

Round The World Game

Working in groups, design a board game in which the object is to travel to 5 of the 7 continents to win. The first player to return to the start wins.

1. The game board should be no bigger than 1-meter by one meter in size.
2. The game must incorporate various chance or question cards to be drawn on each turn or as the group decides. The cards could be drawn before a roll is allowed. Examples are:
 - Questions from world history or geography. (10 required)
 - Task to be completed, hindrance to hold back, a discovery, good luck, good deed reward ... etc.
 - The players will encounter numerous obstacle cards along the way and can receive no more than two good luck cards per continent.
3. The game must incorporate an element of chance such as a spinner or dice.
4. Only one good luck $\frac{1}{2}$ continent skips allowed per game.
5. Ocean and/or land routes must include spaces – 5 for Pacific, 4 for Atlantic.
6. The transportation piece can be drawn at random, or by any other means the group decides.
7. One question must be answered for each space. So if the player chooses a plane, they must answer three questions correctly to move.
8. Ideas for transportation pieces:
 - Boat – 1 space per move
 - Plane – 3 spaces per move
 - Bike – 1 space per move
 - Running – 2 spaces per move
 - Walking – 1 space per move
 - Horse – 2 spaces per move
 - Bus - 2 spaces per move
 - Car – 2 spaces per move
 - Star Trek energizer – as many as possible, but 5 questions have to be answered correctly before energizing.
9. Each player is awarded three free question cards or the spinner can “borrow” a boat or any other piece by answering questions while using that piece, but the owner of that piece loses the use of their piece while it is being borrowed. Players can trade prices.

The game board must contain all of the following, more points for more info:

- Each continent will be drawn and named.
- Each continent must have at least 5 game spaces, 7 for Africa and Asia but can have more.
- All oceans will be drawn and named.

- Current governmental system identified in at least 10 countries.
- Capitals of each country must be started with current populations
- At least 5 countries per continent, (exceptions noted)
- Names and locations for at least three geophysical locations per continent.
- At least one major road (for your spaces) per continent
- Equator, Prime Meridian, Tropic of Cancer, Tropic of Capricorn, Arctic Circle, Antarctic Circle.
- At least one mathematical estimation card must be included to advance. Math problem should be no higher than a simple algebraic equation, but may also be an estimation of mathematical function like diving, addition or multiplication
- Must be a reference to the musical style/sound on at least three continents.

Make your game a challenge