



This wildcat game was designed by the 2023-2024 eSgoil cohort of Advanced Higher Gàidhlig students.

Wildcat Game - How to Play

Downloads required – wildcat gameboard; wildcat cards and forest card; how to play.

Other requirements – coloured counters for each person playing; 9 black counters; coin; score pad or white counters.

- The object of the game is to try to get your wildcat to the forest which requires eating lots of rabbits on the way! The more rabbits you eat, the more points you gain. It may not be the one who gets to the forest first that wins because it is all about eating the rabbits and gaining points.
- Place your counters anywhere on the border – crìoch - which also shows a picture of the wildcat.
- Each turn, throw a coin to see whether you can go forward or backward one circle. Heads – you move forward. Tails you move backward. Note that if you throw 'back' on your first turn, you just don't move.
- Once you know which of the circles you are in you can choose to go one sector clockwise or anticlockwise. You are hoping to land on a rabbit.
- If you land on a rabbit, you have to answer a question. Another player picks up one of the wildcat question cards to ask you because the answers are at the bottom of the card.
- If you answer the question correct, you collect one point. *(Have a pen or pencil with paper to score or use white counters to collect points.)* Now cover this rabbit with a black counter because this rabbit is out of the game. Place the question card face up as this question has been answered correctly.
- If you get the question wrong, move back one circle. The rabbit is not covered as this question could come up again. Place the question card back at the bottom of the pile.
- You can use some of your points to help you move through the circles. You can use 2 points to cancel a 'Back' throw of the coin. Although also remember you want to have points at the end of the game to win.
- When a player reaches the centre, they have to answer the forest card question. If they answer correctly, they gain another point.
- The game ends either when the time limit you've set for the game ends or a player reaches the forest. If all the questions have been answered correctly, there are no more rabbits to eat, then you try to make your way to the forest with, hopefully, forward throws. The player with the most points wins.

