HOW TO PLAY?

- The first player to be the only one to have played their last card in a round is the winner.
- At each turn the player must attempt to play one of their cards in the proper sequence.
- If they fail, the player will return their card to the box and must draw a new one.



Potential locations:

In this example, there are five possible locations in which to play Switzerland.



Contents

110 cards with the name of a country and an image on one side, and this same information as well as the characteristics of the country on the reverse.

1. **Name of the country.**
2. **Additional details of the image.**
3. **National Flag.**
4. **Continent.**
5. **Characteristics.**



FRONT SIDE



«CHARACTERISTICS» SIDE

The Continents



Africa



North America



South Africa



Asia



Europe



Oceania

Details about the characteristics



Area: this is the total surface area of the country. This includes both land and inner water masses. The size is expressed in square miles (mi²).



Population: this is the number of inhabitants of the country as of 2012.



The Gross Domestic Product (GDP): this is the total value of goods and services produced by the country in a year. It allows the measurement of the economic condition. The value indicated is as of 2011. The Gross Domestic Product is given in millions of US dollars ($).



Environment: this is the number of tons of CO2 emissions by inhabitant, and the value provided is as of 2011. The amount of tons of CO2 is expressed in US tons (US t).

Object of the game

To be the only player who no longer has any cards.

Set-up

1 The players sit around a table.

2 They agree on who will be the first player and with which characteristic the game will be played (Area, Population, GDP, Environment).

3 The cards are shuffled.

4 Each player is dealt four cards with the **"characteristics" side down. They must, under no circumstances, check the reverse side** of the card (the "characteristics" side).
Note: Players are free to vary the number of cards to be dealt to each according to their experience.

5 The remainder of the cards will form a draw pile that will be placed in the middle of the table - "characteristics" side down.

6 The first card of the deck (called the initial card from now on) is placed in the middle of the table, and it is flipped so that its "characteristics" side is showing.
It's from this card that the line will be formed on which players will have to play the cards that they have in front of them.

7 You are now ready to play!



1. First player
2. Play area
3. Initial card
4. Draw pile
5. Cards dealt to players

Game overview

The players play in turn, in a clockwise direction.
The first player must place one of their cards next to the initial card:

- If the player feels that the characteristic of the country on their card is less than that of the country on the initial card, they place their card to the left of the initial card.

- If they feel that the characteristic of the country on their card is greater than that of the country on the initial card, they place their card to the right of the initial card.

Once played, the player flips the card over so that its “characteristic” side is visible, in order to check that the value of the characteristic does correspond to the space it occupies in the line:

- If the card is properly placed, it remains where it is, “characteristic” side up.

- If the card isn’t properly placed, it is returned to the box. The player must then draw the first card from the draw pile and place it in front of themselves with the“characteristic” side down, alongside their other cards.

First player’s turn



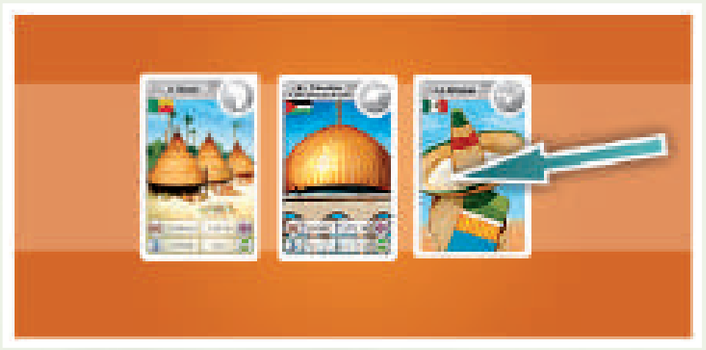
Play then moves on to the second player (the player to the left of the first player).

- If the first player has properly played their card, then the second player has a choice between three spaces to play one of their cards: to the left of the two cards already in play, to their right, or between the two.

- If the first player hasn't placed their card properly, the second player then only has the choice between two spaces (to the right or to the left of the initial card).

- If the second player properly places their card, then it remains in place with the "characteristic" side up. The line is simply reorganized so that there's always a space between each card.

Second player's turn



Third player's turn



It's now the third player's turn. If the two first players have played their cards properly, the third player now has a choice between four spaces. And so on...

End of game and victory

If a player is the only one to correctly play their last card during a round, then that player is immediately declared the winner.
If multiple players correctly play their last card in a given round, then they remain in the game and all other players are eliminated. The remaining players each get one card from the draw pile with which they will continue playing until only one player to correctly places their card.

Special situation

During the game, it is possible that a player will play a card with the same characteristic value as one which has already been played. In that case, the two cards must be placed adjacent to each other. The order of these two cards does not matter.

Fun Facts...

Are you curious about the different statistics in this game? As the standard of measurement in many countries worldwide is the Metric System, the chart below will allow you to compare the information in this game with the information easily accessible on the internet. Happy Learning!

AREA	Multiply by:	
Square Miles (mi^2)	**2.58998**	**Square Kilometers (km^2)**
Example:		
15,942 mi^2	=	41,290 km^2

MASS	Multiply by:	
US Tons (US t)	**0.90718**	**Metric Tonnes (t)**
Example:		
2.54 t	=	2,3 t

Credits

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Illustrator : Vincent Dutrait

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