Rules & Instructions for Top Pond/River Trumps

No of players – Up to 4

Age range – from 4 +

Aim – Choose your highest value statistics (stats) to outsmart your opponents, while discovering new and exciting facts about the animals that live in our rivers.

Winner—The person who wins all the cards

Instructions

1. Shuffle the cards and give each player an equal number of cards.

2. Players must keep all their cards in a pile (without seeing what they have) and only look at the top card.

3. **START GAME**: player 1 starts the game by reading out the stat from their card they think is highest.

4. Other players then look at their top card and see if the same stat category can be beaten.

5. The highest stat wins. The player who has the highest stat takes the losing card (s) and places them at the bottom of their pile.

6. If all the stats are the same, all those cards from that round are placed in the middle and the player who started, takes another card from their pile and tries again. Whoever wins that round takes the cards from the previous round as well.

7. The player with all the cards at the end, wins!

Cards

Equipment

Printed sheet (see below), scissors

Instructions

1. Print cards (separate file in this folder) on A4 printable card.

2. Cut out along the white lines.

3. There are extra blank cards if you'd like to make your own cards to add to the game

Instructions for making Top Pond/River Trumps Box

Equipment

Printed sheet (see below), scissors, glue, possibly paper clips/masking tape

Instructions

1. Print box on A4 printable card

2. Cut out around the outline of the shape (also called a net)

3. Fold along the dashed lines and then loosely fold into a box shape

4. Put glue on one of the tabs (printed side)

5. Glue the tab to the back

6. Repeat steps 4 & 5 until all the tabs are glued. It's a bit fiddly! If the tabs don't stick straight away try and keep them in place until they've dried with paper clips or masking tape.