



BATTLE FOR BATS

For 2 players



WILD GAME CHALLENGE

You've played *Wild Things* board games. Now it's your turn to make a game!

Let your imagination go WILD! We're after games that are fun, unusual, and original. We'll pick our favourites, work with you to make them fantastic – then print them in *Wild Things!* Your game must ...

- be about native NZ plants, animals, or places
- have simple instructions
- be able to work across two pages of the magazine
- give players everything they need to play without looking anything up
- not need people to cut up their magazines!

Get your Wild Game Challenge in by the end of Term 4 2022. Find our email and snail mail addresses on the back cover.



Aim

Help a bat colony to survive the year by getting rid of threats.

YOU NEED Paper and pencil

How to play

- One player looks after a short-tailed bat colony. The other looks after a long-tailed bat colony. Short-tailed bats have been in New Zealand for longer, so that player goes first.
- Each player traces or draws two grids onto a piece of paper – like those on the right.
- Without letting the other player see, write each of the threats onto the left grid, one letter in each square. Threats can go horizontally, vertically, or diagonally, but cannot overlap each other.
- Take turns trying to hit each other's threats by calling out a square on the grid (e.g. A7).
- If the other player hits your threat, call "hit". If they miss, call "miss".
- Keep track of your guesses by writing H for hit or M for miss in the squares of the right grid.
- The winner is the first player to knock out all the threats to their colony on their opponent's grid.

Mark threats on your left grid, like this, but put them anywhere you like.

Keep track of your hits (H) and misses (M) on your right grid.

	1	2	3	4	5	6	7		1	2	3	4	5	6	7	
A		C														A
B		C														B
C		C														C
D		C														D
E			P	P	P	P	P									E
F																F
G		W					R									G
H			W				R									H
I							R									I

BAT THREATS

PPPPP

PESTS! Rat and stoat numbers are out of control – they'll eat your bats.

CCCC

CATS! A cat and her kittens are dumped in the bush reserve your bats roost in – they could find and kill the whole colony!

RRR

ROAD! A big new road cuts through your bats' territory – it's dangerous for them to cross – but they need to, to look for food.

WW

WASPS! These stinging pests build a nest in the hollow tree your colony roosts in – the bats have to find a new tree.