

C's the World

outsmart, outplay, and outlearn your way to global domination



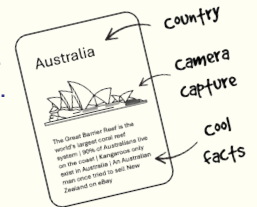
Goal

Seize the World by conquering three continents. To seize a continent, use your knowledge of any one of the six categories on the cards: Capital, Citizen, Coordinates, Communication, Currency, or Code.



Setting the stage

- Shuffle the cards front side up (ie; the side with the camera capture & cool facts).
- Deal 15 cards to every player so everyone can see their own amazing little world.
- Place the remaining cards in the center to form the draw pile.
- Start a separate discard pile by using the first card from the draw pile.
- The player to the left of the dealer goes first.



Game flow

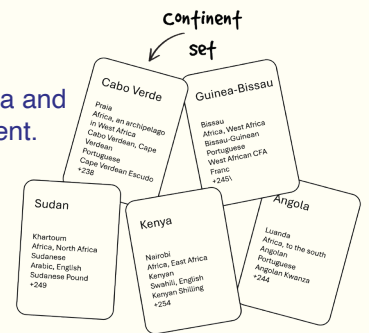
1. organize your world

Sort your cards by continent*—Africa, Asia, Europe, North America, Oceania and South America. Prepare to build powerful 5-card sets from the same continent.

2. Forming sets

To Seize the World, you have to first seize three sets of continents

- Each set contains 5 cards from the same continent.
- If you don't have the cards to form a set, you can draw on your turn.



3. Taking turns

On your turn, you can do one of the following:

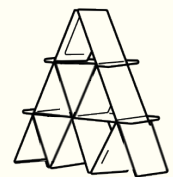
- Draw & discard: Pick a card from the draw pile or discard pile, then discard a card you don't need.
- Pass: Draw a card from the draw pile and place it face up on top of the discard pile.

4. Seize a continent

- During your turn (after you draw & discard or pass), if you have a 5-card set, declare your conquest.
- To seize a continent, use any one category. E.g., if you have 5 countries from Africa and you want to seize it using Communication, declare "I'm seizing Africa through Communication".
- Hand your set to the player on your left, who will quiz you on your knowledge of the countries in the category you have chosen.
- The rules for quizzing can be decided by the house. For e.g., some countries have more than one mode of communication. The house decides if just one language needs to be known or all.
- If you answer correctly, you have successfully seized that continent.
- If you answer any fact incorrectly about the category in those countries, you have to let go of the 5 cards. Instead, you are given 5 new random cards from the draw pile.
- Once a continent has been seized using a particular category, that continent-category combination is locked for the rest of the game. Another player cannot seize that continent using the same category.

5. Winning the game

- The first player to seize three continents Seizes the World!
- You can seize the same continent more than once, by using different categories.



Tips

- Pay close attention to which continent is seized using which category. If you try to seize a continent with a category that's already used, you have to let go of your cards and take new cards.
- Some continents are easy to seize using certain categories. E.g., a lot of European countries have the euro as their currency, and many African countries speak English, French and Swahili.
- It is moderately easy to learn the names of the citizens to seize any continent.

*Antarctica has been left out since it is not associated with any particular country.