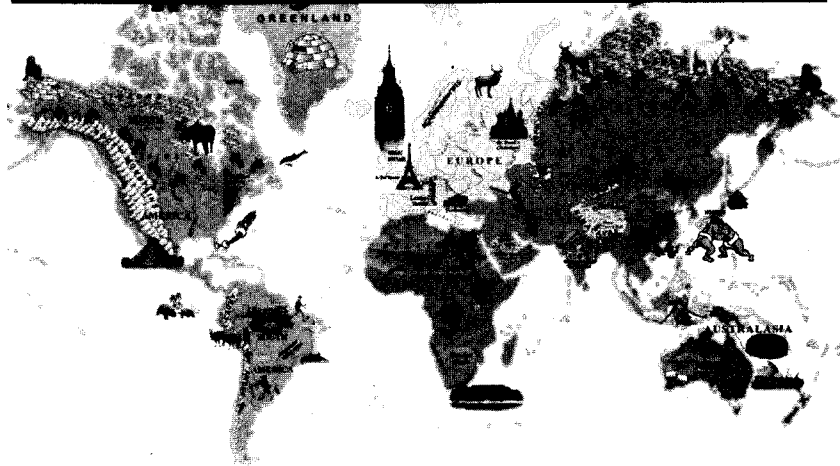


CREATIVE'S

# WORLD SAFARI Junior

PLAY RULES



An interactive and fast paced board game to learn  
and test your knowledge about the world!!

The game has been designed to provide meaningful and interesting experiences for young students in the learning and application of Geography and Map Reading Skills. This innovative, challenging and action-oriented game will convince students that exploring the World is more than a necessity.

### **Learning Objectives:**

*Children learn about:*

- a. Continents, Oceans, Seas, Rivers, Lakes, Mountains, Plains, Forests and Deserts etc.
- b. Latitude and Longitude, International Date Line, Equator, Prime Meridian etc.
- c. Important Geographical Features.
- d. Important Landmarks of the World.

**Play Objective:** Players try to reach the **Finish** square first after traveling around the World.

### **Preparation:**

1. Open the play board and place it on a flat surface within easy reach of all the players.
2. Each player chooses a pawn and places it on the space marked START.
3. Shuffle the card decks one by one and place them besides the play board.
4. Do not mix up the cards from one deck to another. You will notice that the card backs of all the 3 categories are different to distinguish one deck from another.
5. There are 3 types of cards used in the game:
  - a. *Question-Answer Cards*
  - b. *Tell Cards*
  - c. *Find Cards*

### **THE PLAY**

1. To begin, all players roll the dice. Highest roll goes first. Other players follow in turn, clockwise.

2. On your turn, spin the spinner and take the top card off the pile that matches that shown by the spinner. Hand over the card to the player on your right. This player sets the timer, and then tells you what you are supposed to do, i.e. Look on the map\picture\figure and try to find the answer before the sand comes down!
3. If you Find\Answer the question before the timer stops, the player with the called card checks your answer (which is written\shown on the back or below the question of that card). If you are correct, you move your pawn forward. If you are wrong, the card is placed in the bottom of its pile and your turn is over.

### **The Cards:**

**a. Question-Answer Cards-** Two questions appear on each card. The answers are printed below each question. On your turn, the asking player reads out one of the questions from the card and sets the timer, if you are able to give correct answer before the sand runs out, you move your pawn forward 2 spaces, and continue playing. If your answer is incorrect or you run out of time, your turn is over and the card is placed at the bottom of the pack.

**b. Tell Cards-** These cards show maps of continents, oceans and important seas, rivers, lakes etc. or pictures of some geographical features. The answering player has one minute to tell about the featured map\picture.

If the answering player is able to tell the name of the feature before the sand runs out, he\she moves her\his pawn 2 spaces forward. If he\she runs out of time or gives a wrong answer, his\her turn is over and the card is placed at the bottom of the pack.

**c. Find Cards-** Each card in this category asks what the players must find on the map of the World. To help the answering player two to three clues are also given on these cards. Players search the map to find the match, which gives them the correct answer. The correct answer is marked on the back of each card on the World map.

The asking player sets the timer, and tells you to find out the called feature or place on the Play Board map. Look at the map carefully and try to find the answer before the sand comes down. You may ask for the clues.

If you are able to find out the called place\feature before the sand runs out, you move your pawn 3 spaces forward and take another turn. If you run out of time or could not find the called place\feature your turn is over and the card will be placed at the bottom of the deck.

These are very important cards to win. By studying and searching on the map children are developing Map Reading skills while playing.

4. The International Dateline is the place where one day becomes the next day. Players who land on the Dateline squares must roll the dice again. Similarly players who land on the Prime Meridian squares shall miss a turn.
5. There are also certain other special spaces on the play board. Play as directed.
6. Two players are not allowed to occupy the same square at the same time. If a player lands on a square that is already occupied he\she must roll again and roll off.

***The first player to reach the Finish Square is the WINNER.***

