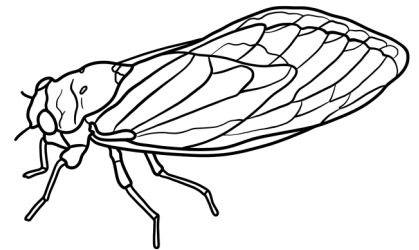
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Cicada



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Cicada



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Cicada