

Name \_\_\_\_\_

Date \_\_\_\_\_

# Meerkats Survive!

## Directions for playing the game:

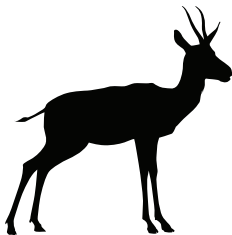
Play the game in groups of 2-4 players. You will need one set of the cards below for each player, and 20-25 buttons, beans, or other counters per group. These will be the meerkat “pups.” Cut out the cards and shuffle everyone’s cards together into one deck.

Each player starts with three pups in their family. Take turns drawing a survival card and reading it. Each card will be either saved or played. A card marked “Predator” must be played, and the player may lose a pup. “Prey” cards allow the player to gain a pup. A card marked “Save” may be used later in the game to rescue the pups from a predator. The game ends when all the cards have been played. The player with the most pups wins!



**SAVE**

**springbok**



This card will save you if a lion appears. The lion would prefer eating a springbok instead of a meerkat.

**SAVE**

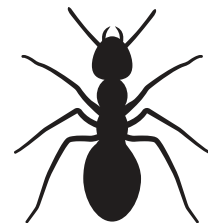
**sentry meerkat**



This card will save you from harpy eagle or jackal. The sentry warns you to hide in a bolt-hole.

**SAVE**

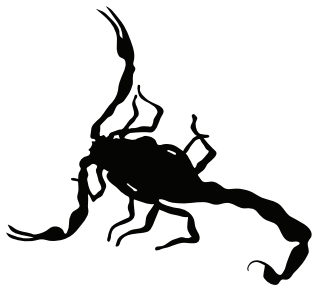
**termite**



Termites have built a mound that allows you to see a predator coming and escape from a harpy eagle or jackal.

**PREY**

**scorpion**



Gain a pup. This creature is a great food source.

**PREY**

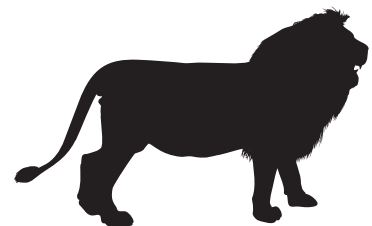
**millipede**



Gain a pup. This juicy creature is a great source of food and water.

**PREDATOR**

**lion**



Lose a pup, OR use your springbok card. A lion would rather eat a springbok than you!



**education**

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# Meerkats Survive! continued



## PREDATOR

**harpy eagle**



Lose a pup, OR use your termite, sentry or babysitter meerkat, or ground squirrel to escape.

## SAVE

**babysitter meerkat**



The babysitter meerkat leads you down the burrow if danger comes. You are saved from a harpy eagle or jackal.

## PREDATOR

**jackal**



Lose a pup, OR use your termite, sentry or babysitter meerkat, or ground squirrel to escape.

## PREY

**millipede**



Gain a pup. This juicy creature is a great source of food and water.

## PREDATOR

**Cape cobra**



Lose a pup, OR if you have four meerkat cards to protect you, gain a pup. It takes a mob of meerkats to stop the cobra.

## SAVE

**ground squirrel**



This card saves you from a harpy eagle or jackal. Squirrels dig holes that the meerkats use for burrows and bolt-holes.