

Game #1, Ages 10 & above

C's the World



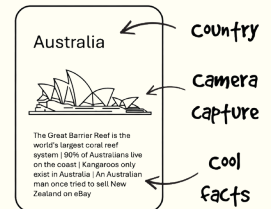
outsmart, outplay, and outlearn Your way to Global Domination

Goal

Seize the World by conquering three continents. To seize a continent, use information from any one category: Capital, Citizen, Coordinates, Communication, Currency, or Code.

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. Prepare to build 5-card sets from the same continent.

2. Form sets

To Seize the World, you must first seize three continents.

- Each set contains 5 cards from the same continent.
- If you cannot form a set yet, you can draw on your turn.

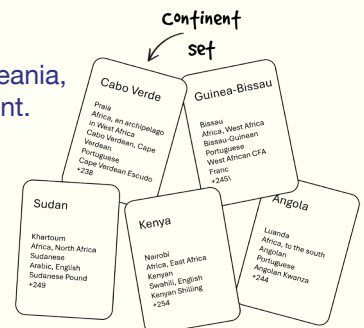
3. Take turns

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.
- Quick draw: Draw a card from the draw pile and place it on top of the discard pile.

4. Seize a continent

- During your turn (after you draw & discard or quick draw), if you have a 5-card set, declare your conquest.
- To seize a continent, use any one category. E.g., if you have 5 African countries and you want to seize it using Citizen, declare "I'm seizing Africa through Citizen".
- 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 (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 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 & 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.

