

What's the game about

This game consists of traveling around the world and learning new cultures by answering various questions, specifically in terms of graphic design culture.

How to win

Be the first player to answer correctly to enough questions to reach the finish line of the world tour.

Material

1 Gameboard
1 Dice
6 Players
35 Cards question, 5 Cards action

Set up

1. Set up the board
2. Collect the question cards by continent colour face down
3. Place the players on the starting square
4. The youngest player rolls the dice and starts the game
5. The player next to them pick a card and ask them the question writed down.

On your turn

1. Roll the dice
2. Advance the number of squares shown on the dice
3. Once this is done, it is the left player's turn to play. He will repeat the same procedure as the first player
 - The players must remain on the squares they will occupy until the next turn.
 - There can be several players on the same square at the same time.

Depending on the square :

- If the player's token falls on a 'continent' card, they must pick up a card of the same colour as the continent one and give it to the player on the left who will read the question to them. The player who has drawn this card must answer it.

Correct answer: must keep the card and earn 1 point.

Wrong answer: NO POINT and will have to put back, face down on the table, the card underneath the deck of the same colour.

If the player's token falls on a "!" card, the player will have to draw a card from the pile that has the "!" symbol on it. The player who drew this card shall read the action and perform it.

END OF THE GAME :

When a player reaches the arrival square, it means that the game is over. This player, who has crossed this square wins 2 more points.

At this point, all players stop playing and count their points.

1 card = +1 point

Then make a ranking according to the number of points of each player.

Have fun !



Let's play !



Visit our website to go further...