

Rules of ONE WORLD

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Plenty of games can be played with those fantastic cards. They are perfect for very entertaining QUIZ where your geographical knowledge is challenged. BATTLE OF FLAGS is a very simple game entertaining for small children. And for those who are looking for a more elaborate and subtle game, ONE WORLD will satisfy this need.

ONE WORLD is a card game playable from 2 to many players. The large number of cards allows “many” to really mean many, 6, 8 or even more. Solitary game is also possible.

PRINCIPLE OF THE GAME:

The goal of the game is to collect cards representing the different countries of the world. In a first phase, the players place cards in their stock by melting certain combinations of four cards. Special “mission” cards add some difficulty, but also provide rewards, in this phase. In a second phase the players sort their stock and only keep countries that can be paired as neighbors. The player with the highest total of points from his cards is the winner.

MATERIAL:

There are 199 country cards and one or more decks of 20 mission cards. It is more pleasant to play with two mission decks, but the game is playable with only one.

Country cards: each one represents an independent country of the world. Each card shows from top to bottom:

A number indicating the value of the card. The background color indicates the region to which it belongs: Green (Asia); Red (Americas and Oceania); Blue (Europe); Black (Africa).

The name of the country in English. The name of the country in the different official languages of the country, if different from English, are reported on the top left.

The capital (between parenthesis and in italic).

The flag

The list of neighboring countries. In black when there is a land border. In italic blue when there is a maritime border only.

Eventually a small flag indicating that the country belongs to one of three supranational organizations which are: the Arab League, the European Union and the Pacific Island Forum.

Mission cards: each one presents a goal or mission to be achieved. A number of stars, from one to three, indicates the difficulty of the mission.

THE GAME:

The game is played in two successive phases: *Cards play* – with or without *Missions* ; then *Cards pairing*.

Cards play

Each player is dealt 8 cards. The remains of the deck are placed face down to form the stock.

At their turn of play, the players execute the following consecutive actions:

- 1) If possible, **put down a set of 4 cards on the table**. The 4 cards shall be of different colors, i.e. one per region (except in the case of some specific missions which are presented below). The sum of points of the four cards shall be announced loudly as it might have an importance latter in the game (see missions).
- 2) Then the player keeps the two cards of highest and lowest values. In case of equality between two or more cards, he selects the ones he wants to keep. The two other cards are discarded.
- 3) If the highest card is worth **25 points** or more, then the player draws a mission card.



Example of valid meld with 4 cards of different regions: The sum is 28. The player keeps Mauritius and either Kuwait or Greece.

If the player cannot meld 4 cards, he shall discard a minimum of one card. It is possible to discard more cards, as much as wished.

At the end of the turn, the player **draws** new cards from the stock, in order to always **end with 8 cards** in hand.

The discarded cards are piled face up beside the stock.

When starting the turn, it is permitted to take the top card from the discard pile, and only this one.

The Missions

Playing the mission card is not compulsory, the player can fulfill the mission whenever he wants. Then, the mission cards can be cumulated.

If the mission is achieved using a card of 25 points or more, then the player draws a new mission card.

There are 10 missions requiring to form a quad of 4 cards from the four different regions:

“Less than 30”; “Less than 50”; “More than 50”; “More than 90”: to fulfill this mission the player shall display 4 cards summing up more or less than the given objective.



Example of “More than 90”: the sum is 90. The highest card is 50 then the player draws a new mission

“Supranational organizations”: alone or in combination, EU (European Union); AL (Arab League); PIF (Pacific Islands Forum); EU+AL+PIF. To fulfill this mission the player shall display a meld containing one card from the requested organization (indicated by the small flag on the bottom of the card) or three cards from the three organizations in the case of the combined “EU+AL+PIF”.



Example of “EU+AL+PIF”. The highest card is 40 then the player draws a new mission

“Equality”: to fulfill this mission the player shall display 4 cards of the same value.



Example of “Equality”. The four cards are 10-10-10-10

“Repeat”: to fulfill this mission the player shall display 4 cards summing up exactly as the latest opponent who had show a meld before him.

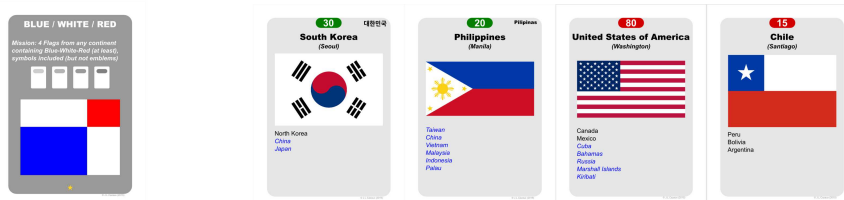
There are 4 missions requiring to form a meld of 4 cards from a single region: Africa; Europe; Asia; Americas-Pacific.



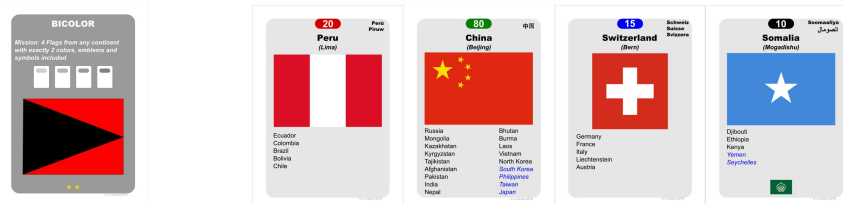
Example of “Africa”. The four cards belong to the Africa region and have a number written over black

There are 6 missions for which there is no constraint on the color, i.e. the regions are ignored here. There are missions requesting a certain flag characteristics:

“Blue-White-Red”; “Yellow-Green”, “Lonely Star”; “Cross & Crescent”; “3 Stripes”; “Bicolor”. To fulfill one of this mission the player shall display a meld of 4 cards which all have a flag which respects the request.



Example of “Blue-White-Red”. The highest card is 80 then the player draws a new mission



Example of “Bicolor”. The highest card is 80 then the player draws a new mission

When a mission is achieved, the player can keep all four cards for in his stock. He doesn't have to reject the two cards of intermediate values.

Depending on the difficulty of his mission which is illustrated by the small stars figuring on the bottom of the card, the player has different manners of refilling his hand.

- 1 star: refill from the deck, as usual play
- 2 stars: refill 2 cards from the discarded pile, at the choice of the player.
- 3 stars: refill 4 cards from the discarded pile, at the choice of the player.

Cards pairing

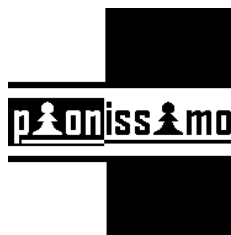
When a first player has obtained 30 cards, the play stops.

Each player sorts the countries of his stock. Cards are kept only if they can be paired as neighbors. For example, a player has Canada – Mexico – Guatemala – France – Germany – Denmark – Iraq. Canada and Iraq being isolated, are discarded. The player only keeps Mexico – Guatemala – France – Germany – Denmark.

The points of the kept cards are summed up.

The winner of the game is the player having **the highest score**.

END



See the Annex for more information, tips of play, etc.

ANNEX

Which countries are represented on the cards?

All independent countries of the world are represented. The countries are the 193 official members of the United Nations plus the 4 observers states (Cook Islands, Niue, Palestine, Vatican City); plus 2 countries which are de facto independent and have diplomatic relationships with a majority of recognized countries (Taiwan, Kosovo).

How is the value of cards computed?

The number written on the top of the card face indicates its value. It represents a geopolitical factor computed from the area, the population and the GDP of the country.

Number of cards per value and per regions

This table illustrates how many cards may pass the missions “<30”; “<50”; “>50”; “>90”.

	Green (Asia)	Americas-Oceania (Red)	Europe (Blue)	Africa (Black)
80	1	1		
70	1			
60			1	
50	1	1		
40	1	3	3	
30	4	1	1	1
25	2		1	3
20	6	3	3	3
15	6	3	6	9
10	13	7	11	19
5	9	11	12	9
3	3	6	3	8
1	1	11	4	2
0		5	1	
TOTAL	48	52	46	54

“Equality”: Can be achieved for values: 20, 15, 10, 5, 3 and with difficulty for 1 and even more for 30.

Number of cards satisfying region-independent missions

“3 Stripes”: cards with flag strictly made of three plain stripes, no more no less, with no added arms or symbols. There are 30:

Yemen / Armenia

Colombia / Peru / Bolivia

France / Italy / Austria / Germany / Luxembourg / Belgium / Netherlands / Ireland / Estonia / Latvia / Lithuania / Hungary / Russia / Romania / Bulgaria

Chad / Mali / Guinea / Sierra Leone / Ivory Coast / Benin / Nigeria / Gabon / Congo Brazzaville / Madagascar

“Bicolor”: countries with flag strictly made of two colors, no more no less, including those on symbols or arms. There are 36:

Japan / China / Vietnam / Singapore / Indonesia / Bangladesh / Pakistan / Kyrgyzstan / Kazakhstan / Qatar / Bahrein / Saudi Arabia / Israel / Georgia / Turkey

Honduras / Peru / Tonga / Micronesia / Palau

Switzerland / Austria / Sweden / Denmark / Finland / Latvia / Poland / Ukraine / Albania / Macedonia / Greece / Monaco

Mauritania / Somalia / Morocco / Tunisia

“Blue-White-Red”: countries with flag made with blue, white and red and with or without more colors. The colors on the symbols are accounted for but not the colors on the arms. There are 53:

North Korea / South Korea / Taiwan / Philippines / Laos / Cambodia / Thailand / Malaysia / Nepal / Uzbekistan / Azerbaijan

USA / Belize / Costa Rica / Panama / Venezuela / Chile / Paraguay / Antigua & Barbuda / Dominican Republic / Haiti / Cuba / Australia / New Zealand / Fiji / Samoa / Kiribati / Tuvalu / Niue / Cook Islands

France / Luxembourg / Netherlands / UK / Iceland / Norway / Czech Republic / Slovakia / Russia / Slovenia / Croatia / Serbia

Cape Verde / Gambia / Liberia / Equatorial Guinea / Central Africa / South Sudan / Djibouti / Namibia / South Africa / Comoros / Seychelles

“Red-Yellow-Green”: countries with flag made with red, yellow and green and with or without more colors. The colors on the symbols are accounted for but not the colors on the arms. There are 32:

Burma / Tajikistan

Bolivia / Suriname / Guyana / Grenada / Dominica / Saint Kitts & Nevis / Vanuatu

Portugal / Lithuania

Mali / Senegal / Guinea Bissau / Guinea / Burkina Faso / Ghana / Togo / Benin / Cameroon / Sao Tome & Principe / Central Africa / South Sudan / Ethiopia / Eritrea / Mozambique / Namibia / Zimbabwe / South Africa / Comoros / Seychelles / Mauritius

“Cross & Crescent”: countries with flag containing at least a cross or a crescent. There are 40:

Malaysia / Singapore / Brunei / Maldives / Nepal / Pakistan / Uzbekistan / Turkmenistan / Iran / Azerbaijan / Georgia / Turkey

Dominica / Dominican Republic / Jamaica / Australia / New Zealand / Fiji / Tonga / Tuvalu / Niue / Cook Islands

Switzerland / UK / Iceland / Norway / Sweden / Denmark / Finland / Slovakia / Serbia / Greece / Malta / San Marino / Vatican City

Mauritania / Comoros / Algeria / Tunisia / Libya

“Lonely Star”: countries with flag containing one lonely star. A sun is not a star here! There are 37:

North Korea / Vietnam / Burma / Malaysia / East Timor / Nepal / Pakistan / Jordan / Israel / Azerbaijan / Turkey

Chile / Suriname / Cuba / Nauru / Marshall Islands

Mauritania / Senegal / Guinea Bissau / Liberia / Burkina Faso / Ghana / Togo / Cameroon / Congo Kinshasa / Central Africa / South Sudan / Ethiopia / Djibouti / Somalia / Mozambique / Angola / Zimbabwe / Morocco / Algeria / Tunisia / Libya

MORE GAMES

QUIZ

Take one card randomly in the deck and ask your opponents a question. There are many ways to play the quiz and you can invent yours. Here are some examples:

You name the country and you ask what is the capital. Or the reverse, you name a capital and ask to which country it belongs.

You list the bordering countries and you ask what is the country you are holding. Or the opposite, which is much more difficult.

You name the country and you ask for a description of the flag, or the opposite, you start describing a flag and the winner is the first opponent who guesses which country it is.

The possibilities are only limited by your imagination.

BATTLE OF FLAGS

Can be played with small children. Two or more players.

Give a same number of cards to each player. Each player holds his/her deck face down. In unison, each player reveals the top card of their deck and the player with the higher card takes all cards played and moves them to their stack. In case of highest equal value, the concerned players place the next card (or three) of their pile face down and then another card face-up. The owner of the higher face-up card takes all cards on the table and adds them all to the bottom of his/her deck. If the face-up cards are again equal then the battle repeats with another set of face-down/up cards. This repeats until one player's face-up card is higher than their opponent's. The winner of the game is the player who succeeds in gathering all cards.