

Ages: 8+
No. of players:
3-6 (Can also
be played in
teams)



C's the World

The world in Your palms



Game #2 in the C's the World series: Challenger

Your Country, Your Clue, Your Challenge

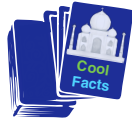
Goal

Hold the most cards when anyone runs out of cards or at the end of 7 rounds



Set-up

1 Shuffle cards front-side up



2 Deal 3 cards to each player



3 Remaining cards form the draw pile

4 Player to the dealer's left starts. They're the Capital Challenger.



The Challenger role shifts to the next player with each challenge

GAME FLOW

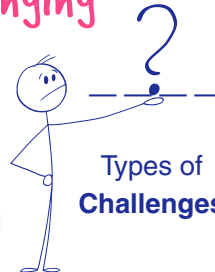
I. Choosing

Challenger draws a new card. Next, they choose 1 card out of the 4 cards. This is the **Chosen Card**.



II. Challenging

Challenger reads an incomplete fact from the Chosen Card



Types of Challenges

1. Capital:
The capital of Vietnam is...?



2. Citizen: *Someone from Uruguay is called...?*



3. Coordinates:
Barbados is an island in the...region?



4. Communication:
Name any one of the languages in Switzerland?



5. Currency:
The currency of UAE is?



6. Code: *The dialling code of Japan is a perfect square. It is +...?*



Code challenge is for advanced levels

7. Cool Facts:

The highest mountain in Africa, Kilimanjaro, is in...?



In Cool Facts Challenge, the country itself is the answer. The Challenger secretly picks any card from the draw pile and it stays hidden till the turn is over.

III. Championing

Anyone can shout out the answer

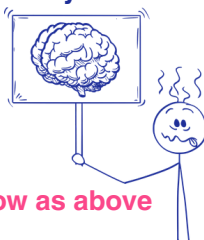


If you're right

Get a reward
Take any card from the Challenger.
 Challenger then draws a new card to replace the lost card.

If you're wrong

Face a penalty
Challenger takes any card from you.



If no one answers

Next player guesses

Reward or penalty follow as above

!! Get creative. Help others guess easily or trick them, but no wrong clues !!

!! Follow the 1-7 order !!

!! Read your cards. If someone takes a card from you, you'll know the answer later !!

