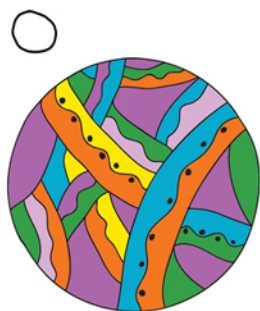


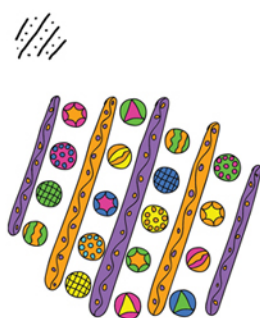


The Little Black Game Pack Symbols Chart

www.yindiartz.com.au



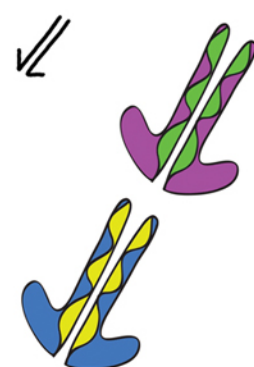
Child



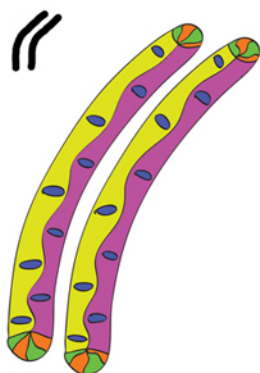
Rain



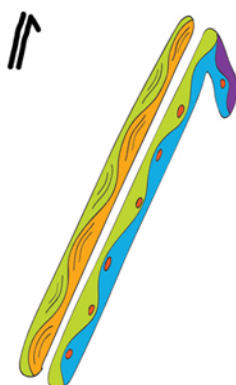
Two warriors sitting around a campfire



Kangaroo Tracks



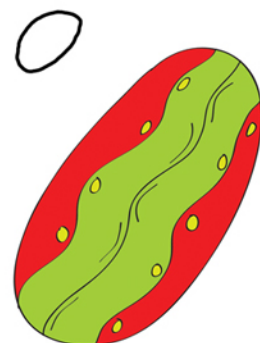
Digging Sticks



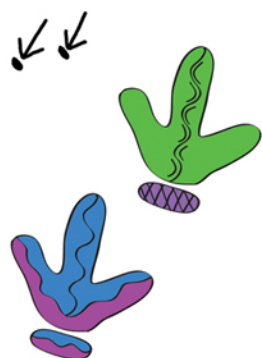
Spear



Man



Coolamon



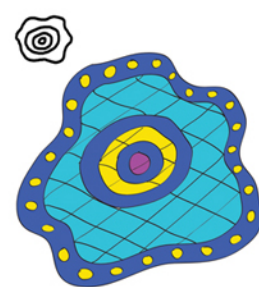
Emu Tracks



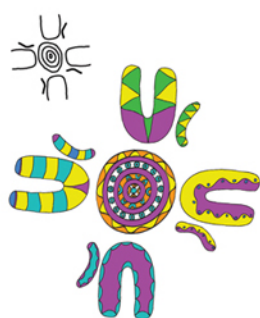
Woman



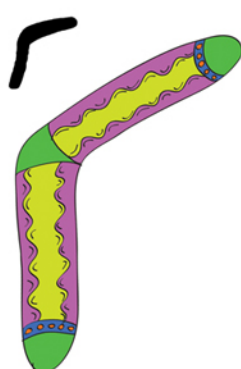
Warrior with spear



Waterhole



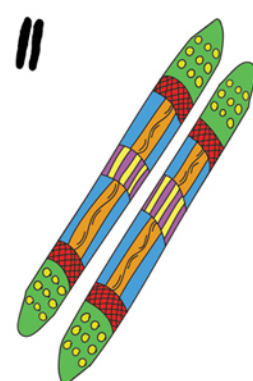
Four women with digging sticks around a campfire



Boomerang



Campsite



Clapping Sticks

The Little Black Game Pack - Game Instructions

1 - HUNT

- **AIM** – Find the pairs, the player with the most pairs wins – Can be played by one or more players.
- Shuffle the game pack cards; spread the pack out facedown in six rows of six cards.
- Turn two cards over one at a time and try to find the two matching cards, if you find two matching cards, you keep the cards and have another go.
- If you don't find a matching pair, turn the cards face down again.
- The game continues until all pairs are found.

2 - GATHER

- **AIM** – To collect the most pairs, the first player with no cards left in their hand is the winner.
- Shuffle the game pack and deal each player seven cards.
- Place the remainder of the pack face down in a pile in the middle.
- Look at the cards you hold in your hand, if you have any matching pairs take them out and place them next to you.
- Hold the rest of your cards in your hand, and don't show anyone.
- Ask your opposing player if they have the matching card to one of the cards you now hold in your hand. If they have it, they must hand it over to you, if they don't have it they must tell you to 'gather'.
- On the 'gather' command you must draw a card from the pile in the middle.
- Continue the game until a player has no cards left in their hand.

3 - CATCH

- **AIM** – To be the fastest player to 'catch' the matching cards, and to win all the cards in the deck.

'Spirit' cards in this game act as a wild card and match any card they land on

- Shuffle the pack and deal one card to each player until all the cards are dealt.
- Keep your pile in your hand face down.
- Players take turns placing one card at a time face up in a pile in the middle.
- When two cards match the player who is the first to slap their hand down on top of the cards and call out 'CATCH' is the winner, and the winner collects all the cards on the pile in the middle and puts them with the cards they have in their hand.



THE LITTLE BLACK GAME PACK

In your Little Black Game Pack you have 36 cards, 2 of each symbol card and 4 spirit cards.

On the website (www.yindiartz.com.au) you can download a chart of all the symbol cards.

Symbols have been used by Aboriginal people for many thousands of years. The symbols were, and are used as a form of communication, a way to tell a story, instruction or direction.

This game pack will help you learn the symbols and their meanings in a fun and educational way.

There are instructions for three games on the other side of this sheet, and other game instructions you can download from the website.

'Have heaps of fun with your Little Black Game Pack'



yindiartz
Authentic Aboriginal Creations
www.yindiartz.com.au

The Little Black Game Pack was designed and developed by De Greer-Yindimincarlie of Yindi Artz.

De is an Aboriginal woman from the Wiradjuri Nation in Central Western NSW, and is an award winning Aboriginal Artist, facilitator, graphic artist and musician.

The Little Black Game Pack was created through an identified lack of Aboriginal resources for children for educational purposes.

Contact: web: www.yindiartz.com.au - email: yindi@yindiartz.com.au

Yindi Artz is 100% Aboriginal owned and operated.