



WILD

Discovering Animals



RULES OF THE GAME



LUDO ERGO SUM

FOREWORD

WILD wants to make you discover in a fun and engaging way the characteristics and curiosities of mammals, ranging from the best known and loved animals to the least known and most mysterious ones. Follow in the footsteps of great explorers such as Humboldt, Darwin and Wallace, take on the role of a zoologist to make a wonderful journey inside the animal kingdom, learning to use specific terminologies and appreciate the value of biodiversity. You will become aware of the beauty and fragility of the natural world, thinking of the sometimes irremediable damage that man has caused (such as the extinction of a species) and of the actions that we can instead put in place to mitigate and make sustainable the impact of man. **WILD** will give you the opportunity to also discover the Conservation Status (SdC) of the different species, identifying which of them are at low risk of extinction and which ones are strongly threatened:

LC Least Concern

NT Near Threatened

VU Vulnerable

EN Endangered

CR Critically Endangered

CONTENTS

- **48 cards**, with the color of the CS, with:
 - on the front the photo and the scientific name of the animal
 - on the back the CS, the common name, 6 pieces of information (from Order to Diet) and 5 data (from Weight to Pregnancy)
- **1 yellow die** INFORMATION
- **1 orange die** DATA
- this instruction manual



TOURNAMENT

4 games are played, one for each Game. At the end of each game **11 points are awarded to the winner**, and then 7 points to the second, 6 to the third and so on. There is no draw: only one player wins 11 points, whereas ties are possible, starting from the second place. In the event of a tie at the end of the tournament, the yellow dice is rolled and, among the players with the highest score, the player who has scored the most points in the game indicated by the die wins.

INFORMATION KEY



order, it is one of the systematic categories for the scientific classification of living organisms, used for example for animals, plants and bacteria



family, it is another systematic category immediately below the order (so within one order there are one or more families)



curiosity, it is a specific information, little known, of that animal



peculiarity, it is a special feature of that animal



geographic range limit, indicates where it lives: continents, geographic areas, regions, nations, seas, etc.



diet, indicates what it eats: which other animals, which plants, etc.

DATA KEY



weight, expressed in Kg (e.g., 150kg - 250kg)



length, (without the tail), expressed in cm



length of the tail, expressed in cm



average life span: expressed in years



pregnancy: expressed in months
(e.g., 3.7 months correspond to 110 days)

Sometimes the value of a data is not expressed with a simple number, but with a pair of numbers that represent the minimum and the maximum values for that quantity. While aware that this may be less easy for children, it was a necessary choice to more faithfully respect reality, for those species where there is a significant difference from individual to individual.



CR Critical



Adiuta nasuonduatun



Camelus bactrianus



Diceros bicornis



Gorilla gorilla



Varanus komodoensis



Ailuropus melanoleucus

EN Endangered



Balaenopterus musculus



Elephas maximus



Acinonyx jubatus



Leopardus pardus



Rhinoceros sumatrensis



Panthera tigris

VU Vulnerable



Acinonyx jubatus



Ailuropus melanoleucus



Varanus komodoensis



Balaenopterus musculus



Camelopardalis giraffa



Rhinoceros sumatrensis



Hexaprotodon hippopotamus



Odobenus rosmarus



Panthera leo



Phascolarctos ursinus



Ursus maritimus

NT

Near threatened

★★



LC

Least concern

★★★



GAME N° 1

DISCOVERING ANIMALS



Aim of the Game: to find out, all together and cooperatively, the animal chosen by the Turn Player (TP).

Set up: the TP chooses one of the 48 cards and, without the Other Players (OP) being able to see it, “records” all the information found on the back of the card (for example by writing it on a sheet or taking a photo). Then the TP puts 25 cards on the table, from the side of the photo, including the one he chose ❶, but always without letting the OP understand what card has to be found.



Canis latrans

Game Play: the OP rolls the orange die for the first






time (e.g., ❷) and the TP tells them the value of the corresponding datum (e.g., its weight ❷ can vary from a minimum of 10 to a maximum of 20 kg). If that piece of information is enough to make the OP understand

which animal it is, the OP can declare the name of the animal. Otherwise they continue with a new roll of the orange die, possibly after discarding some cards. Warning: if the card to be guessed is discarded, the turn ends and the TP scores 6 points.

❷ 10-20

❸ Canis

REMARKS:

- if the orange die shows a face that was already rolled, the OP roll the yellow die (e.g., ) , and the TP reads the corresponding piece of information to them (e.g., it belongs to the Canids family ) but in the total count only one throw of the die is considered
- if the yellow die also shows a face that was already rolled, the OP skip the game turn
- if the orange die shows , the TP must not say the conservation status, but must say only if the animal to be guessed is critical (VU or EN or CR) or non-critical (LC or NT): in our example  non-critical: 

End of the game turn: the Game Turn ends when the OP say the name of the animal: if they are wrong the TP wins 6 points, while if they say the correct animal the TP earns as many points as the number of times the die was rolled. After a **maximum of 5 die rolls**, the OP must declare the name of the animal.

End of the game: the game ends when all the players have played once the role of the TP. The player with the highest score wins the game. In the event of a tie, the players with the highest score (challengers) make the playoff: the other players choose the animal to guess and the challengers, after each die roll, can raise their hand to say the animal's name. If a challenger says the correct name he wins, otherwise he can no longer say other names, until all the other challengers have also said a wrong name. If a challenger discards the card to be guessed he loses.

GAME N° 2

GUESS IT!



Aim of the game: to be the first to win 3 cards.

Set up: shuffle the deck and place it in the center of the table, with the cards on the side of the photo. The youngest player starts and the game then continues clockwise. Each player recognizes his own

questioner: if the number of players is even the questioner is the player who is sitting in front of you, otherwise he is the player on your right (it is also possible that the role is played by an adult if there are children who still cannot read).

Game turn: the Turn Player (TP) rolls the yellow die, which defines the topic of his game turn (e.g., geographic range limit **1**). Then he takes the first 4 cards at the top of the deck and gives them to his questioner who, after looking at the information on all the cards (e.g., where it lives) must choose a card and read the information aloud (e.g., Alaska, Canada and the United States **2**). In order not to show which card he is reading from, the questioner can use the lid of the box to cover all the cards. Then the cards are placed on the table, from the side of the photo **3**, and the TP must guess the animal corresponding to the information that has been read. If the TP guesses the correct card (American bison **4**) he passes the test and wins the card, while the other 3 cards are discarded (all the 4 cards if the test is not passed).

REMARKS:

- with children you can make it easier by placing on the table only 3 of the 4 cards taken by the questioner
 - if the piece of information that has been read corresponds to more than one card (e.g. the yellow die shows  and the opposite says "Bovids") the TP wins the card if he points either the Bison or the Ibex
 - when the deck finishes, all the cards that were discarded are shuffled again
- End of the game:** whoever first gets 3 cards first wins the game, having all players done the same number of turns. In the event of a tie, the players with the most cards take a new turn until there is only one winner.




Alaska, Canada and the United States









GAME N° 3 THE BATTLE



Aim of the Game: to remain the last player in the game.

Set up: shuffle the deck and deal 10 cards to each player, leaving the unused cards in the box. If you play 5 or more, all the cards are dealt clockwise, starting with the youngest player. The yellow die is put on the face . The youngest player starts and the game then continues clockwise.

Game turn: the turns of the game alternate in considering once the highest value (max) and the next time the lowest value (min), and so on. The yellow die is used as a reminder:  indicates the max and  indicates the min. After the Turn Player (TP) has switched the face of the yellow die (e.g. from min to max ), each player, clockwise after the TP, chooses one of their cards and places it in front of him, from the side of the photo . The TP chooses his card last and then rolls the orange die, which defines the datum to be considered for that game turn (e.g. the tail length ). The card with the highest  (or lowest) value for the datum indicated by the die wins the turn, and the player who owns it puts it back among his other cards, whereas the “losing” cards of all the other players are discarded.

If the orange die shows  only the cards that correspond to the most critical conservation status remain in the game

(e.g., the Panda and the Hippopotamus, both **VU**), whereas the Zebra loses because **NT**). In this case the face of the yellow die is not changed and the criterion (max or min) remains the same for the next game turn.

REMARK: in case of a tie, between 2 or more values, see the last page

End of the game: the game ends when there is only one player left, the winner, with at least one card in his hand.

Game variation: instead of rolling the orange die, the TP puts the die on the face he wants, after all the cards have been played. It is also possible to put the die on the face of the dinosaur, which however can be played only once for a given card.




GAME N° 4

SORT IT



Aim of the game: put the card in the right position compared to all the others.

Set up: choose the feature to play with (for example the weight of the animals). Shuffle the cards and place the deck in the center of the table, with the side of the photo visible ❶. The youngest player starts the game by picking the first card on the top of the deck and by placing it on the table, on its back ❷, and the game then continues clockwise.

Game turn: the Turn Player (TP) picks the first card from the top of the deck and, without reading the information on the back of the card, places it on the table alongside the other cards already present. While positioning it the TP must choose whether to put it on the left (the smallest weight of all), or on the right (the largest weight of all) or in the middle of the row of cards, in a given position. After having placed the card, from the side of the photo, the card is turned to check if it has been put in the right place ❸, keeping all the cards in increasing order (by weight). If a player puts his card in a wrong place ❹, he loses the game, unless he rolls the orange die and gets . Whatever the case may be, the card is then put in the right place. The game continues as long as only one player remains in the game, who wins the game turn and gets the last card.

REMARKS:

- the second card is simply placed to the right or left of the first card
- from the third card onwards, you can put your card either at one of the two ends, or within the row of cards
- if a datum is expressed with a pair of numbers you have to consider only the highest one. In case of a tie, see the last page





End of the game: whoever gets 3 cards first wins the game.

Game variation: it is possible to play by sorting the 48 cards with respect to any of the 5 data (weight, length, tail length, average life span and pregnancy).



IN CASE OF A TIE

(for games 3 and 4)

When the value is a pair of numbers you must look at the highest value if you are playing with the maximum value , whereas you look at the minimum  if it is the turn of the lowest value. If 2 or more values are equal, look at the average value and, in the event of a further tie, the animal with the most critical Conservation Status wins. For instance, with the highest weight:  

- Coyote  10-20 beats Guinea baboon  17 because $20 > 17$
- Gorilla  160-200 beats Boar  100-200, because $200 = 200$ and 180 (average of 160 and 200) > 150 (average of 100 and 200)
- Pangolin  3-5 beats Hare  3-5, because  is more critical than 

** the image used is actually of the *Camelus dromedarius*, a species that has a very reduced front hump*

*** erratum: the family of American bison (*Bison bison*) is Bovids*

**** erratum: the arctic fox (*Alopex lagopus*) is at minimum risk (LC)*

A game by: **Emanuele Pessi**

Scientific advice: **Luca Fortunati**

Design by: **Domenico Monforte**

Produced by: **CreativaMente srl**

Via A. Volta, 69 - 20863 Concorezzo (MB), Italy



LUDO ERGO SUM