

Game #1, Ages 10 & above

C's the World



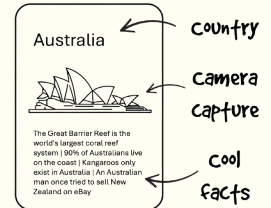
outsmart, outplay, and outlearn Your Way to Global Domination

Goal

Seize the World by conquering three continents.

Setting the stage

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



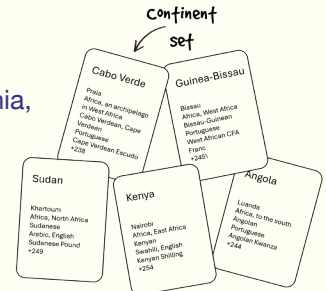
Game Flow

1. organize your world

Sort your cards by continent*—Africa, Asia, Europe, North America, Oceania, and South America.

2. Form sets

- If you have 5 cards from the same continent, you have formed a set.
- A set contains exactly 5 cards, not more nor less.
- If you cannot form a set yet, you can draw on your turn.



3. Take turns

On your turn, if you want the top card from the draw pile or discard pile; you can take it and discard a card from your existing hand. If you do not want any of the cards on the top of the piles, do a quick draw (ie; take a card from the draw pile and place it on the discard pile).

4. Seize a continent

- During your turn (after you draw & discard or quick draw), if you have a 5-card set, you can seize a continent.
- Before seizing a continent, pick a category. Choose a category that seems easiest for you. E.g., if you have 5 African countries and you want to seize it using Citizen, declare "I'm seizing Africa through Citizen".
- Now, here's the catch: Hand your 5 card 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 are decided by the house. For e.g., some countries have several modes of communication. The house decides if just 1 language needs to be known or all.
- If you answer correctly, you have successfully seized that continent.
- If you answer any fact incorrectly (from those countries and your chosen category); you must let go of the 5 cards. Instead, you are given 5 new random cards from the draw pile.
- Once a continent is seized using a category, that continent-category combination is locked for the rest of the game. Other players must use another category to seize the same continent.
- Once you seize a continent, you have 10 cards left—which you can use to seize 2 more.

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 & notes

- Pay close attention to which continent is seized using which category. If you try to seize a continent using a category that's already been used for that continent, you must give up of your cards and take new cards.
- Some continents are easy to seize using certain categories. E.g., a lot of European countries' currency is the euro; many African countries speak English, French & 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.