



Created by a Kid for Kids!®

ByronsGames.com

## Continent Race®

Number of players: 2+

Ages: 7+

Length of play: Approximately 30 minutes

### CONTENTS

5 Continent Lists with Maps

1 World Map

205 Country (Flag) Cards

3 Antarctica Wild Cards

Country cards are grouped by continent color:



Europe



Asia



Africa



The Americas



Australia/  
Oceania



Mystery  
Continent



### OBJECT OF THE GAME

The first player to collect the required number of country cards from the continents wins the round!

\* 2 cards from Australia/Oceania

\* 4 cards each from Africa, Asia, the Americas, and Europe

(Note that the required number of country cards is printed at the top of each Continent List.)



### BASIC LEVEL PLAY

The game is complete once a player collects the necessary country cards for 3 continents.

Remove the orange Mystery cards from the deck for Basic Level play and ignore the optional Challenge symbol that appears on some cards.



### HOW TO PLAY

- \* The dealer deals 7 cards, face down, to each player.
- \* Play begins to the dealer's left.
- \* On each turn, a player draws 1 card and discards 1 card face up. (Players must keep 7 cards in their hands at all times.)

**NOTE—Each time a player discards, s/he MUST announce the country name and continent of the discarded card.**

On each turn, a player selects one card from the draw pile\* and decides if they want to keep it or discard it. If a player picks a country card that matches one of his/her continents and the country card completes one of the continent groups (2 cards total from Australia/Oceania and 4 from all other continents) then the player has successfully completed a continent group and must place the continent group on the table, face up, and announce the names of the countries in the continent group. (You can review phonetic pronunciations at [byronsgames.com/geography](http://byronsgames.com/geography).) Next, the player must replace, from the draw pile, the number of cards s/he laid down in order to bring the player's hand back to 7 cards. Then, it's the next player's turn.

**\*EXCEPTION:** If there is a country card showing face up on the discard pile that the player can use immediately to form a complete continent group (4 country cards of the same continent [or 2 for Australia/ Oceania]), the player can pick it up, match it to the other country cards in their continent group, then lay the group face up on the table and announce the names of the countries. The player must then refill their hand back to 7 cards, and play moves to the next player.

After a player lays down the country cards that make up their first continent, the player must continue to collect the required number of cards for the remaining continents.



### HOW TO WIN

**The first person to collect the required number of country cards for each continent group is mere steps from winning the game!**

(Others may continue playing for 2nd, 3rd, 4th, place...) At the Basic Level, that's the first player to collect the required number of cards for 3 continent groups. At the Advanced Level, that's the first player to collect the required country cards for 5 continents.

**To fully complete the game, the winner MUST call out and locate on the map the countries they've drawn throughout the game.** Adults may want to help with this part. (Optional: Other players may also call out their hands and find their countries on the maps for an enhanced learning experience.)

### ADVANCED LEVEL PLAY

This level is for the geography buffs out there!

The Advanced Level of the game is complete once a player collects the required country cards for 5 CONTINENTS.

Orange Mystery cards can be shuffled into the deck to increase the difficulty of the game at this level: First, determine which continent a mystery card belongs to, then use the card as you would any other country card to complete a continent group.

Also at the Advanced Level, Challenge play is an option where one player invites another player to face off with cards that feature the Challenge symbol. See page 2 for more information on Challenge cards and Advanced Level play.



For a video on how to play, visit [ByronsGames.com/CRhelp](http://ByronsGames.com/CRhelp).



## SPECIAL CARDS, OTHER FEATURES, and ADVANCED PLAY

### Maps are your friends

In addition to using at the end of the round, when you locate the cards you've drawn on the map, be sure to use the maps as a reference throughout the game. When you are waiting for your turn, if you have in your hand a country you're not familiar with, try to locate it on one of the maps. Ask players to pass you the maps you need.

### Mystery continents may fool you

*For Advanced Play only*

Shuffle in the **orange mystery cards** then play them as you would any other card in the deck. But first, you must figure out which continent the country is from.



Start by looking at a nearby Continent List. If you don't see it, call out, "**MYSTERY CONTINENT!**" to alert other players to help you. Ask them where the country is located so they can check the Continent Lists and inform you.

Once you determine the continent, decide if you want to keep the country card or discard it face up. If you discard it, remember you must announce the name of the country and its continent so other players, who may be able to use the card on their turn, are aware it's available.

### ANTARCTICA HAS ITS PRIVILEGES



The player who draws a **white Antarctica card** may use this wild card to satisfy any continent. This card may be played by itself to satisfy any whole continent OR may be combined with other cards from one continent to complete the continent. (The benefit of the second approach is that the player gets to draw more cards sooner to replace the cards that s/he laid down.) Remember to call out the names of the countries as you lay down the continent group.

### You can challenge another player one-to-one

**Optional challenge for Advanced Play only**

If a player draws a continent card with the **challenge symbol**, s/he has the option to challenge one other player to see who can name more countries from that specific continent. Each challenger gets approximately 15 seconds to look over the Continent List or Map and then, from memory, each player must name as many countries as s/he can recall from that continent by taking turns saying aloud the names of countries, one at a time, going back and forth, until one player gets stumped.

**The winner of the challenge gets to draw 3 additional cards. S/he keeps the most useful cards then discards 3, so that only 7 cards remain in his/her hand.**



## ADDITIONAL INFORMATION/FAQS

### Why are only 5 continent groups represented?

Byron chose to use only 5 continents, or "suits," in this game, since collecting cards for "Antarctica would be too easy," and it made sense to combine North and South America, because there are so few countries in North America. He was also aiming to have 5 continent "suits" in order to correspond to the continents represented in the Olympic rings.

### What about disputed states?

We gave careful consideration to how to accommodate countries whose sovereignty may be in dispute or not recognized. For now, these include, but are not limited to, Transnistria, Abkhazia, South Ossetia, Republic of Artsakh, Palestine, Somaliland, Sahrawi Arab Democratic Republic, Kosovo, and Northern Cyprus. Over time, as territories shift, we will modify the game accordingly. In addition, please note that the Cook Islands and Niue are considered Associated States of New Zealand. An orange star, as shown to the right, indicates those countries that are in dispute. ★

### How does CONTINENT RACE® handle the Asia/Europe overlap?

There are several countries that span both Asia and Europe, and there is some discrepancy over whether they are considered to be part of Asia or Europe. After much research, we decided to mirror the BBC's categorization of these countries.

### Where can I go for help pronouncing country names?

You're in luck! Review our phonetic pronunciations at [byrongsames.com/geography](http://byrongsames.com/geography).

### Where can I go to play more—and keep score?

If you'd like to play multiple rounds of CONTINENT RACE®, and keep score, download a scorecard at [byrongsames.com/geography](http://byrongsames.com/geography).

### Capitals now included!

To up your game and exposure to world geography, capital cities are now included. On the country flag cards, beneath the country name, you'll see the country's capital listed in smaller, italicized font.

### What's next?

Byron's Games CONTINENT RACE® World Puzzle app! Available soon for both iPhones and Androids in your App Store.

Also, find phonetic pronunciation slides, coloring templates, and other fun educational games and toys at [byrongsames.com](http://byrongsames.com).

To be notified when the app is available, please register on our site on the "Get the App!" page.



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