

Challenger

Your country, your clue, your challenge



Goal

Be the player with the most cards when any one player runs out of cards or at the end of a pre-decided number of rounds—the house decides.

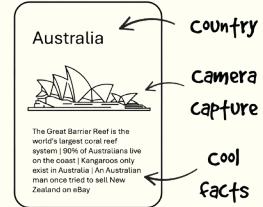
Setting the stage

- Shuffle all the cards front-side up (side with camera capture & cool facts).
- Deal three cards to each player.
- The remaining cards form the Challenger Deck in the center.
- The player to the left of the dealer goes first. They are the Challenger.

Game Flow

Step 1: Choosing

In the first round, the current Challenger draws a new card from the Challenger Deck. They then choose one card from their hand and place it front side up. This is the Chosen Card and it becomes part of a discard pile afterwards.



Step 2: Challenging

The Challenger speaks about a fact from the Chosen Card but leaves a blank for others to guess. Every round consists of different types of challenges and it is played by one player at a time in a clockwise order. The types of challenges (with examples) are below:

Capital: The capital of Vietnam is...?

Citizen: Someone from Uruguay is called...?

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

Communication: Name any one of the languages in Switzerland

Currency: The currency of UAE is?

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

The code challenge can be skipped, and used for advanced levels.

Cool Facts: The highest mountain in Africa, Kilimanjaro, is in...?

Cool Facts is the only challenge where the country is the answer. Instead of drawing a new card from the top of the pile, the Challenger has the advantage to take any card from the Challenger Deck randomly. They can do this in secrecy by hiding the card they've taken out. During this round, the Chosen Card is not placed on the table until the answer is revealed.

Step 3: Championing

Once the Challenger reads out the question, any player can shout out the answer.

The player who answers correctly first wins the round. As a reward, they can take out any card from the Challenger's hand. The Challenger then draws a new card from the deck.

Any player who shouts the wrong answer faces a penalty, i.e., the Challenger takes out a random card from their hand.

If no one knows the answer, the player to the Challenger's left must guess. Rewards and penalties follow as above for their answer.

Tips

Study your cards. If another player takes out one of your cards, you'll know the answer if it comes up as a Chosen Card later on.

You can get however creative you want with your clues. You can either help other players guess it easily or you can trick them...but you cannot give incorrect clues.