



CA NATIVES TRADING CARD GAMES & Trading Rules

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For the most recent Rules and Card list, go to

www.artandwildernessinsitute.com

These rules will help guide you through the CA NATIVES TRADING CARD world. The cards that you carry are a token of the deep knowledge you have of our CA NATIVE PLANTS AND ANIMALS. This means that you are carrying a symbol of your knowledge, and as it happens to be, knowledge that is not used is lost. And so is your card. TO BECOME A MASTER, you must stay on top of your knowledge so that no other card player can steal your cards from you. Good luck to you.

1. THE CARDS

These cards are used to play with, trade with, and use to ID plants and animals on trails. Cards are constantly being released every few months, and new games too. Please check the website for latest game suggestions, ideas and the card list.

2. TRADING RULES

To trade a card with another card-holder, you must tell them at least 2 facts about the card you wish to trade for. Likewise, they must share 2 facts with you about the card they wish to trade for. Once these facts have been verified, either by looking on the card itself or by researching it, you may make the trade.

3. THE GAMES

GAME 1-

KNOWLEDGE MASTER
(This game is for keeps or for fun depending on what you agree upon before starting the game. **NO CHANGING** the rules afterwards.)

1. Challenge as many trading card holders at a time to a round of **KNOWLEDGE CHALLENGE**.
2. One person in the group must not play one round and only act as the moderator. Moderators can switch off each round.

- The moderators job is to shuffle the cards and redistribute them to the group so that the cardholder does not end up with their own card.
- The moderator must ensure that not all cardholders duplicate cards that are offered into the center of the pile.
- The moderator shuffles the cards and then hands them out randomly to the group and also decides

who will ask the question first.

- The chosen person finds out whose card they are holding, looks at the backside of the card, and asks a question off the back of the card regarding the plant or animal. It is not permissible to ask Latin Names, unless you are in a tie between 2 cardholders seeking to claim the public domain card. More about that later.
- If the original card owner knows the answer, they get to take their card back and their card is safe and sound. The question goes to the next person. **IF THE ORIGINAL CARD OWNER DOES NOT KNOW THE ANSWER**, the card goes back to the moderator to hold onto for **PUBLIC DOMAIN ROUND**.
- After all players have been asked a question regarding their card, the incorrect answer cards are now up for grabs in **PUBLIC DOMAIN ROUND**.

PUBLIC DOMAIN ROUND

Public Domain Round is moderated by the Moderator. The Moderator asks a question to the group regarding a fact from one of the cards that was forfeited due to lack of knowledge. Players **MUST BE EXTREMELY CAREFUL** in not just raising their hand too quickly or shouting out answers.

IF they say an incorrect answer, they can lose another one of their cards. Players MUST ONLY ANSWER if they VERY DEEPLY AND THOROUGHLY know the answer.

If it is answered correctly, then the player who knew the answer gets to steal the card. If it is not answered correctly, the player who answered the question needs to give up another one of their cards.

GAME 2- ECOSYSTEM SCRAMBLE

1. Split the deck in half and hand half of your deck to an opponent.
2. Hide your trading cards into a pile in your hand and do not let the other player see your cards or what you are playing next.
3. Count to 3 and at the same exact moment, put a card down.
4. Make a case as to whose card is more powerful in nature and why and tell them what would happen to the ecosystem if that Native Plant or Animal was removed from the environment.
5. The judge chooses the player with the better argument.
6. Play 5 rounds and then whoever wins the most cards off the other player gets to be the

ecology judge in the next round.

This game can be played with the deck you have just for fun or you can challenge another collector to their own collection of cards. Decide before you begin the game if its for keeps or just for fun.

GAME 3- RIDDLE ME THIS

1. Challenge 1 - 4 players to play the game.
2. Each player places 4 cards out in front of them gold side up.
3. Each player thinks of a riddle about one of the four cards they have placed down and the other players each get a turn guessing the answer to the riddle.
4. The other players have to guess which card the player is talking about. The player can also make a riddle that is about neither of those animals or plants.
5. If the other players are incorrect, the player who made the riddle gets to take a card away from them for being wrong. If the other players are right, they get to take a card away from the player.
6. At the end of the game, return the cards to their owners.

GAME 4- Trail Scavenger Hunt

1. Go on a Nature Walk outside.

2. Randomly divide the cards up amongst the hikers. Each hiker must show their card to the other hikers.
3. The hiker with the card must try to find their animal or plant.
4. If they find their animal or plant before another player does, their card is safe. If another player finds it first, the cardholder must give up their card to the other player.
5. Hikers may try to steal cards from each other by first remembering what cards the other players/hikers have and 2, finding it on the trail before the cardholder or another hiker has the chance to shout it out.
6. Original cardholders may challenge other hikers for their card back by "Knowledge challenging the other player". The other player may ask any question off the back of the card and if the original cardholder knows the answer, they may steal their card back.

To earn more cards through nature journaling and finding them on the trail, check out the CA Natives Scavenger hunt membership, for nature journaling lovers.

www.ortondwildernessinstitute.com