

Geo Champ

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

Geo Champ how to play:

There can be 2 to 6 players

Deal 7 cards to each player and place the remaining cards in a stack in the middle, this is the draw pile.

The object of the game is to be the first player to create 3 groupings of cards and then get rid of the remaining cards in your hand. A grouping is made up of a country card and its corresponding flag and capital cards.

Flip over the top card of the deck. If the first card flipped over is a wild card, the card is placed back in the deck and you must flip over a new card.

The youngest player goes first and the turns follow in a clockwise direction.

Sarah: When it is your turn to play you can do one of four things:

1. You can draw a card from the draw pile
2. You can put down a card in the discard pile from your hand.
 - a. You can only put down a card that is in the same category. Meaning, a country over a country card, a capital card over a capital card and a flag card over a flag card. You can also put down any card on top of a card from the corresponding groupings. For example, Paris over France.
 - b. You can also play a wild card
3. You can put down a grouping of 3 cards from your hand in front of you. Remember a grouping is a country and its corresponding flag and capital
4. You can replace a free card in an already completed grouping with the correct country, capital, or flag
 - a. 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

At any moment during the game, a player is permitted to look at the provided map and answer key that shows every country, capital, and flag. These cheat sheets can be used to assist players as they make their groupings of cards.

Phoebe: 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.

Once a player has one card left they must say “geo” before another player says “geo.” If the player with one card left does not say “geo” before someone else says “geo”, then they must pick up 5 cards.

The wild cards:

There are 5 different wild cards that can be played. Once a player places any wild card in the discard pile, they will be allowed to decide what category can be placed on top of that wild card, meaning either countries, capitals, or flags:

- “Switch Hands” = Choose another player to switch hands with. This does not change the grouped cards in front of either player
- “Block Turn” = Skips the next person’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” = This card can be used as a substitute for any country, capital, or flag in a grouping. However, if being used in a grouping the player must identify what it represents in the grouping. It 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.

HAVE FUN, GOOD LUCK AND HAPPY LEARNING