Irish Geography Game Instructions

Set Up:

Download the pdf of the game (if printing straight from the web, it may not print correctly.) Tape the gameboard together. Next print the front side of the cards. For each type, run the paper through the printer again to get the backs. Then cut out the cards keeping each card type separate from the others.

Shuffle each deck and place on the gameboard.

Adding cards: There are blank template for each set of cards. Add additional locations if desired and the point values.

Play

Choose one person to verify location accuracy (ideally, this person is not playing the game). Use the link below for the answer key. The youngest player goes first.

https://www.google.com/maps/d/edit?mid=1nXajLMzC7uVolm7uWk9AAdi0YvgFo5e4&usp=sh aring

Each turn:

Player picks one of the piles from which to draw and reads aloud the location. The player must decide whether they will look up the location (in a book, on a map, on the internet, etc.) or determine by memory.

Option A: If the player looks up the location, shares with other players and views at least one picture of it, they get 2 points after drawing/labelling the map.

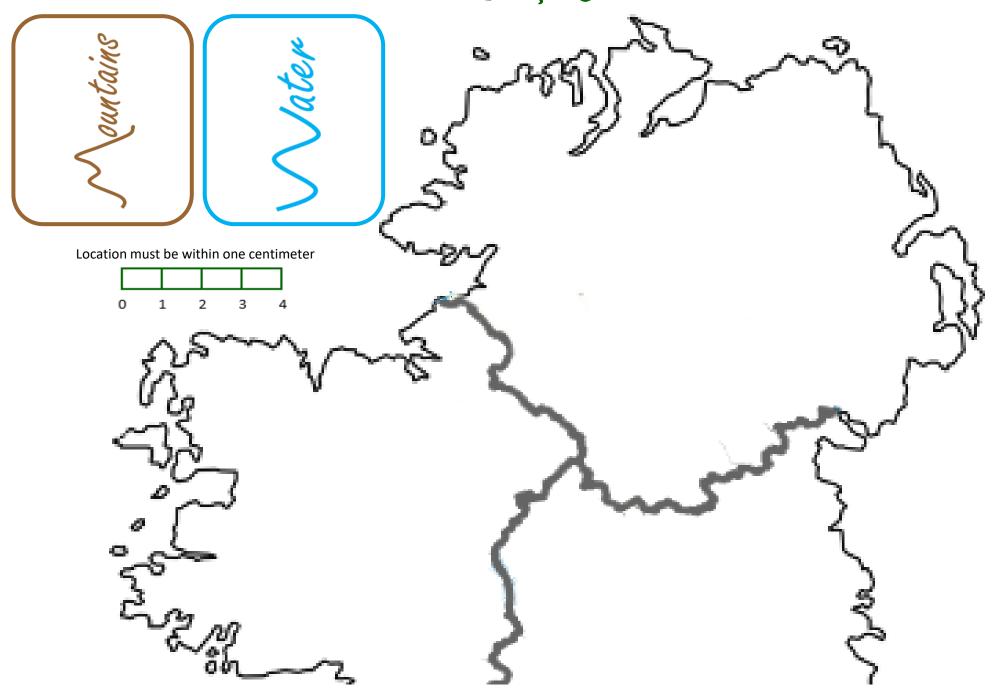
Option B: Point to the location on the map from memory. Prior to labeling/drawing they ask if anyone challenges the location. In order to be correct, the location must be within one centimeter of the correct location. (see game map)

If challenged - the first player to challenge the location must look the place up and show the other players. If the initial player was correct, they draw/label the map and get 2 points. If the challenger is correct, the challenger draws/labels the location and steals the card and the 2 points.

If no challengers: the answer key person looks up the location. If correct, the player draws/labels the map and receives one point. If incorrect, the player does not draw on the board and must shuffle the card back in the deck.

Once a place has been drawn on the map, the player who drew the location keeps the card turning so the point(s) received are facing at the top.

Irish Geography Game

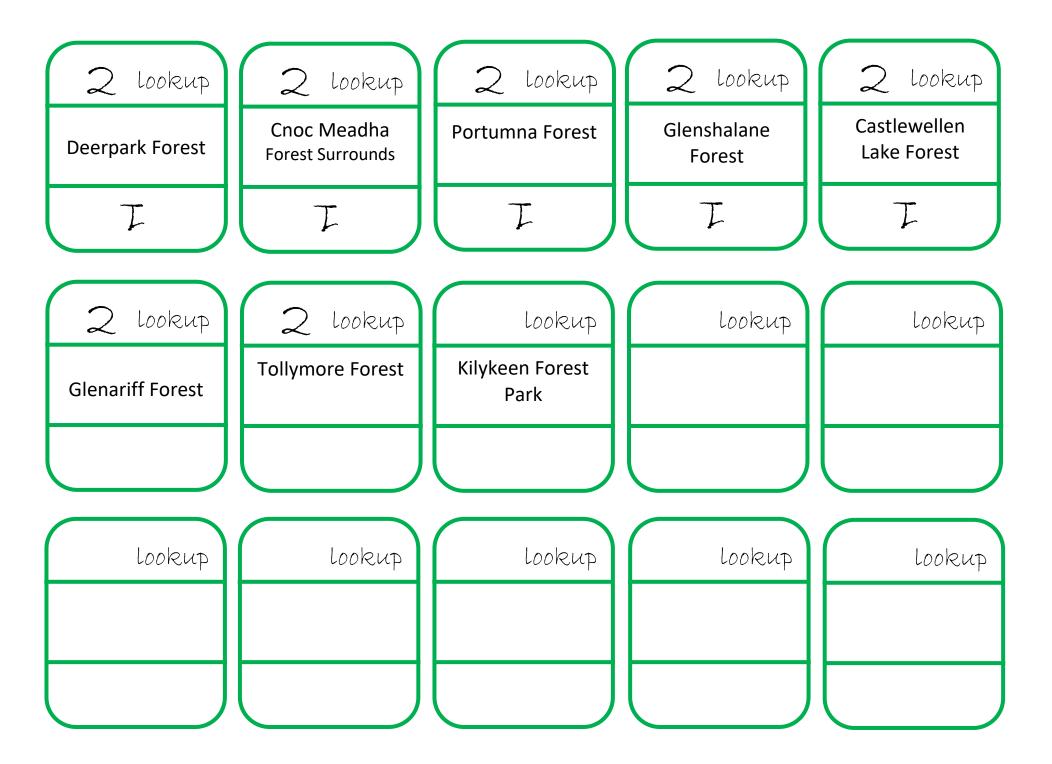


Beaches Forest Game Overview:

Draw a card. Read location aloud. Either look up (via internet, book, etc.) and draw on map (worth 2 points) or point to location from memory (worth 1 point. If from memory, location can be challenged. If challenged, challenger must look up location. If player was correct (within one centimeter) they get two points. If challenger wins, they draw on the map and steal the card along with the two points.

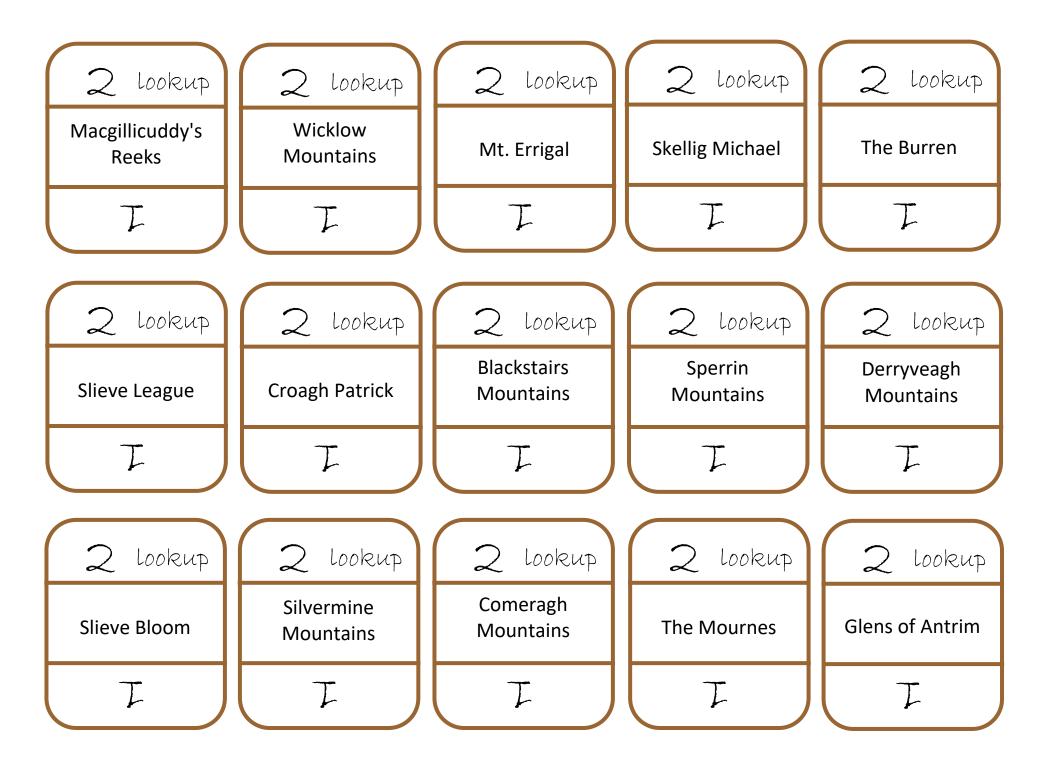
Game ends when all four provinces have been filled in. Most points wins.

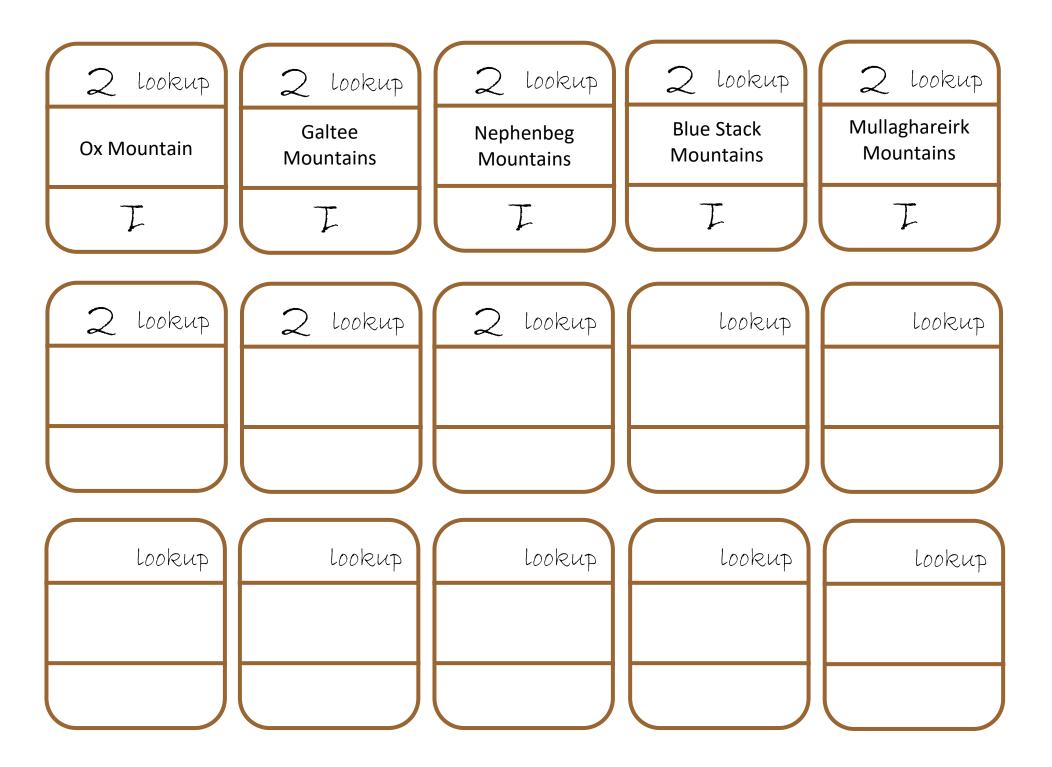
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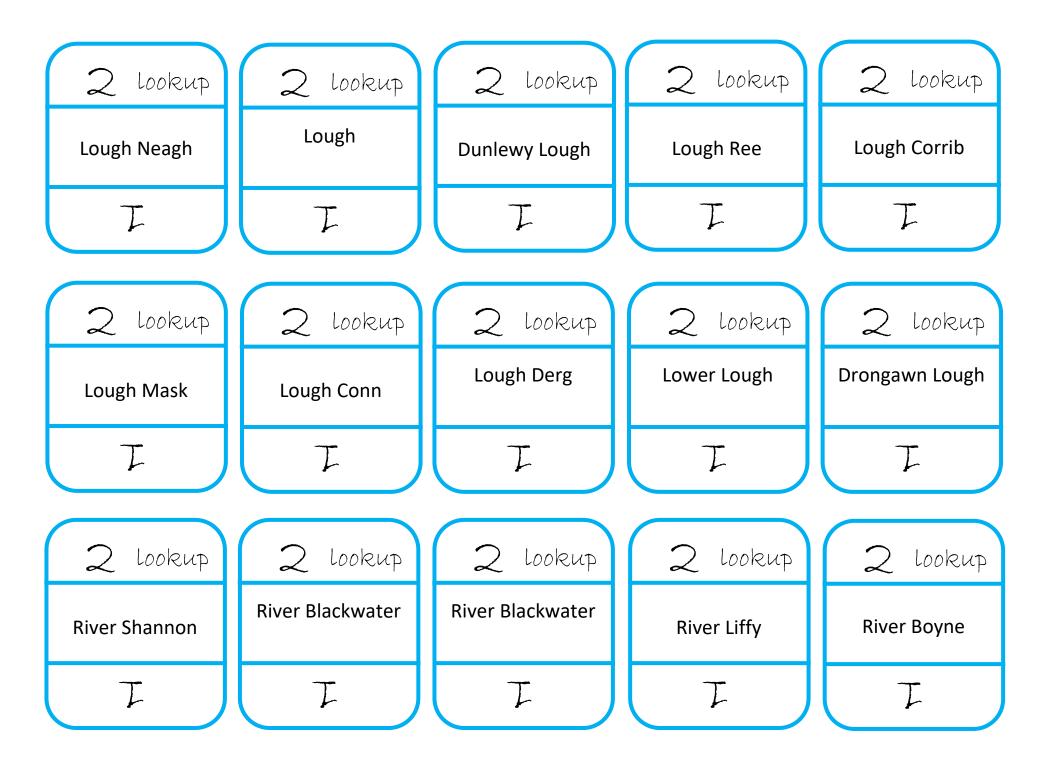


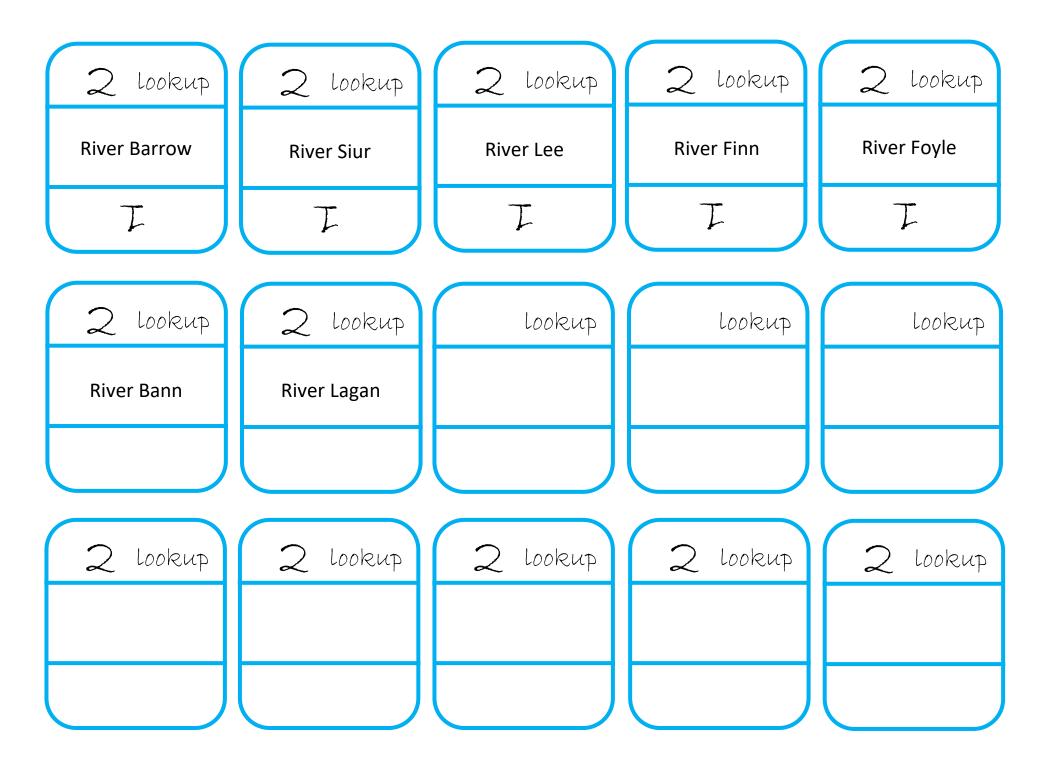


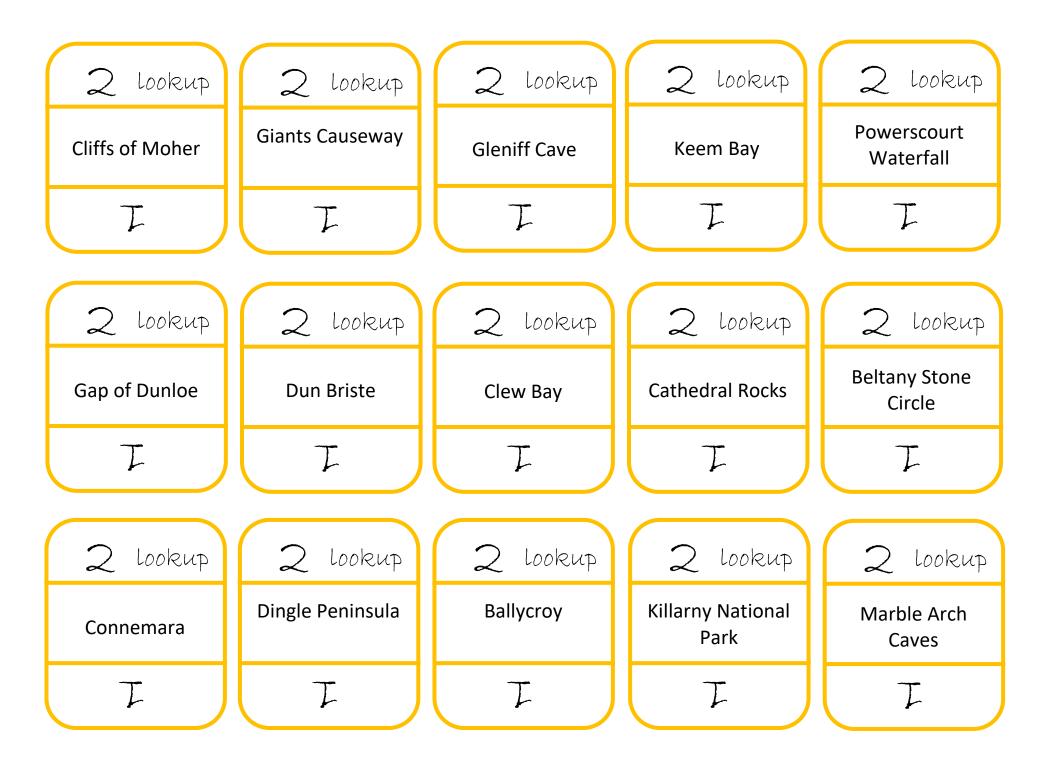
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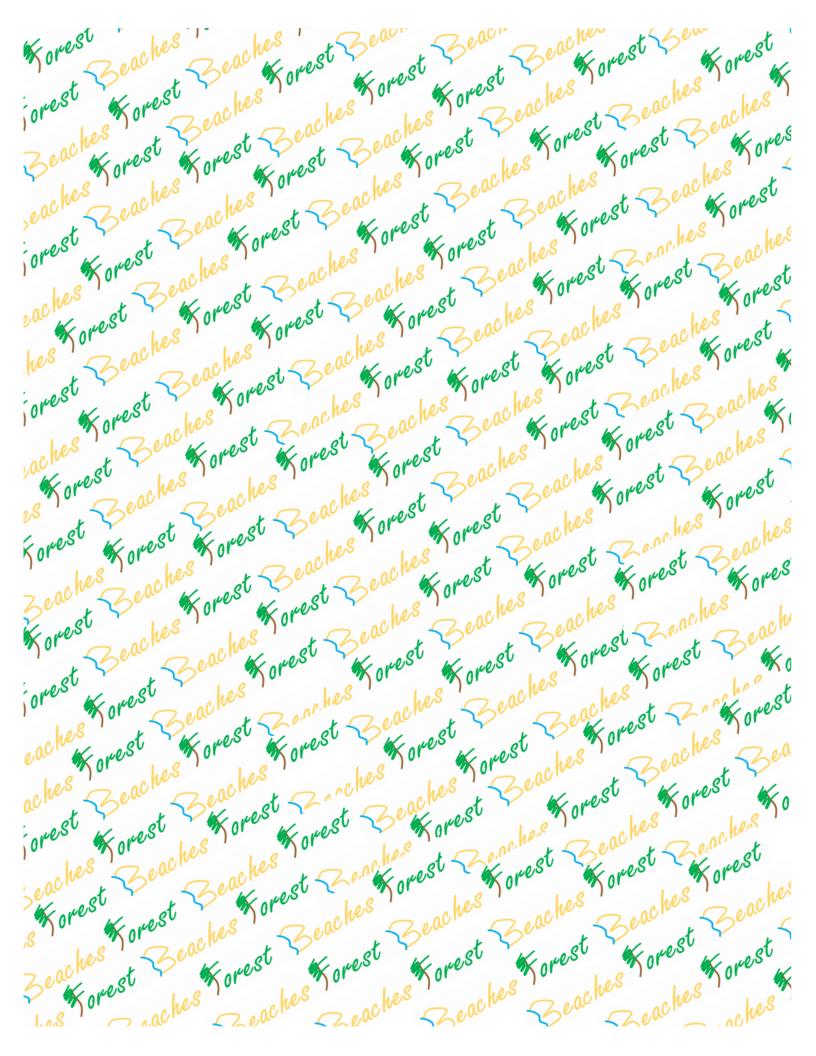


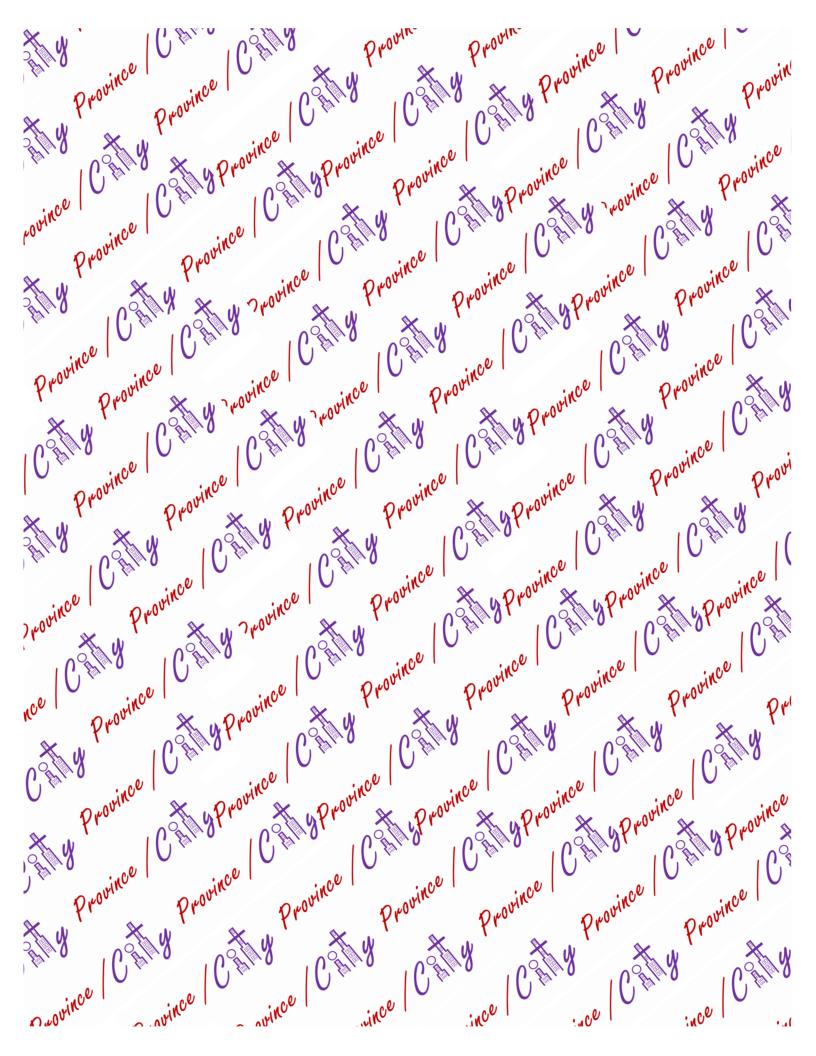


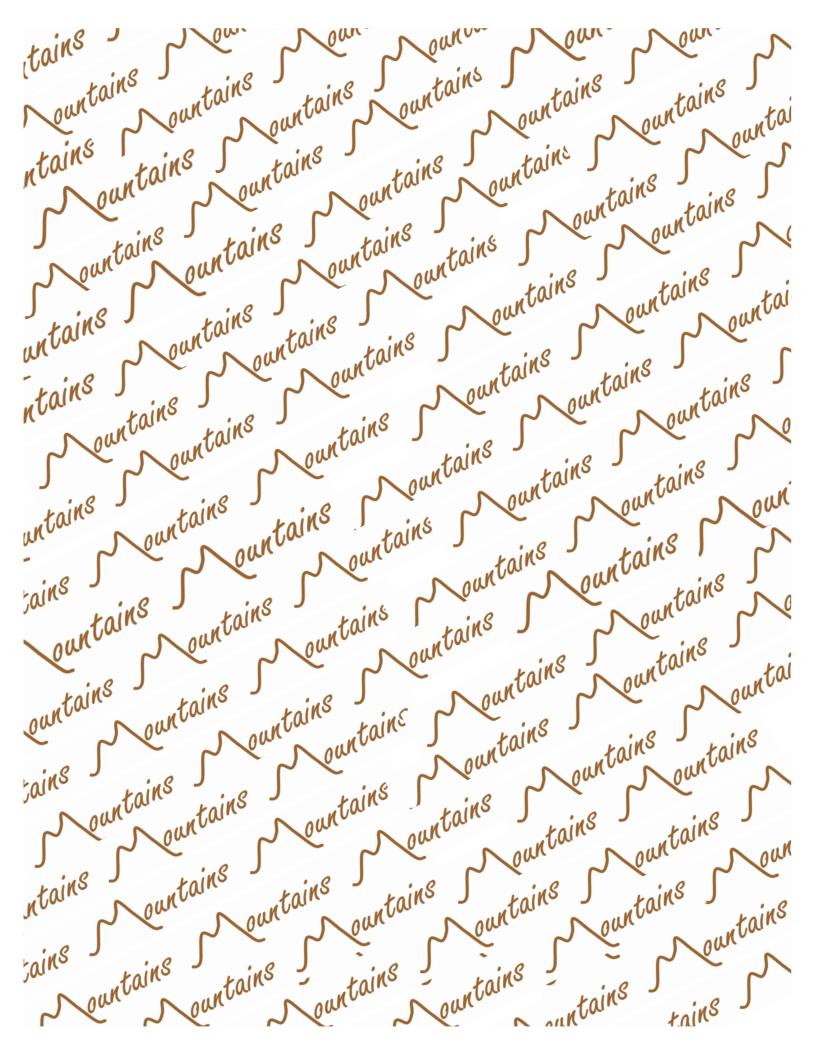


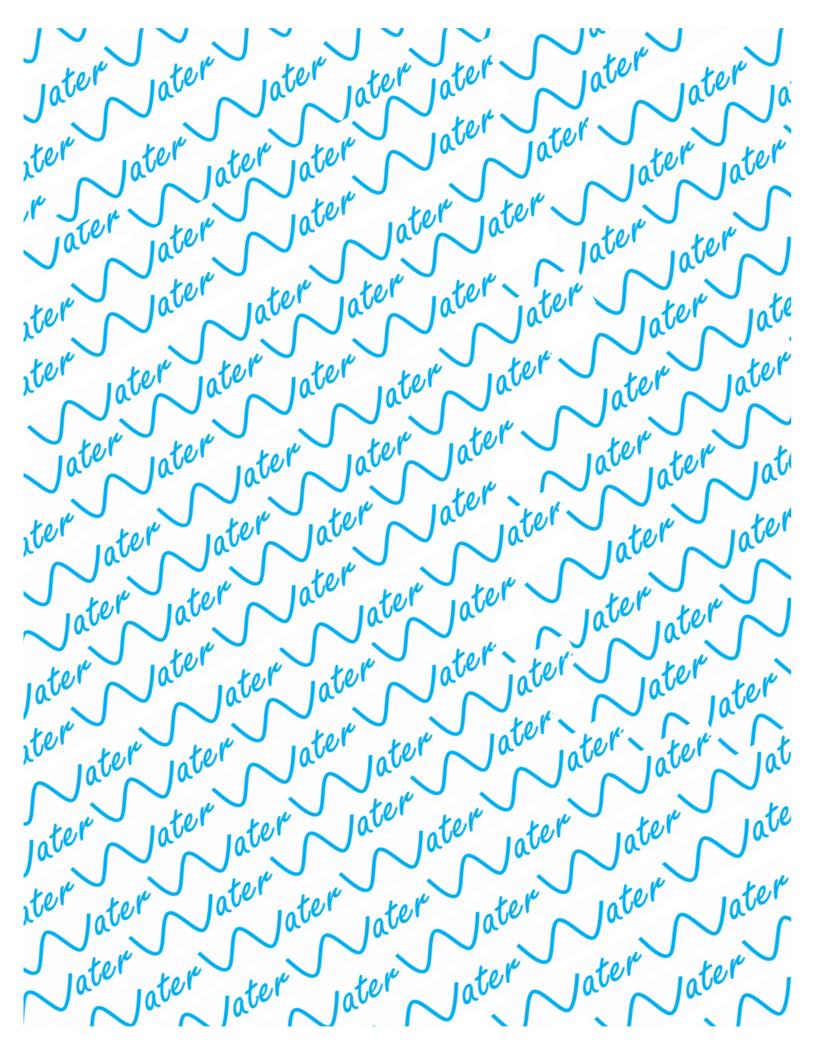


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