CARD SHARKS game play

1. Shuffle all the cards and deal them face down

2. Leaving their cards on the table, each player picks up their first card

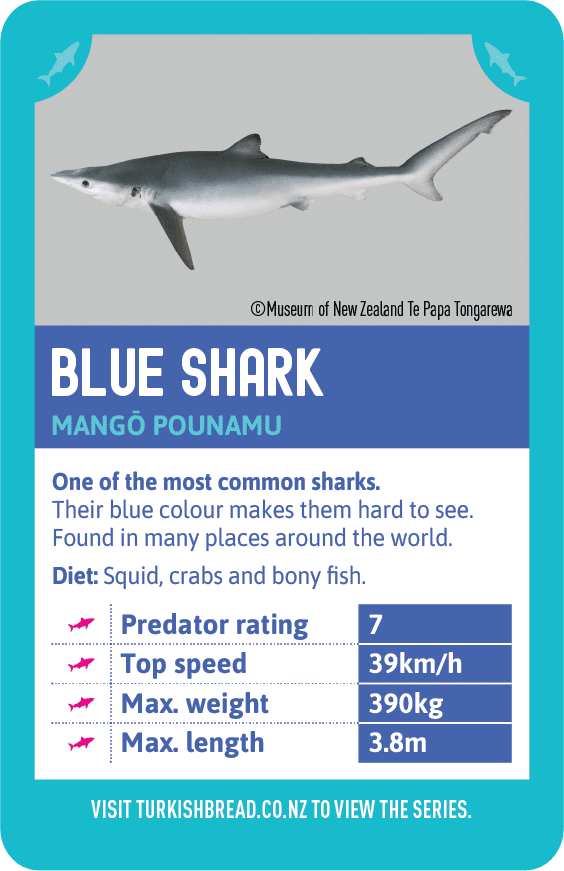
3. Player 1 (left of dealer) chooses and calls out their best stat e.g., ‘Top Speed – 56km/h’

4. The other players see if they can beat this stat

5. The card with the highest stat wins all of the top cards and adds them to the base of their pile

6. The winner of the round chooses the stat for the next round

7. The first player to get all of the CARD SHARKS cards wins!

  A card with a shark

Description automatically generated

A card with a shark

Description automatically generated A card with a picture of a shark

Description automatically generated A card with a stingray and information

Description automatically generated

A card with a picture of a fish

Description automatically generated A card with a fish and information

Description automatically generated A card with a shark

Description automatically generated

A card with a fish and information

Description automatically generated A close up of a stingray

Description automatically generated A card with a shark and information

Description automatically generated

A shark with blue and white text

Description automatically generated A card with a shark and text

Description automatically generated A close up of a stingray

Description automatically generated

A label with a couple of sharks

Description automatically generated A close up of a fish

Description automatically generated A card with a picture of a shark

Description automatically generated

A card with a fish and information

Description automatically generated A card with a fish and information

Description automatically generated A shark with information on it

Description automatically generated with medium confidence

A shark with a blue background

Description automatically generated with medium confidence A card with a picture of a manta ray

Description automatically generated A shark with information on it

Description automatically generated