

Instructions

Preparing the Game:

Print and cut out the cards you wish to use. There are 32 sets of cards and 7 wild cards that each feature an island nation not included in the main sets of cards. The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily if they are printed on copy paper and laminated or just printed on paper. Cut the cards apart on the lines. You can use all 32 sets of cards to play or choose to use fewer sets if you want a shorter game.

Playing the Game:

Shuffle or mix the cards together well that are being used. Put the cards in a pile in the center of the table. Each player, starting with the youngest and moving clockwise, draws a card from the pile until each player has four cards. This is the starting hand for each player. The object of the game is to get as many sets of cards as possible. Each set has six cards that show countries found on a specific continent. Each card also has a number 1-6 and the name of the set it belongs to such as Europe, Asia, etc. After the players have drawn their cards, they organize them in their hand without showing them to anyone. For example, if a player has the following cards: "2 Asia," "1 Europe," "3 Africa," and "3 Asia," they should put the two Asia cards side by side in their hand to see what they still need to make a set of Asia cards. Some continents have more than one set of cards. For those sets, any grouping of 1-6 is correct. For example: Germany, Luxembourg, Cyprus, Austria, Slovakia, Poland, Wales, and Bulgaria are all labeled "1 Europe." Each can be followed by any of the "2 Europe" cards, etc.

The first player draws two cards from the pile of cards in the center of the table. They decide if these cards will help them make a set of cards. The player takes one card from their hand (either one they already had or one of the cards they have just drawn) and mixes it back into the pile of cards on the table. Whenever a player has a full set of six cards, they should play the set instead of discarding one. Play continues until all the cards have been drawn. After the final card is drawn, anyone holding a complete set that has not been played (such as one that can be made complete with a wild card), should play the set. The player with the most complete sets at the end of the game wins.

Using the Wild Card:

Each wild card can replace one, and only one, of the cards in a set. For example, if someone has five Europe cards and draws a wild card, they can use this to replace the one card in the set they are missing. A player can use as many wild cards as they like, but they can only use one wild card per set.



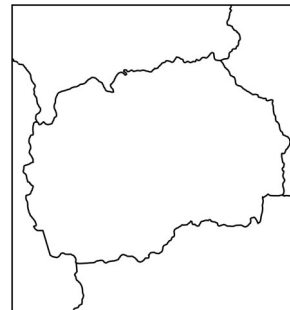
1 Europe

Germany



2 Europe

Northern Ireland



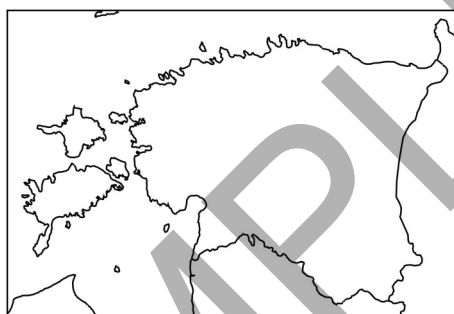
3 Europe

North Macedonia



4 Europe

Switzerland



5 Europe

Estonia



6 Europe

Moldova



1 Europe

Luxembourg



2 Europe

Malta



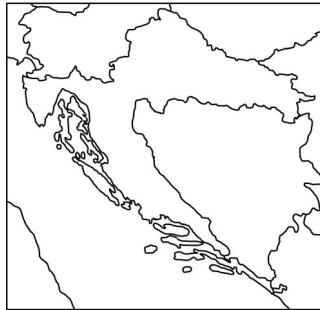
3 Europe

Ireland



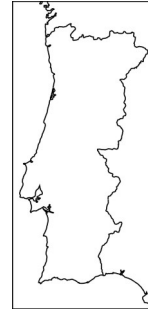
4 Europe

Norway



5 Europe

Croatia



6 Europe

Portugal



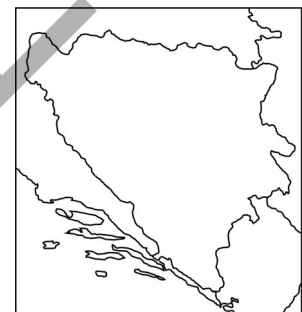
1 Europe

Cyprus



2 Europe

Lithuania



3 Europe

Bosnia and
Herzegovina



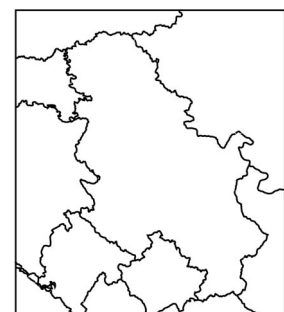
4 Europe

Vatican City



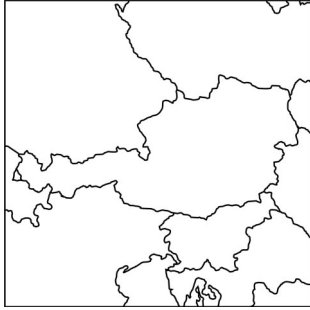
5 Europe

France



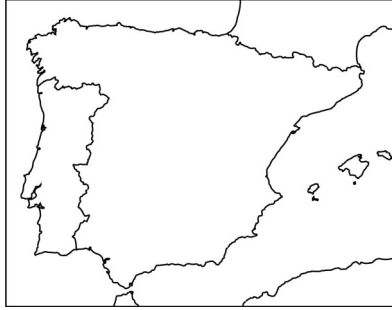
6 Europe

Serbia



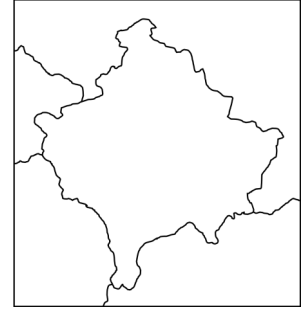
1 Europe

Austria



2 Europe

Spain



3 Europe

Kosovo



4 Europe

Italy



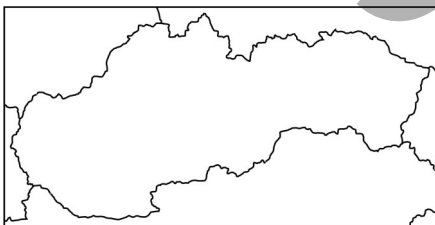
5 Europe

Scotland



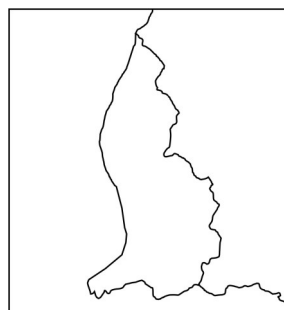
6 Europe

Ukraine



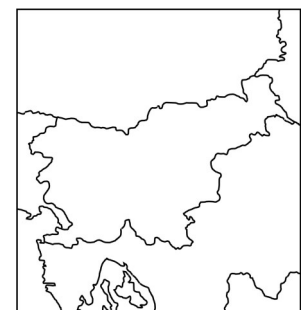
1 Europe

Slovakia



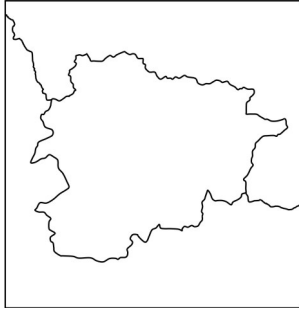
2 Europe

Liechtenstein



3 Europe

Slovenia



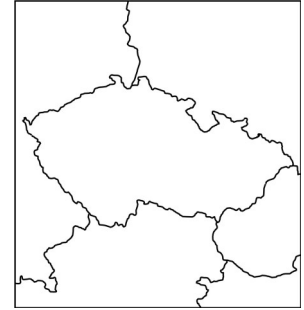
4 Europe

Andorra



5 Europe

Albania



6 Europe

Czech Republic



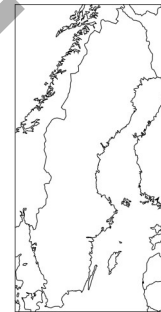
1 Europe

Poland



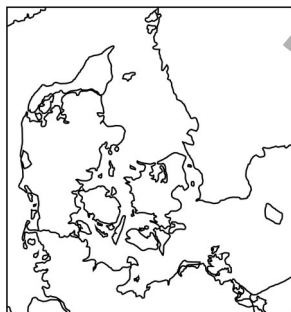
2 Europe

San Marino



3 Europe

Sweden



4 Europe

Denmark



5 Europe

England



6 Europe

Netherlands