Geo Champ
RULES

Geo Champ is a geography learning game that will teach players how to match countries to their respective capitals and flags.

Learning Goal: This game will help players learn and practice matching countries, flags, and capitals. *(This pack of cards will only include European countries therefore players will only engage with European countries. Further packs can be created to include more geographical areas)*

Materials: *(This pack only includes European countries)*
- 162 cards:
  - 44 Country Cards, 44 Capital Card, 44 Flag Cards
  - 30 Wild Card
    - 5 "Switch Hands", 5 "Block Turn", 5 "Steal a Grouping", 5 "Switch direction", 10 "Free Card"
- 6 Answer Keys
  - The answer keys will include every country along with its corresponding flag and capital so that players can easily access the correct groupings throughout the game. Players may look at these answer keys at any point during the game for reference.
- 2 Maps
  - The maps will include every country and capital and can be used for reference at any point throughout the game.

Set up:
- 2-6 players
- Shuffle the cards
- Each person receives 7 cards
- Place the remaining cards face down in the middle of the players and use them as a draw pile
- Flip the top card over and place face up next to the draw pile this becomes the discard pile
    - If the first discard pile card is taken replace it with another
    - If the first card is a wild card put it back into the pile and flip another card

Game Play:
- The youngest player goes first
- Play begins in a clockwise direction
- When your turn begins you can only do one of four things:
  - Take a card from the top of the deck

- - Put down a card in the discard pile from your hand
    - You can only put down a card that is in the same category (i.e. Country card on top of a country card) or a card that is a part of the same grouping (i.e. Madrid on top of Spain). You can also put down any wild card on your turn and do the associated action.
    - If a wild card is played the player says what category can be placed
  - Put down a "grouping" of 3 cards
    - A grouping is composed of three cards: a country, its flag, and its capital
    - You can create as many groupings as you want, however, you only need 3 to win
  - Replace a free card in an already completed grouping with the correct country, capital, or flag
    - If a grouping is created with a free card, the free card can be replaced if the player acquires the country/capital/flag card in which the free card is acting as a placeholder
- **A player can pick up a card from the discard pile at any point during the game even if it is not their turn**
  - If a player picks up a card from the discard pile at the start of their turn they are still permitted to do something else with their turn
  - You are permitted to pick more than one card from the discard pile as long as you do not exceed the 9 card maximum
  - You can not pick up a wild card from the discard pile
- The maximum number of cards you can have in your hand at once is 9. If you have 9 cards in your hand and you cannot put anything down your turn is skipped until you can play
  - If you have a card in your hand that can be played you must play it, even if it is not favorable
- If you use a free card to form a grouping you must name what it represents in the grouping
- When a player has one card left you must shout "geo" before another player says "geo;" if you do not, you must pick up five new 5 cards and continue to play

Game Objective: To win you must create 3 groupings and then get rid of all of your cards.

Card Description:

- Wild Card Description
  - "Switch Hands" = Choose another player to switch hands with. This does not change the grouped cards in front of either player
    - If played as your final card in hand you still must switch hands with another player

- ○ "Block Turn" = Skips the next player's turn
  - ○ "Steal a Grouping" = Take one grouping from another player and place it in front of you
  - ○ "Switch direction" = Change the direction of play
  - ○ "Free Card" = Can be used as a substitute for any country, capital, or flag. However, if being used in a grouping the player must identify what it represents in the grouping. Can also be placed on top of the discard pile; however here it has no significance other than the player decides what category of cards can be discarded next.
- Primary Cards
  - ○ "Country Cards" = Cards with the name of a country
  - ○ "Capital Cards" = Cards with the name of a countries capital
  - ○ "Flag Cards" = Cards with the image of a countries flag

Note for the Instructor:

- This game pack can be used to introduce and teach students the European countries, flags and capitals.
- It can also be used to study the European countries, flags and capitals.
- Feel free to adapt the game to the level of the classroom by:
  - ○ Limiting the amount of times players can look at Answer Key
  - ○ Removing the Answer Key entirely