

# Countries and Capitals

Ages: 7 years+

No. of Players: 2-5

Game Time: 10-15 minutes (Approximately)

## Contents

- 50 double-sided countries and capitals cards
- Instructions

## Objective of the Game:

Get rid of your cards first by matching countries and capitals on your cards to the card on the table.

## The Cards:

The cards are double-sided with each card showing a country name and a flag on the top half and the name of a capital city with a picture of a famous landmark in the capital city on the bottom half. A card always has 4 different countries represented, i.e. the top and the bottom on both sides of a card never match.

There are 25 countries and capitals represented in the game. In case you are not certain about all the combinations of countries and capitals, you will notice that all of them have tiny numbers that will help you find a match between the country and capital city that belong together.

## Set up:

Shuffle the cards and distribute them evenly to the players (put surplus cards aside). Each player places one card on the table (henceforth called the table top card) in front of him/her and keeps the rest in hand.

## How to play the game:

### Single Card Mode:

There is no taking turns in this game; simply play as fast as you can. To start the game, all players simultaneously flip their table top cards. All players now look for a card on their hands where the capital matches the country or vice versa on one of the top table cards. Please note that you can find a match from either side of the cards in your hands. As you match the card, you must say the name of the country and capital matching. You are allowed to place a card in your own pile of table cards but it is not necessarily a good idea.

When you place the last card from your hand, you flip over your pile of table top cards and pick them up. Discard the top 3 cards, place the fourth card on the table, which now becomes your table top card and then continue like before.

The first player to get rid of all his cards (when you are not able to place a card on the table to start a new pile of table top cards) wins the game.

### Two Card Mode:

The game is basically the same as the single card mode, but now each player has two table top cards. When you place your last card from your hand, pick up both table piles, flip the cards over, discard 3 cards, and place two cards on the table before you continue.

# Country Club

Ages: 7 years+

No. of Players: 2-5 players

Game Time: 5 -10 minutes (Approximately)

## Contents:

- 54 double-sided country club cards
- Instructions

## Objective of the Game:

Try to get rid of your cards first by matching the country's flags to continents and vice versa.

## The Cards:

The cards are double sided with each card showing a country flag and name at the top and a continent at the bottom along with all the flags of countries in the game, matching that continent. Each country/flag appears twice in the deck. Each continent appears 16-20 times.

## Set up:

Shuffle the cards and place a card at the center of the table (henceforth called the table top card) within reach of all players. Distribute the rest of the cards evenly between the players that they keep on the table for now. Any surplus cards are discarded.

## How to play the game:

One of the players flips the card at the center of the table as a signal for the game to start and for all players to pick up their cards. There is no taking turns in this game: each player plays as fast as possible. You can use both sides of your cards and you can place your cards on the table in front of you, if you prefer that to holding them in your hand.

During the game you look through your cards (both front and back) trying to find a matching card, i.e. a card where the country flag matches the continent on the table top card or where the continent matches the country flag on the table top card. When you find a matching card, you place it and name the matching combination of country and continent so that other players can confirm that you made a correct match of the cards.

In case you place a card with a double match, i.e. where both the flag and the continent match the top table card, you shout "Country Club" as a signal for all players to stop. You give a card from your hand to each of the other players and then flip the pile of table cards as a signal for the game to continue.

In case you are caught making a mistake, the game stops so you can pick your card back up along with two more cards from the table pile. Then you flip over the pile of table cards as a signal for the game to resume. You wait for the other players to play and then play your turn.

The first player to get rid of his last card, wins the game. In case you get to a situation where no players can get rid of any cards, the player with the fewest cards left in hand, wins.