

## Rules

Players: 30 (15 partnerships of 2) Ages: 7-9

## Partnerships

15 partnerships:

1. The Wurundjeri
2. Queensland and Western Australia
3. Victoria and New South Wales
4. South Australia and Tasmania
5. Australian Capital Territory and Northern Territory
6. Japan
7. South Korea
8. China
9. Thailand
10. Indonesia
11. Singapore
12. Malaysia
13. New Zealand
14. Fiji
15. Samoa

The partnerships are spread across 4 zones:

1. Australia
2. East Asia
3. Southeast Asia
4. South Pacific

## Set-up

* Each partnership starts on their home place
* You must answer all 14 questions about your home place before you can move
* You must get the passport stamps for all places in your home zone before you can move to other zones

## Aim of the game

* There are two winners: partnership winners and group winners.
* If you have the most points when your teacher says the game has ended, you win.
* You get one point for each red circle stamped in your passport.
* Partnership winner
  + Your partnership wins if you have the most red circles stamped in your passport
* Group winner
  + Your sister-city group wins if you have the highest score on the whiteboard

## Playing the game

* Your teacher will put you in a team of two
* Randomly choose which team you are in
* Turns go in the same order that the sun rises (east to west):

1. Samoa
2. Fiji
3. New Zealand
4. Queensland and Western Australia
5. Japan
6. Victoria and New South Wales
7. The Wurundjeri
8. South Korea
9. Australian Capital Territory and Northern Territory
10. South Australia and Tasmania
11. Singapore
12. Malaysia
13. Indonesia
14. Thailand
15. China

* On your turn, you can either stay where you are and attempt to answer questions, or roll the dice and move to a new place
* If you choose to answer questions, go and see the teacher and they will ask you 14 questions about the place you are on.
* You get a stamp for every question you get right
* If you get at least 10 stamps, you get the red stamp for completing the whole place and earn one point. Add one point to your score on the whiteboard
* If you choose to move, roll the dice and move up to the number you got. You can move less spaces if you want.

## Questions

There are 11 pieces of information to learn about each place:

1. Language
2. Money
3. Sport
4. Food
5. Capital city
6. Unique animal
7. Geography
8. Something they make
9. People
10. How to say hello
11. Attractions

There are also 3 other questions about each place:

1. A comparison question, like “Which is bigger, New Zealand or Indonesia”?
2. A graph question
3. A map question

## Sister cities

* To form a sister city alliance with another team, move to that place and answer all 14 questions about them
* They have to do the same to you – answer 14 questions about your place
* You can only form a sister-city alliance with a team from a different zone
* You earn half the points of your sister city towards becoming the group winner