

# Quick Quiz™

NOT JUST A GEOGRAPHY GAME



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**OVERVIEW:** You can get started quickly by reading this overview and referring to the rest of the rules as needed. First, deal out five region cards (these cards have two regions per card), face up to each player. To play, turn over the top card on the country deck. The first person to cover the country card with a correct region card from their set of five face-up cards, wins the matched set. The player draws another card from the region deck, and places it face up in front of him or her, then turns over the next card from the country deck. The first player to cover this country card with a correct region card wins the matched set. Play continues in this way until one player has won five matched sets.

**NUMBER OF PLAYERS:** Two to six, ages 7 and up.

**EQUIPMENT:** One deck of 74 country cards and one deck of 36 region cards, for a total of 110 cards.

**OBJECT:** To be the first player to win five matched sets.

**SET-UP:** One player is chosen to be the dealer. The dealer shuffles the country deck and places it face down in the center of the play area. The dealer shuffles the region deck and deals five cards, one at a time and face down, to each player. The remaining region deck is placed face down and to the left of the country deck. Each player may place their cards face up in an area in front of him or her, or may hold some or all of the five cards in hand.

**PLAY:** When all players are ready, the player to the dealer's left starts by quickly turning up the top country card, and placing it face up to the right of the country deck, so that all players can see it. NOTE: The player turning up the card should not have first look at the card to gain an advantage.

**THE COUNTRY CARD** represents a country in one of the 12 regions of the world. All players, at the same time, try to be the first player to play a correct region card on top of the country card, to make a matched set.

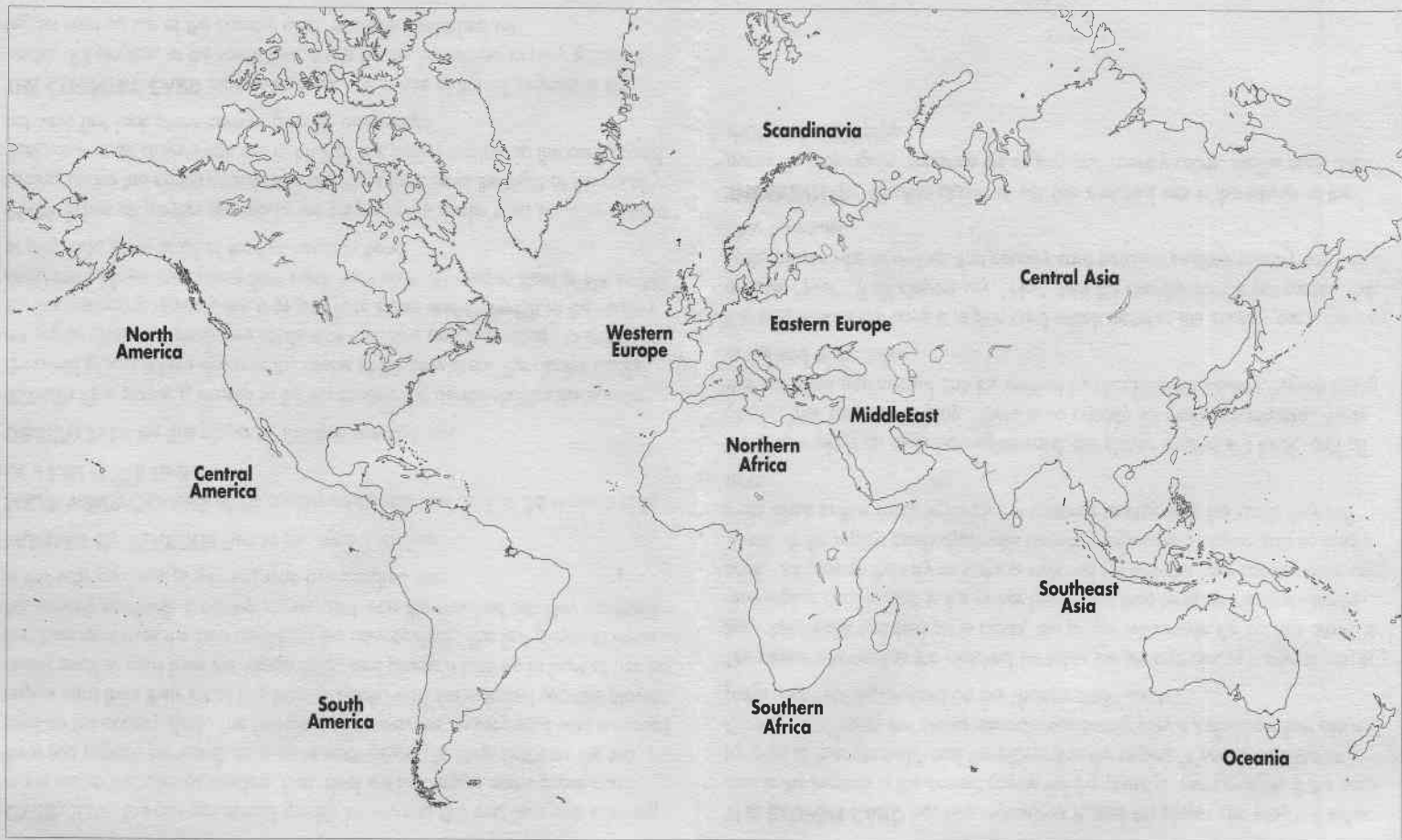
**THE REGION CARD** has two regions on it, and the player can play it if either one of the regions is the correct region for the country. For example, if the country card is "Bangladesh" and the player has the region "Central America or Central Asia" card, the player should immediately play it before another player plays a correct region card on the "Bangladesh" card.

The player who makes the matched set takes the set and places it next to him or her. After each matched set is made, the player who made the set first draws a new region card to add to his or her hand, and then turns up the next country card. All players then try to make a matched set with the new country card, and so on. If the region cards draw pile becomes exhausted, players can no longer draw back to five cards in hand, but continue to play with the cards they still have.

If a player plays an incorrect region card, the player must take it back, and all players then continue to play. There is no penalty for making a mistake. Note that a played region card can be verified by checking the country/region listing at the end of the rules.

If a player does not have a region card which matches the country card, the player says, "No!" If all players say, "No," then the country card is put aside. The same player who turned up that country card turns up another country card, and play continues.

**THE WINNER:** The first player to win five matched sets is the winner of the game. To play again, separate the region and country cards, shuffle each deck, deal, and begin play.



**REGION KEY:** The following is a listing of the countries and their assigned world regions.

Algeria — NORTHERN AFRICA  
Angola — SOUTHERN AFRICA  
Argentina — SOUTH AMERICA  
Australia — OCEANIA  
Bangladesh — CENTRAL ASIA  
Belgium — WESTERN EUROPE  
Brazil — SOUTH AMERICA  
Bulgaria — EASTERN EUROPE  
Cambodia — SOUTHEAST ASIA  
Canada — NORTH AMERICA  
Chile — SOUTH AMERICA  
China — CENTRAL ASIA  
Colombia — SOUTH AMERICA  
Costa Rica — CENTRAL AMERICA  
Cuba — NORTH AMERICA  
Denmark — SCANDINAVIA  
Dominican Republic — NORTH AMERICA  
Ecuador — SOUTH AMERICA

Egypt — NORTHERN AFRICA  
El Salvador — CENTRAL AMERICA  
Ethiopia — NORTHERN AFRICA  
Fiji — OCEANIA  
Finland — SCANDINAVIA  
France — WESTERN EUROPE  
Germany — WESTERN EUROPE  
Ghana — NORTHERN AFRICA  
Greenland — NORTH AMERICA  
Guatemala — CENTRAL AMERICA  
Honduras — CENTRAL AMERICA  
Hungary — EASTERN EUROPE  
Iceland — SCANDINAVIA  
India — CENTRAL ASIA  
Indonesia — SOUTHEAST ASIA  
Iran — MIDDLE EAST  
Iraq — MIDDLE EAST  
Israel — MIDDLE EAST  
Italy — WESTERN EUROPE  
Jamaica — NORTH AMERICA  
Japan — CENTRAL ASIA  
Kenya — SOUTHERN AFRICA  
Madagascar — SOUTHERN AFRICA

Malaysia — SOUTHEAST ASIA  
Mexico — NORTH AMERICA  
Morocco — NORTHERN AFRICA  
Mozambique — SOUTHERN AFRICA  
Netherlands — WESTERN EUROPE  
New Zealand — OCEANIA  
Nicaragua — CENTRAL AMERICA  
Nigeria — NORTHERN AFRICA  
Norway — SCANDINAVIA  
Pakistan — CENTRAL ASIA  
Panama — CENTRAL AMERICA  
Papua New Guinea — OCEANIA  
Peru — SOUTH AMERICA  
Philippines — SOUTHEAST ASIA  
Poland — EASTERN EUROPE  
Romania — EASTERN EUROPE  
Russia — CENTRAL ASIA  
Saudi Arabia — MIDDLE EAST  
Solomon Islands — OCEANIA  
South Africa — SOUTHERN AFRICA  
South Korea — CENTRAL ASIA  
Spain — WESTERN EUROPE  
Sweden — SCANDINAVIA

Syria — MIDDLE EAST  
Thailand — SOUTHEAST ASIA  
Turkey — MIDDLE EAST  
Uganda — SOUTHERN AFRICA  
Ukraine — EASTERN EUROPE  
United Kingdom — WESTERN EUROPE  
United States — NORTH AMERICA  
Venezuela — SOUTH AMERICA  
Vietnam — SOUTHEAST ASIA  
Serbia and Montenegro — EASTERN EUROPE

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