

# Naturally Learning- Home Education, Tutoring and Inquiry Learning

## Life School : A practical model of education for the 21st Century.

### Animal Anarchy Card Game

**Focused Learning:** 3 digit addition and subtraction. Strategy. Memory.

#### What you will need:

- Game cards ( print out ours or make your own)
- Hit and Miss cards
- Pen & Paper ( to record progress and score)

#### How to make the game:

1. Contact Sarah for PDF to download.
  2. Print.
  3. Glue to card or laminate for durability.
- or

#### Design your own.

1. Google search the animal you want.
2. Go to images and find the picture you want or draw the pictures you want.
3. Go to pages, make a new page. Paste copy and paste the image onto a blank sheet.
4. Create a text box, place it under the picture, create the stats.
5. Repeat to make as many copies as you need.
6. Print.
7. Cut.
8. Laminate or stick onto a card.





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### The Aim of the Game:

The aim of the game is to eliminate all of your opponent's cards. Whoever runs out of cards first, loses.

### Rules of play:

- Each player takes 5 cards from the deck.
- Each card has 3 types of stats; health, armour and attack.
- Each card has one of these special abilities; charge, surprise attack, bone breaker, toxin and blubber (more special abilities are coming soon)
- The way to eliminate a card is to hit a card until it runs out of health. Once the card has no health left it must be discarded from play.
- A card's health may be rejuvenated in the following ways:  
Carnivores; eat a dead card.  
Herbivores; taking a herb that has been foraged. (Any player may forage for a herb and give it to a Herbivore. Each herb may only be used once.)
- This game is a turn based game. Each player may use three cards per turn.
- A card's health may be healed in one turn.
- Another mechanic of the game is formations. The rules of formation are; a minimum of 2 cards and a maximum of 5 cards in the front line. No limit to the number of cards in the back line. Cards in the back line cannot attack and cannot be attacked.



### Hit and Miss Cards:

- The hit and miss mechanic is not used in every turn. If your opponent wishes to dodge or block then you must pick up a hit or miss card. If you get a miss card for the dodge then you do not do any damage. For a block you pick up 2 hit or miss cards. If you get 2 hit cards you do double the damage you normally would. If you get a hit and a miss card you do half the damage that you normally would. If you get 2 misses your attack does nothing. For a counter attack you pick up a hit/miss card. If you get a hit card, then your opponent takes your base damage plus the damage that is being dealt to you. (You still take damage though). If you get a miss card then your opponent deals double damage.
- When foraging for a herb; hit card = find, miss card = nothing



### Special Abilities:

- Charge; does double the base attack damage. Stuns opponent for one turn. Cool down in three turns.
- Surprise Attack; does 250 extra damage, is unblockable, undodgeable and you cannot counter attack.
- Toxin; does 50 damage every turn for 5 turns. Cool down in ten turns.
- Blubber; blocks 200 damage from any attack.
- Bone Breaker; stuns opponents card for 3 turns. Cool down six turns. Does base damage.

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