

Character Trump Cards Template

Use these templates to create your own Book Character Trump Card game!

To make your cards:

1. Choose a colour and print your chosen templates on to thin card or printer paper then stick on to cereal box.
2. Choose a book character and decide on a number of key character traits or skills (e.g. intelligence, friendliness, humour, etc.)

3. Write the book character's name in the top 'Name/Title' box on each card.

4. Add a photo or draw a picture of them in the 'Photo/Picture' box.

5. Agree up to 5 skills or characteristics that all your characters share and write these in the boxes below the picture.

Name/Title

Photo/Picture

Skill/Characteristic Rating

Skill/Characteristic Rating

Skill/Characteristic Rating

Skill/Characteristic Rating

Skill/Characteristic Rating

PAWPRINT FAMILY

6. Give character a score for each characteristic; you decide whether this is out of 5, 10, 100... it's up to you. Write their scores in the corresponding boxes next to each skill/characteristic.

7. Repeat, filling in the skills and ratings on each card until you have a deck.

8. Cut your cards out along the dashed lines and get ready to play.

To play:

1. The game is for 2 or more players. The aim of the game is to win the whole deck by choosing your best rating/score and trumping (beating) your opponent's cards.
2. Shuffle the cards and deal evenly to all players, placing the cards face down.
3. Hold your cards face up but only look at the top card.
4. The first player chooses their best statistic/rating from their top card (usually the highest number) and declares it, e.g. "Creativity: 9/10".
5. All other players read out the same statistic from their top cards. The player with the best or highest score wins and places all players top cards, including their own, on the bottom of their own pile. The winning player chooses the skill/characteristic for the next round.
6. If there is a tie between 2 or more cards then all cards are placed in the middle and the same player chooses again from their next card. The winner of that round also wins all the cards in the centre.
7. The winner is the first player to win the full deck of cards.
8. Players can gain advantage by playing frequently and learning which cards have better scores than others.

Large Pink Trump Cards

WORLD
BOOK
DAY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

Large Light Blue Trump Cards

WORLD
BOOK
DAY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

Large Orange Trump Cards

WORLD
BOOK
DAY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

Large Dark Blue Trump Cards

WORLD
BOOK
DAY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY

WORLD BOOK DAY

PAWPRINT FAMILY