**Playing with the Physical Board and Deck**

Players have individual pieces but are split into two teams

They roll two dice and move forward that many spaces

Depending on the colour they land on, they look at a card from the corresponding continent

They are presented with a famous landmark from that continent, which includes an image and a general description

They are to then come up with a clue that hints to their location

However, they must aim their clue to their teammates, since anyone can anyone, including the other team can guess the landmark.

Whoever guesses moves forward the same number of squares as what was rolled that turn.

The first person to reach the finish wins for their team.

**Playing with the physical board but a deck in the application**

The base game category is landmarks, however expansion packs for additional categories such as foods or animals can be bought through in app purchases

Then, instead of using physical cards, when a player lands on a space, they click a button in the app corresponding to the continent colour they landed on

The app then randomly displays a card from that category and continent

**Playing online solely through the app**

The app generates a virtual board

A category is chosen from the game hoster’s purchased categories

Players can communicate the clues via voice chat in private games, and via text messages in public games

An online leader board displays the people with the most clues guessed correctly

Players can add friends and see how many clues they have guessed correctly