

WATER FALCON CARDS

Water Falcon is played by students at the fictional Silverquicken School. It extends Rock Paper Scissors to include two more moves: Water (which erodes Rock and rusts Scissors, but is wiped up by Paper) and Falcon (which drinks Water and tears Paper, but is hurt by Rock and Scissors).

At the fictional school, Water Falcon is a tough, physical game played outside in thunderstorms and super-high gravity. Here, though, you'll play with cards.

Cut out the five cards below carefully, so you can't tell them apart from the back. Find another player with five WF cards. (Ideally, form two teams!) Play one card face down; the other team does the same. Flip the cards. Whoever wins takes the "trick" (that pair of cards). Ties are won by neither side. Keep playing one trick at a time until you've both run out of cards (5 tricks in all). Try to win 3 or more tricks in each round.

As you play more rounds, study the other team for patterns of behavior that you can take advantage of. Meanwhile, try to be unpredictable yourself!

