

4 years+ **ROCK PAPER SCISSORS** **2** players

Aim: To collect all the cards

1. Play with the rock, paper and scissor symbols on the cards' top right corner.
2. Shuffle and deal all the cards.
3. Players keep their cards in a pile face down and must not look at them.
4. Both players turn over their top card, you win by following these rules:

Rock smashes	Scissors cut	Paper covers
scissors	paper	rock
5. The winner takes the cards and places them at the bottom of their pile.
6. Play until one player has won all the cards.

PARRY Always wins

CALAMITY Always loses

4 years+ **CALAMITY GAME** **3 to 5** players

Aim: To avoid the Calamity

1. Shuffle and deal all the cards.
2. Players have to pair their cards with matching pictures and place them face up in front of them until only odd cards are left.
3. Then in turn, each player presents their cards to the person on their left in a fan face down and that player selects a card.
4. If they can make a pair, they place it face up in front of them.
5. The game continues until all pairs have been matched.
6. The player left with the Calamity card loses.

PARRY Use it to replace any other card then discard it

CALAMITY You lose

5 years+ **BE AN ELEPHANT** **2 to 5** players

Aim: To find 3 matching pictures

1. Shuffle the cards and display them face down in a grid in front of all the players.
2. In turn, each player (or team) turns over 3 cards.
3. If all the cards have the same pictures, players place them face up in front of them and have another go.
4. If cards are not matched, players put them back face down in their exact position on the grid.
5. Then the next player has a go.
6. The winner is the one with the most cards.

PARRY Have another go and discard it

CALAMITY Skip your next turn

5 years+ **FREE FROM** **2 to 5** players

Aim: To get rid of all the cards

1. Shuffle the cards and deal 5 cards to each player.
2. Make a pile with the remaining cards.
3. Turn over the pile's top card in front of all the players.
4. The first player must match the picture or the number. If they can't match the card, they take a card from the pile.
5. Then the next player has a go.
6. The game continues until a player gets rid of all their cards.

PARRY Use it as the picture or number of your choice

CALAMITY Next player takes 2 cards and does not play

6 years+ **SNAFFLE IT** **3+** players

Aim: To win the most points

1. Shuffle and deal all the cards.
2. The first player plays a card. In turn, players must play a card with the same picture.
3. The player with the highest card number wins the pile.
4. If players don't have the matching picture, they play another card of their choice.
5. The game ends when players have no more cards to play.
6. Players total their points. The winner is the player with the most points.

PARRY Always a win – value 10 points

CALAMITY Always a loss – value 0

6 years+ **HAPPY DIVERSITY** **2 to 5** players

Aim: To complete as many series as possible

1. Shuffle the cards and deal 7 cards to each player.
2. Make a pile with the remaining cards.
3. The first player asks any opponent for a card they need to complete a series (e.g. Moon).
4. If the opponent does not have the card requested, the player takes a card from the pile.
5. When players complete a series, they place it face up in front of them.
6. The game continues even when no cards are left in the pile.

PARRY Show it to request 2 cards then discard

CALAMITY Show it to avoid giving the requested card then discard



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7 years+ **DOUBLE SNAP** **2 to 5** players

Aim: To collect all the cards

1. Shuffle and deal all the cards.
2. Players keep their cards in a pile face down and must not look at them.
3. At the same time, all the players flip their top card and place it face up in the centre.
4. If the same picture or the same number appears, players slam one hand on the cards.
5. The player who slams the card first takes all the cards.
6. Play until one player wins all the cards.

PARRY Wins all the cards

CALAMITY Skip your turn

8 years+ **17 GOALS** **2 to 5** players

Aim: To win 17 Goals by adding points up to 21

1. Shuffle all the cards and deal two cards to each player. Make a pile with the remaining cards.
2. In turn, players request one card at a time.
3. They add up their cards' numbers to get to 21 points exactly, or as close as possible to 21 points. Players decide when to stop.
4. If you add up to 21 points exactly, you win 3 goals. If no one adds up to 21 points, the player with the closest total to 21 wins 1 goal. Players with more than 21 points lose 3 goals.
5. The winner is the first player to reach 17 goals or more.

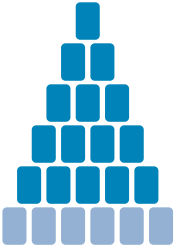
PARRY Add 2 points

CALAMITY Deduct 2 points

8 years+ **PYRAMID SOLITAIRE** **1** player

Aim: To get rid of all the cards

1. Place cards face down in a pyramid shape. Start with one card at the top and lay 5 rows. When you get to row 6 at the bottom, place all the cards face up.



2. Match the cards by numbers. If you can pair them up, discard them. You can match more than 2 cards in one go.
3. To free up a new card, the space below has to be cleared of cards, meaning no card is covering either side of the card above.

4. When numbers can't be matched, turn over one card from the pile. For a more challenging game, only go through the pile once.

PARRY Discards a Calamity

CALAMITY You lose, unless you have a Parry

Card Codes and the Educational Hub

The card codes with a letter followed by a number (e.g. B12) link to MAINTENANT Sustaining Now's educational hub which can be found at www.maintenant.org.uk



Here you will find further information on each card, educational resources and get a deeper understanding of the science of sustainability.

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