

Ages: 10+
No. of players:
5-7 (Can also
be played in
teams)



C's the World

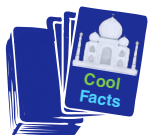
The world in Your palms



Game #1 in the C's the World series: C's the World
 Outsmart, Outplay, and Outlearn Your Way to Global Domination

1. Set up

- 1 Shuffle the cards front-side up
- 2 Deal 15 cards to each player
- 3 The remaining cards form the draw pile
- 4 Take the top card from the draw pile to start a discard pile
- 5 The player to the left of the dealer starts



Each player starts with 15 cards

2. organise your world

Sort your cards by continents



Antarctica is not part of the game

3. Form a set

5 Countries from the same continent = 1 Set

Liechtenstein	Ukraine	Denmark	Iceland	Estonia
Vaduz	Kyiv	Copenhagen	Reykjavik	Tallinn
Liechtensteiner	Ukrainian	Danish	Icelandic	Estonian
Europe, Western Europe	Europe, Eastern	Europe, Northern	Europe, Northern	Europe, Northern
German	Ukrainian	Danish	Icelandic	Estonian
Swiss Franc	Ukrainian Hryvnia	Danish Krone	Icelandic Krona	Estonian Kroon
+423	+380	+45	+354	+372

- ✓ Exactly 5
- ✗ Not more
- ✗ Not lesser



Keep your cards hidden and build multiple sets together

4. Take turns

Do any one action to build sets



Draw & Discard //or// **Quick Draw**

Take the top card from the draw pile or discard pile & discard an unwanted card

Take the top card from the draw pile & put it on top of the discard pile

6. Combination lock

Once a continent is seized using a category, that combo gets locked



You must use another category to seize that continent again

5. Seize a continent

After you draw & discard or do a quick draw, if you have a 5 card set, it's time to seize that continent



- 1 Pick a category you are most confident in
- 2 Hand your set to the next player
- 3 Get quizzed in those countries & category
- 4 Answered correctly?

Declare "I'm seizing Africa through Communication"

Success! Place the set in front of you to show your conquest.

Yikes! Return the cards to the bottom of the draw pile and draw new cards.

8. Tips & tricks

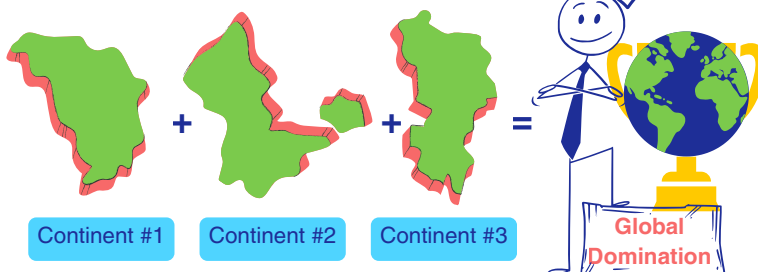
Easy combos

Track which combos are locked. If anyone seizes a continent using a locked combo, they must let go of their cards and take new ones.

Africa + Communication (mainly French, English or Swahili)
Europe + Currency (think euros €€)
Any continent + Citizen



7. How to win



The 1st player to seize 3 continents seizes the world!