

# GeoXpert

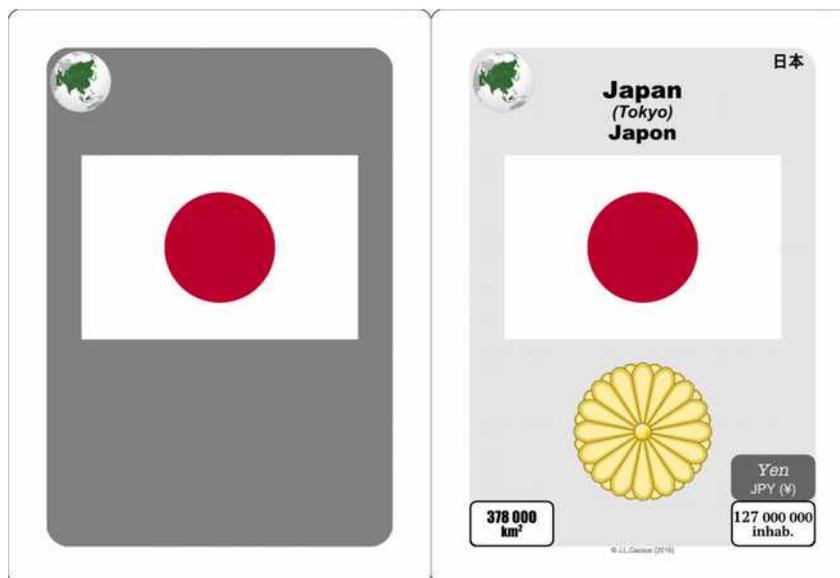


## **Présentation :**

GeoXpert is an original combined alignment and guessing game with collector cards to better know the countries of the World. The principle is simple. From a card which shows a flag, you first guess which country it is. Then you place the card in a line, ranking by area or population.

The basic deck contains 107 cards, each one representing a country. The verso has only the flag and the continent, the recto gives country's name (in English, French and the official languages of the country), capital, currency, area, population, flag and coat of arms.

GeoXpert may be played with 2, 3, 4 or more players. It may be played alone too with the patience rules.



*The Japan card: flag-side / facts-side*

## **Action:**

The cards form a pile placed between the players, with the flag-side up.

At the start of the game, each player takes 9 cards from the pile and places them in front of him, flag-side up. It is forbidden to see or show the cards facts-side.

One card is taken on the pile and placed in the center of the table facts-side up. The first player chooses one of his cards and places it close to the starting card: above or below if he thinks that its population is higher or lower ; or right or left for a higher or lower area ; but without revealing its name. Then the player should guess and say which country it is from the flag and then the card is switched to reveal its characteristics.

Four cases are possible:

	Card is well aligned: it stays in place	Wrong alignment: the card is discarded
Country is identified	The player discards one card from his stock	The player chooses one card from the pile (looking at flag-side only)
Country is not identified	No other action	The player takes the first card on the pile

Players then take turns inserting a card from their stock either in the horizontal line of areas or the vertical line of populations.



*A game in action: what is this country with that yellow-blue-red flag?  
Where to place it according to its area?*

**End of the game:**

The first player to get rid of all his cards wins.  
If multiple players go out in the same round, then everyone else is eliminated from play and each of those players are dealt one more card for another round of play.  
If the stock is exhausted before any player has finished, then the winner is the player having the smallest number of cards on stock.

**Patience game:**

The cards are shuffled and presented face-flag visible in a pile.  
The player takes the first card on the pile, names it then turns it over.  
If it is the wrong card, the patience is lost.  
If the card is correct, it forms the starting point. The player then takes the second card, names and places it relatively to the first one as for the multiplayer game, on an horizontal line for area, or a vertical line for population.  
As soon as a card is wrongly identified or placed, the patience is finished.  
The number of cards aligned on the table makes up the achieved score.