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# DO YOU KNOW WHERE YOU ARE?™ - WORLD CHALLENGE EDITION

The game where the answer is a matter of degrees™

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## Equipment

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The "DO YOU KNOW WHERE YOU ARE?™ - WORLD CHALLENGE EDITION" game contains a playing board, one die, 500 question and answer cards in two card boxes, 6 player tokens, 36 Continent Group pieces, 3 'Flag Cards', and a 'Continent Group and Countries' reference card.

## Layout of the Playing Board

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The board features a 'Platte Projection' of the world – all the lines of latitude and longitude are equally spaced – surrounded by the spaces player's Tokens occupy during a game. On each of the four corners of the board – 'North West', 'North East', 'South East', and 'South West' - and at each pole are spaces that enable special actions by players.

Each Continent Group, as listed below, has its own associated color and abbreviation. Additionally, each Continent Group has its own Home Space indicated by an image of a compass rosette - there is only one Home Space for each Continent Group.

### Color, Continent Group & Abbreviation

Color	Continent Group	Abbr.
Yellow	Africa	AFR
Orange	Asia	ASI
Blue	Australia, Antarctica, & Oceania (Including Hawaiian Islands)	AAO
Lavender	Europe	EUR
Rose/Red	North America	NA
Green	South America & The Caribbean (Including Bermuda)	SAC

## Flag Cards & Continent Group and Countries Card

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**Flag Cards:** Keep these available during the game as there are many questions where access to them will be required.

**Continent Group and Countries Card:** Keep this available during the game for reference as it lists the countries associated with each Continent Group.

## Rules of the Game - Traditional Pieces: 2 to 6 Players/Teams

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**Objective:** Players must correctly answer questions for each Continent Group when their token is on the Continent Group's Home Space to earn a Continent Group piece and then answer the winning question whilst on one the Four Corners.

**Starting the Game:** Each player selects a token they will use and they place it on the corner of the board where they wish to start the game. More than one player can start from the same corner and all players do not have to start on the same corner.

Players roll the die and the player rolling the highest number moves first. If two or more players tie for the highest number, they roll until the tie is broken.

The player who wins the privilege of going first rolls the die and moves their token the number of spaces indicated in either direction from the corner they are occupying.

Depending on the roll, the first move for each player will land on a Continent Group space or Continent Group Home Space and they are asked a question for that Continent Group.

The questions and associated answers are on opposite sides of each card. The card for the player is drawn from the front of one of the card boxes and they are asked the question corresponding to the Continent Group space they are on. After a question is asked and answered the card is returned to the back of the box from which it was drawn.

A question may have a one, two, three, or more part answer. The number of parts in an answer is indicated by the number in the color coded part on both sides of the question and answer cards. To answer a question correctly, the player must answer all parts of the answer correctly that satisfy their particular handicap (See '**Handicapping**').

A vertical bar ' | ' in an answer indicates there is more than one correct answer for that part of the question. For example if the answer is 'Uluru | Ayers Rock, Northern Territory, Australia' then either Uluru or Ayers Rock would be correct for the first part of this three part answer.

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If the player answers the question correctly, they roll again; otherwise, their turn ends and the turn passes to their left.

With each roll in their turn, a player can move in either direction; however, they can only move in one direction on each roll and must always move the number of places indicated on the die.

**Earning a piece:** When a player's token lands on a Continent Group Home Space - as indicated by a compass rosette - they can earn that Continent Group's Piece. If they answer the question correctly, they receive that Continent Group's piece and they roll again. If they answer incorrectly, their turn ends and they must move off the continent home space on their next turn. A player needs all six Continent Group pieces before they can go for the win (See '**For the Win**').

If the player already has the Continent's Group piece, they must still correctly answer a question for the Continent Group to continue their turn.

**Roll-Again:** A player landing on one of the 'Roll Again' spaces continues their turn by rolling the die.

**Ongoing Play:** As each question is asked and answered, the card is placed at the back of the box from which it was drawn. Once a player's turn has ended, the turn passes to the player on their left. More than one token can occupy the same space.

**Four Corners:** If a player moves their token the prescribed number of places on the die and it lands on one of the Four Corners, and they are not going for the win, they can either roll again or travel to another corner of the map. If they choose to travel, their turn ends when their token is placed on the new corner (Also see '**For the Win**').

**Handicapping:** A handicap system can be employed to enable players and teams of different levels to compete more effectively. In the color coded section of each question is a number indicating the number of parts in an answer. A player's level determines how many parts they must provide to earn credit for answering the question correctly.

- A player with level '1' knowledge knows a little about a Continent Group or specific countries and, regardless of how many parts the answer has, they need only provide one part - any part - of the answer correctly to receive credit.
- A player with level '2' knowledge knows some about a Continent Group or specific countries and when the answer has three or more parts, they need only provide any two parts; otherwise, they answer as indicated.
- A player with level '3' knowledge knows a lot about a Continent Group or specific countries and must correctly provide full answers – that is all parts of the answer - as indicated.

Players will likely have different handicaps for different Continent Groups and different countries. Handicaps are established as the game is played and questions for different Continent Groups and countries are encountered. The player asking the question will have to provide some guidance on establishing the handicap based on what the answer is and what the player being asked the question is likely to know. Given the nature of establishing a handicap, it is okay to change handicaps as the game progresses if a player has overestimated or underestimated their knowledge of a particular Continent Group or country.

**For the Win:** When a player has all six Continent Group Pieces, they can go for the win.

A player going for the win must move their token to one of the Four Corners – it does not have to be the same corner they started on. The roll of the die must indicate the exact number of places they need to move their token to the corner from the space their token currently occupies. If they pass the corner, they must play the space the token comes to rest on as indicated.

When the token lands on a corner, the opposing players choose the Continent Group the player needs to answer for the win and then the card is drawn. If they answer correctly, the game is won. If they answer incorrectly, their turn is ended and they must move off the corner on their next turn.

Given the nature of the game and the ability to earn all the Continental Group Pieces and go for the win in a single turn, all remaining players are allowed one additional turn. If any player subsequently completes the requirements for a win on their turn, a tie is declared.

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## ***Rules of the Game – Fast Pieces: 2 to 6 Players/Teams***

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**Objective:** Players must correctly answer questions for each Continent Group when their token is on any of a Continent Group's spaces to earn a Continent Group Piece and then answer the winning question whilst on one of the Four Corners.

**Starting the Game:** The same as 'Traditional Pieces.'

**Earning a Piece:** If a player's token lands on a Continent Group space (either the Home Space or spaces distributed around the board) and they answer the question correctly, they receive the appropriately colored continent group piece.

A player needs all six continent group pieces before they can go for the win. If they answer incorrectly, their turn has ended and they must move off the continent space on their next turn.

**Roll-Again:** The same as 'Traditional Pieces.'

**Ongoing Play:** The same as 'Traditional Pieces.'

**Four Corners:** The same as 'Traditional Pieces.'

**Handicapping:** The same as 'Traditional Pieces.'

**For the Win:** The same as 'Traditional Pieces.'

## ***Rules of the Game – Points and/or Time: 2 to 6 Players/Teams***

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**Objective:** Players must accumulate the most points during an agreed to time limit for the game or score the number of points agreed to be the winning score. It can also be a combination of the two – like "The first one to a 21 or when an hour has passed."

**Starting the Game:** The same as 'Traditional Pieces' with an optional variation: When playing short, time limited games (30 minutes or less), pass the turn on to the next player after a player has been asked one question.

**Earning Points:** Each correct answer is worth one point. When a player's token lands on a Continent Group space (either the Home Space or spaces distributed around the board) and they answer the question correctly – per their handicap - they earn a point.

**Roll-Again:** The same as 'Traditional Pieces.'

**Ongoing Play:** The same as 'Traditional Pieces.'

**Four Corners:** A player landing on one of the 'Four Corners' spaces continues their turn by rolling the die.

**Handicapping:** The answering criterion is the same as it is for 'Traditional Pieces' and players earn a point if they answer correctly based on their handicap.

**For the Win:** A winner is determined by whoever has the most points at the end of the agreed to period of time or whoever scored the points needed to win.

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## Other Notes

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The correctness of answers provided by players is subjective and no succinct guidelines are provided; however, using a reasonable degree of latitude (and longitude) will help foster a friendlier competitive atmosphere.

There is no time limit for how long a player (or team) can take to answer a question; however, when the hot drinks and cold drinks start approaching room temperature, it might be time to move on.

When teams are playing, collaboration amongst team members is encouraged and will likely lead to better answers and better team performance. It may also foster deeper friendships and more fun too.

Always read the correct answer aloud. Part of the challenge of the game is paying attention to the answers provided. With 3,000 questions and more than 1,700 distinct answers (destinations) there is a possibility a different question will lead to the same destination during the game.

**Finding Latitude & Longitude:** Latitude indicates the degrees North or South of the Equator and Longitude indicates the degrees East or West of the Prime Meridian. When the game board is properly oriented, the North West corner will be the upper left corner. With this orientation, North will be above the Equator and South will be below the Equator, and East will be to the right of the Prime Meridian and West will be to the left of the Prime Meridian.

Players can use the four corners on the game board as helpful reminders for finding the latitude and longitude provided. For example:

- the latitude and longitude for "Sydney, New South Wales, Australia" - '33.9° South (below Equator) and 151.2° East (right of Prime Meridian)' - is in the lower right quadrant of the game map where the South East corner is located
- the latitude and longitude for "Honolulu, O'ahu, Hawaii, United States" - '21.3° North (above Equator) and 157.9° West (left of Prime Meridian)' - is in the upper left quadrant of the game map where the North West corner is located

Players should always help competing players if they are not familiar with how to determine where the latitudes and longitudes provided are located on the map.

## On Line Reference

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An online reference at [www.DoYouKnowWhereYouAre.com](http://www.DoYouKnowWhereYouAre.com) features information about countries around the world and serves as a source for the latest game related developments.

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