



Fungi

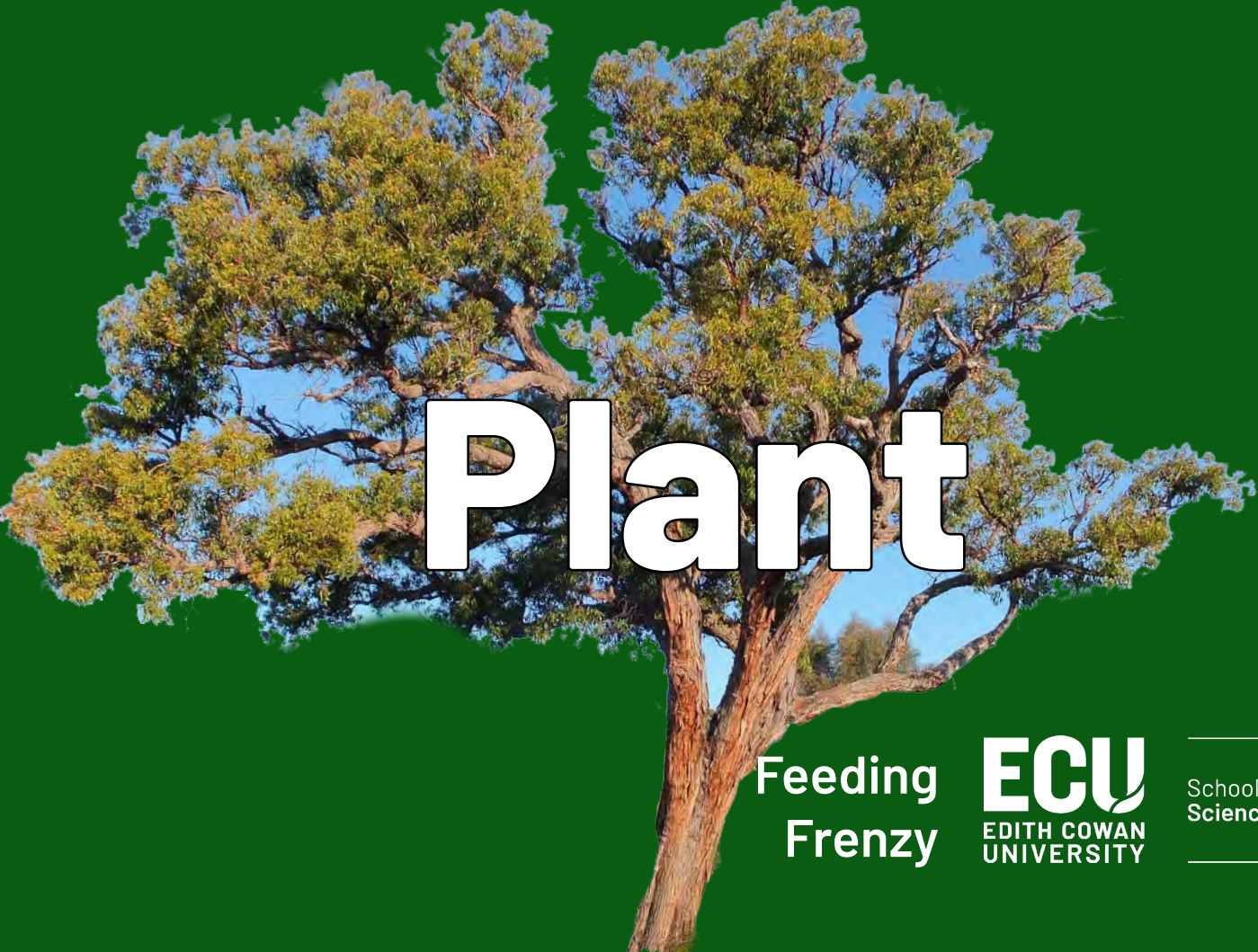
Feeding
Frenzy

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Feeding Frenzy – Fungi

- Starts with **8** wrist bands.
- Gives 1 band to a quenda when asked (no grabbing).
- Collects wrist bands from the ground.
- Can give wrist bands to plants.
- You are toxic to humans.
- You **do not die** if you run out of wrist bands – just wait until you can collect one from the ground near you.
- Game pauses when there's a long whistle blow.



Plant

Feeding
Frenzy

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Feeding Frenzy – Plant

- Starts with **10** wrist bands.
- Gives 1 band to a native animal when asked (no grabbing).
- May need to give more to feral animals; read their card.
- Moves slowly, both around the area and when giving bands to other players.
- Collects wrist bands from the ground or from fungi.
- Die if you run out of wrist bands.
- Game pauses when there's a long whistle blow.

Jarrah – djarraly – **Australian native plant**



Plant

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Feeding Frenzy – Plant

- Starts with **10** wrist bands.
- Gives 1 band to a native animal when asked (no grabbing).
- May need to give more to feral animals; read their card.
- Moves slowly, both around the area and when giving bands to other players.
- Collects wrist bands from the ground or from fungi.
- **You are toxic to introduced feral pests.**
- Die if you run out of wrist bands.
- Game pauses when there's a long whistle blow.

Bacon and Eggs – *Gastrolobium* – **Australian native plant (poisonous)**



Herbivore

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Feeding Frenzy – Herbivore

- Starts with **5** wrist bands.
- Eats by collecting 1 wrist band at a time from a plant by asking, but no grabbing and no double-asking.
- Gives 2 bands to an omnivore or carnivore when tagged.
- May need to give more to feral animals; read their card.
- Can run and dodge.
- Die if you run out of wrist bands.
- Must drop a wrist band on the ground every time the short whistle blows.
- Game pauses when there's a long whistle blow.

Gum-leaf skeletoniser – wourli – **Australian native animal**



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Feeding Frenzy - Omnivore

- Starts with **3** wrist bands.
- Eats by collecting 1 wrist band at a time from a plant or fungi by asking or 2 wrist bands at a time from a herbivore by tagging them. No double-asking/tagging.
- Gives 2 bands to a carnivore when tagged.
- Can run and dodge.
- Die if you run out of wrist bands.
- Must drop a wrist band on the ground every time the short whistle blows.
- Game pauses when there's a long whistle blow.

Quenda - kwenda - **Australian native animal**

A detailed image of a brown owl with large, yellow eyes, perched on a dark, textured branch. The owl's feathers are intricately patterned with shades of brown and tan. The background is a solid, vibrant purple.

Carnivore

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Frenzy

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Feeding Frenzy - Carnivore

- Starts with **1** wrist band.
- Eats by collecting 2 wrist bands at a time from any animal by tagging them, but no double-tagging.
- Can run and chase.
- Die if you run out of wrist bands.
- Must drop a wrist band on the ground every time the short whistle blows.
- Game pauses when there's a long whistle blow.

Rabbit

herbivore

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Frenzy

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Feeding Frenzy - Rabbit

- Starts with **3** wrist bands.
- Eats by collecting 3 wrist bands at a time from a plant by tagging them - no double-tagging the same person.
- If you eat something toxic, you die - drop all wrist bands.
- Gives 2 bands to a predator when tagged.
- Can run and dodge.
- Die if you run out of wrist bands.
- Must drop a wrist band on the ground every time the short whistle blows.
- Game pauses when there's a long whistle blow.

Introduced feral pest

Cane Toad

omnivore

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Feeding Frenzy - Cane Toad

- Starts with **3** wrist bands.
- Eats by collecting 2 wrist bands at a time from a plant or herbivore by tagging them - no double-tagging.
- If you eat something toxic, you die - drop all wrist bands.
- **If tagged by an animal, show this rule and ask them to drop all their wrist bands on the floor. Yes, they'll die.**
- Die if you run out of wrist bands.
- Game pauses when there's a long whistle blow.
- Must drop a wrist band on the ground every time the short whistle blows.

Introduced feral pest (poisonous)

Cat

carnivore

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Frenzy

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Feeding Frenzy - Cat

- Starts with **3** wrist bands.
- Eats by collecting 4 wrist bands at a time from any animal by tagging them - no double-tagging.
- If you eat something toxic, you die - drop all wrist bands.
- Can run and chase.
- Die if you run out of wrist bands.
- Must drop a wrist band on the ground every time the short whistle blows.
- Game pauses when there's a long whistle blow.

Introduced feral pest

Human omnivore

Feeding
Frenzy

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Feeding Frenzy - Human

- Starts with **3** wrist bands.
- Can be nice and hand out wrist bands to any player to help them stay alive.
- Can also collect as many wrist bands as you like from any animal by tagging them, even if it kills them.
- If you eat something toxic, you die - drop all wrist bands.
- Die if you run out of wrist bands.
- Must drop a wrist band on the ground every time the short whistle blows.
- Game pauses when there's a long whistle blow.

Introduced feral pest

Scientist

Feeding
Frenzy

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Feeding Frenzy - Scientist

- Starts with **10** wrist bands.
- Removes introduced feral pests (orange cards) by tagging them and taking all their wrist bands, including Cane Toads.
- Hands out wrist bands to any Australian native animal, plant, or fungi to help them survive.
- Does **not** die if you run out of wrist bands.
- Does **not** need to drop wrist bands with short whistle.
- Game pauses when there's a long whistle blow.

Scientist - this could be you