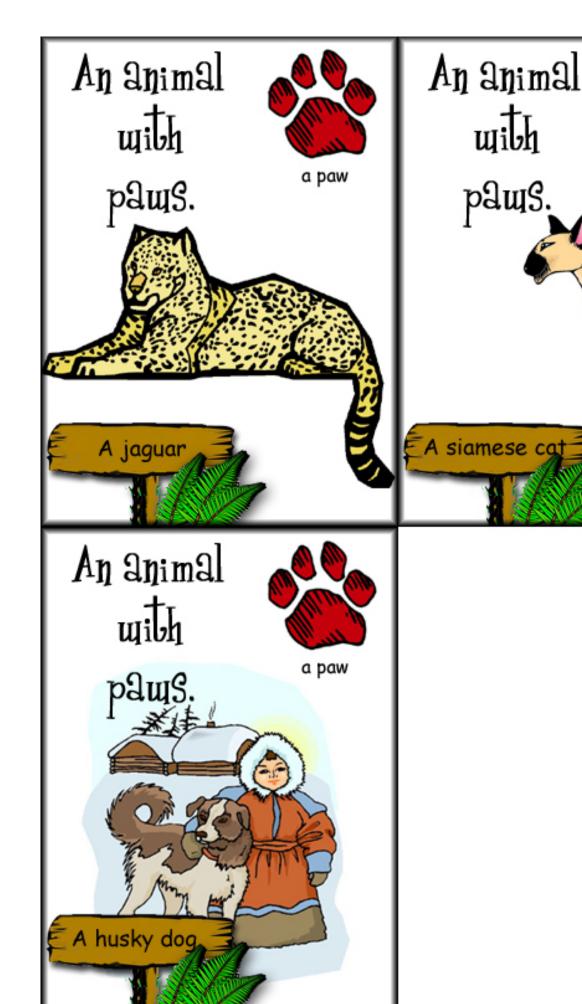


horns

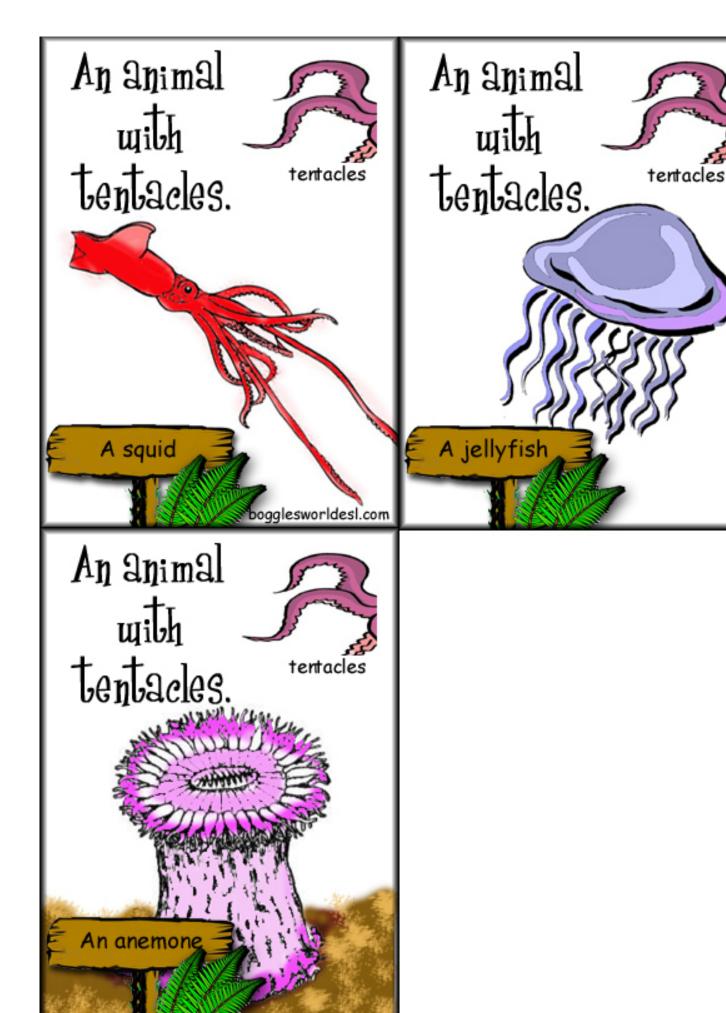


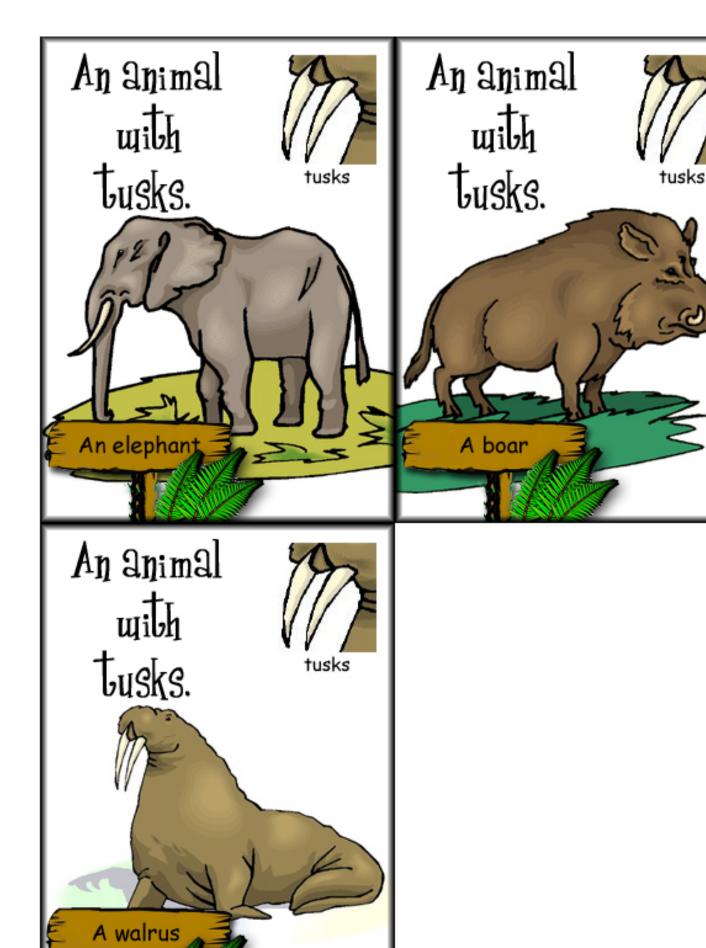
a paw

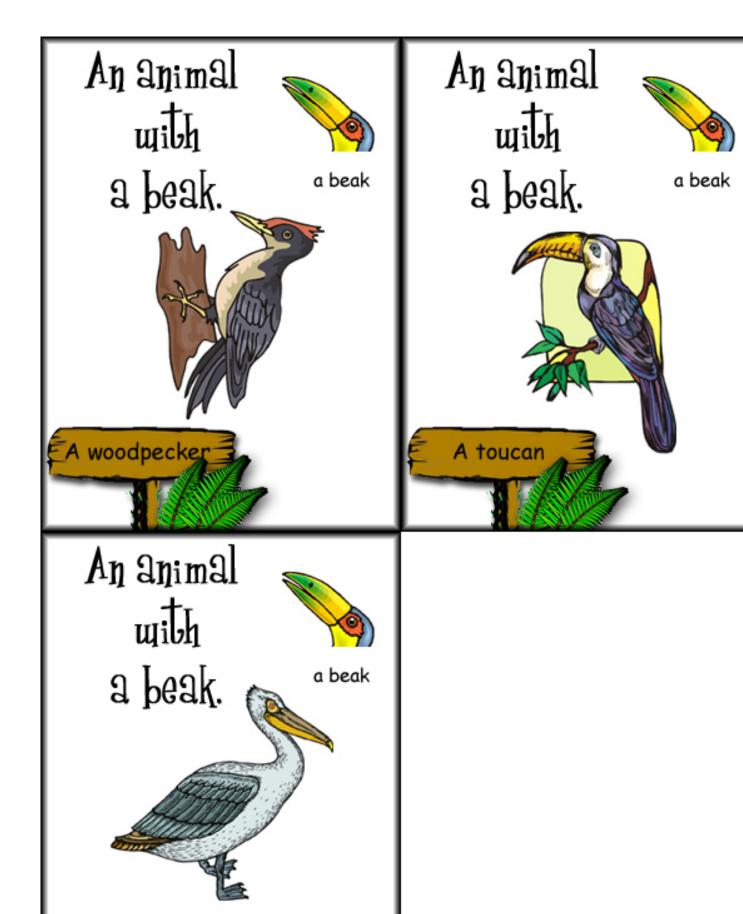


A lizard









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A pelican



# Go Fish Gone Wild!

- 1. Deal each player seven cards. Place the rest in the middle as the "Go Fish Pile".
- 2. Once they cards are divided, put in front of you any matches you already have. (For example, you got two pelicans. They form a match. Place them face up in front of you.)
- 3. Now, the first player will ask another player if they have animal will a certain type of structure (fangs, beaks, etc.)
- 4. If the second player has an animal with one of those the player says yes. Then the first player will ask if the other player has a specific animal (snake, pelican, etc.)

# For example:

A: Do you have an animal with tusks?

B: Yes, I do.

A: Is it a walrus?

B: Yes, it is. (Give the other player the walrus card.)

5. If the player does not have an animal with that structure or the specific animal they tell the player to go fish.

### For example:

A: Do you have an animal with tusks?

B: Yes, I do.

A: Is it a walrus?

B: No, it isn't. Go fish.

**To Win:** Once all the cards are matched, the person with the most matches wins.

## FYI...

### What's the difference between antlers and horns?

They are both extensions of the skull plate, but an **antler** is shed every year and grows back. A **horn** does not shed and will not grow back if broken.

## What's the difference between tusks and horns?

A horn is an extension of the skull plate, but a tusk is actually a tooth extending out of the animal's mouth.