Plant Press

A plant identification card game

Photo Credits:

Special Thanks:

BCIT™

Designed and Illustrated by:
Julia Alards-Tomalin

Common Names:	Scientific Names:
Common horsetail	*Equisetum arvense*
Deer fern	*Blechnum spicant*
Devil's club	*Oplopanax horridus*
Northern maidenhair fern	*Adiantum pedatum*
Pacific crabapple	*Malus fusca*
Pearly everlasting	*Anaphalis margaritacea*
Piggyback plant	*Tolmiea menziesii*
Queen's cup	*Clintonia uniflora*
Rattlesnake plantain	*Goodyera oblongifolia*
Red elderberry	*Sambucus racemosa*
Salmonberry	*Rubus spectabilis*
Skunk cabbage	*Lysichiton americanus*
Sword fern	*Polystichum munitum*
Thimbleberry	*Rubus parviflorus*

Want more?

Since cards come in four "suits" (common name, scientific name, picture and drawing) you can play a variety of traditional card games as well. For example Go Fish or Memory. Try modifying other card games or make up your own rules. Have fun!

How to Play

Players: Ideally 6 or 7

Goal: Have the fewest cards in your hand and in front of you at the end of the game

Setup: Separate the deck into two piles. Make one pile out of just the common names, make the second pile out of all of the other cards.

Shuffle each deck separately. Place the pile of common name cards face down in the middle of the table. Deal out all the other cards to the players. Prepare a timer with 10 seconds on it

Rules

Players will take turns flipping over and revealing a card from the common name pile. Start the timer right before revealing the card.

All players will then slam down their cards that match the species of the plant revealed. If you have more than one relevant card you can play it.

There should be three cards played per round (drawing, picture, and scientific name). Three cards may not be played if players do not realize which card matches the common name. These will then be counted against the player at the end of the game.

If a player plays a card that does not match and is caught by the other players, then that card is placed sideways in front of the player and will be counted at the end of the game.

Scoring

When the 10 seconds is over, time is up for putting down cards. A new timer is started and a new face down card is revealed. Play continues until all the common name cards have been revealed.

Players can now check the reference sheet to see which scientific names were missed and what set they belonged to.

Cards are scored based on difficulty and the winner(s) of the game are the ones with the fewest points. Missed scientific names are worth 1 point, photos 2 points, drawings 3 points. Cards remaining in a players hand or sideways in front of the player are counted up.

Play a total of 3 rounds to complete the game. Remembering and matching the cards should get easier in subsequent rounds.

For each round, you can also switch the reveal pile to be a different "suit" to change up the game if you prefer. For example you could have the reveal pile be all of the scientific names instead of the common names. In this case, you would need to adjust the point values, so missed common names would be worth 3 points.