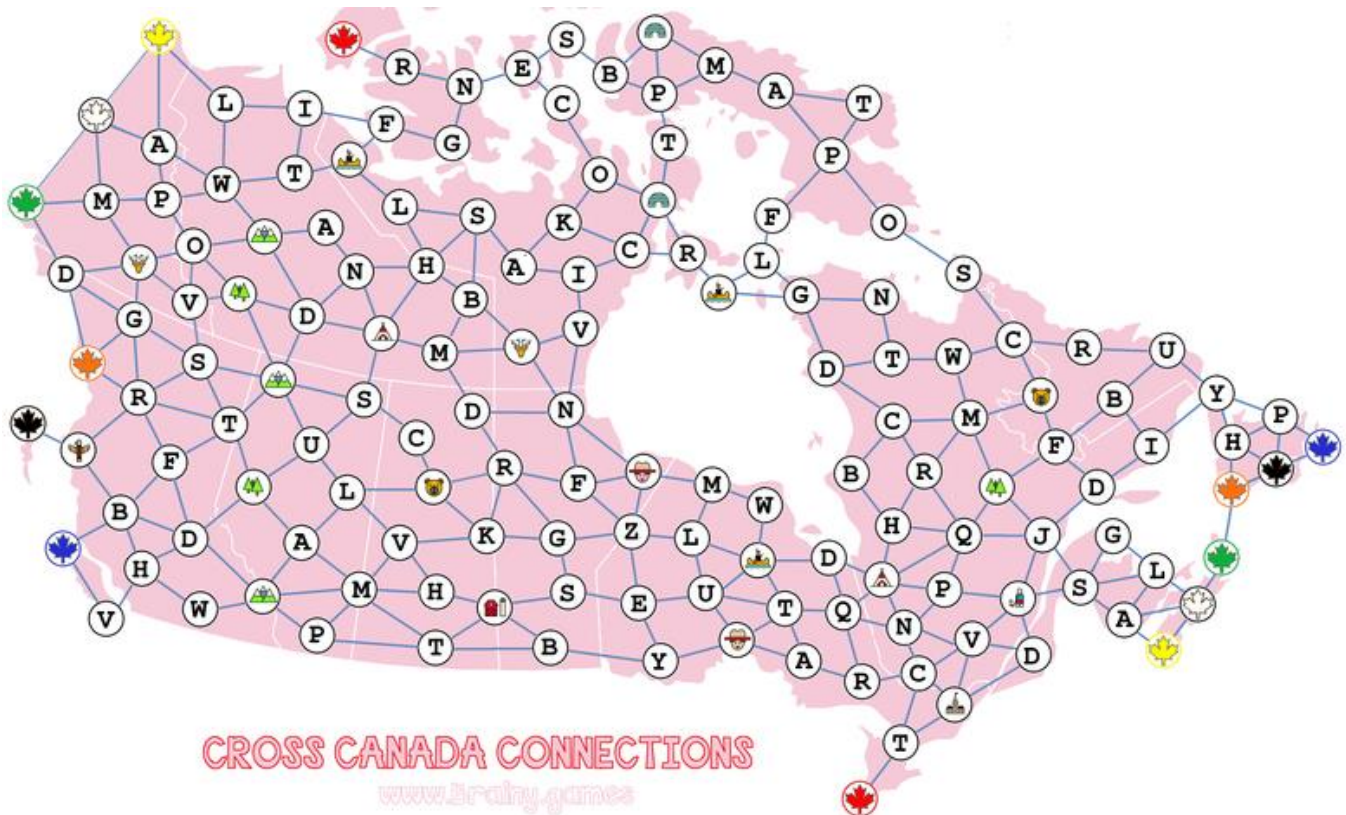


CROSS CANADA CONNECTIONS GAME

Cross Canada Connections is a free “print and play” tabletop board game about Canada. This version is ideal for teachers to use in class or after school programs with customizable category cards to tailor to varying curriculum and community topics.

In Cross Canada Connections, one to seven players (or teams) traverse a map of Canada by providing correct answers to Canadiana and learn cooperatively from others. Categories include topics like “Canadian mammal”, “a town in Canada”, “something found underground”. Be the first person or team to go from East to West, or North to South to win. For two to seven players or teams.

When played at school, Cross Canada Connections is a cooperative, “learn about Canada” game.



Basic Idea of the Game

Move a token across the board by providing an answer to a category that starts with the letter on the destination spot. For example, to move your token onto a spot with letter “V” using the category “Capital City” you can answer with “Victoria”.

The Map

The map has several hundred destinations with either a letter, a Canadian icon or a coloured maple leaf.

- Maple leaves designate the starting and ending locations for each player or team.
- Letters indicate the starting letter for a chosen topic’s answer. For example, if the topic is Mammal and the destination letter is “L”, the player can answer “Lemming” or “Lynx” to move to that space (but not Lion or Leopard as they are not natural to Canada).
- Icons are “free” spaces to which a token can travel for without supplying an answer to a topic.

Game Modes

There are three game modes with slightly different rules:

- **Cooperative play** allows players to socially collaborate in teams to find answers.
- **Competitive play** isolates individuals.
- **Competitive-Cooperative teams** for schools.

At school, we suggest cooperative teams playing competitively against other cooperative teams. This combination allows for two or more players on a team to cooperate, while still playing competitively against one or more other teams. The benefit is that all players learn from each movement. There is no winner or loser – play until all tokens have reached their final destination.

Valid Answers

To answer your category, you may say a word or phrase that starts with the letter at the destination and is related to Canada. Single word answers must start with the letter of the destination. For topics that require you to name a person, you may use the letter that starts either the first or last name. For all other topics, when specifying a phrase, not just any word is valid. For example, for naming a “Lake”, you cannot use “L for Lake” unless the lake word itself starts with L - Lake Louis is valid for “L” but Lake Ontario is not valid (it would be valid for an “O Lake”).

Tokens

There are seven player tokens in various colours. Move them from start to finish to win. Be the first to get to its finish to win. If anyone is colour blind, please select appropriate tokens to suit. Choose tokens at random.

Category Cards

There over 100 category cards which provide the topical questions. The categories all relate to Canada. Players use these cards to provide related answers that must start with the letter in play. With the print and play version, you may create alternative cards for your community, eg “Found in Newmarket”. Use the blank cards to write in your categories.

Quick vs Optional Game Play Modes

Quick game play is the typical way of playing. Optional game play uses Special Cards that are shuffled into the draw pile. This is a more advanced way of playing.

Quick Instructions for Basic Game

Each player (or team) randomly selects a token (eg, draw from bag) and places it on its starting location (same colour) in the Canadian West or North. Shuffle the category cards and place them face up in two more or less equal stacks on the board. If you are using A-Z letter cards, shuffle and place face down on the board.

Quick Game Play

On each turn, a player may perform only one of these actions:

- Specify to which adjacent spot they want to move their token, pull one of the category cards and provide an answer that matches the letter on the destination spot. If your answer is correct and accepted by your peers, move your token to the destination.
- Move your token to a free space (icon) and play again
- Spin to get a random letter (or take the next A-Z card) and take a chance answering a random topic in order to move your token.
- Consult the “Cheat Sheet”

Optional Special Cards

You may decide to use a number of cards that have special actions in competitive mode:

- **Move Opponent** token one space, usually in opposite direction
- **Road Block** to permanently place a spare token on any unoccupied letter space
- **Swap a Card** trade one random card with a player of your choice
- **Swap Cards** trade all your cards with any other player
- **Buy a Fact** from the Cheat Sheet to help you move
- **Swap Tokens** to switch your token with that of another player.

Optional Game Play Instructions

Each player randomly selects a token (eg, draw from bag) and places it on its starting location (same colour) in the Canadian West or North. Shuffle the game cards and place them face down on the board. Each player is dealt three cards to hold in secret.

On each turn, a player may perform only one of these actions:

- Indicate your desired movement, select one of your category cards and provide an answer that matches the letter on the destination. If your answer is correct and accepted by your peers, move your token to the destination.
- Move your token to a free space (icon) and play again
- Spin to get a random letter and take a chance answering a random topic in order to move your token.
- Use a “Move Player” card to move another player’s token one space
- Give a “Skip a Turn” card to a player in order to block their next move
- Consult the “Cheat Sheet”
- Use your “Swap Tokens” card
- Use your “Swap One Card” or “Swap All Cards” card
- Replace one card or all cards with new card(s) from the draw pile.

Using a Category Card

To move a token onto a lettered spot, the player first selects and reveals one of their category cards. The player indicates the destination letter and has 30 seconds to provide an answer that starts with that letter for the category selected. All players must agree on the answer. However, the players may use the arbitration web app to validate the answer.

To move a token onto a space with a question mark, the player first gets a random letter (either from the stack of letter cards or spins the letter spinner). The player then selects and reveals one of their category cards. The player has 30 seconds to provide an answer that starts with that letter for the category selected. All players must agree on the answer. However, the players may use the arbitration web app to validate the answer.

To move a token onto an icon space, no category card is required.

If a player was given a “Skip a Turn” card, that player returns the card to the discard pile and the next player gets to play their turn.

Game Play Variations

You can come up with your own ways of playing with a variety of options:

- No special cards
- Special cards
- Three category cards per player or team
- Draw a category card each turn

Replenishing Cards

Once a player uses a card, it is placed on a discard pile. The player then draws the next card to hold in secret. Once the draw pile is depleted, shuffle the discard pile and return as the draw pile.

Ending the Game

In order to move their token onto the final maple leaf destination, the player must answer a random topic. Draw the next category card from the draw pile and spin to get a random letter. Answer with a word or phrase that matches both the category and letter in order to win the game.

Additional Rules

- 30-second rule: each player has 30 seconds to make a move
- A token cannot move onto an occupied space
- Avoid generic answers as they are non-specific. For example, objects that can be found anywhere in Canada, like road, egg, tree, book, are not valid answers.
- An answer cannot be used more than once per game.

Print and Play Components

The print and play version has customizable cards. For tokens, you can use small coloured Lego™ blocks or small wooden blocks from the “dollar store”.

Canada Facts Sheet

A “cheat sheet” of random Canadian A-Z facts in all game categories can be printed at www.connection.cards/cccheat.php. Each time you go to the site, or refresh the browser, a completely random set of new facts is generated. Each player can print a different set of facts from well over 10,000 facts about Canada.

Arbitration App

Visit www.connection.cards/ccs.php to enter a word for a category.

Printing Your Board Game

Although you can print the game on card stock sized 8.5x11, you may find that this format is too small. We suggest either printing the four quadrants using four 8.5x11 sheets and taping them together or printing a 11x16 card stock sheet at Staples for a couple of bucks. Both formats are provided in the PDF.

Customizing the Game for Your Class

The game is designed such that any teacher can customize it for their class or after school program, no matter what age or grade. Simply adjust the category cards by removing some cards or supplying your own text on the blank cards. Please share on Brainy Games’ Facebook Page.

Download and Print the Game Components

The entire map is found at

www.connection.cards/ccc/canada-map-master.jpg

To print a larger game board, print each of four sections then tape together:

www.connection.cards/ccc/canada-map-ne.jpg

www.connection.cards/ccc/canada-map-nw.jpg

www.connection.cards/ccc/canada-map-se.jpg

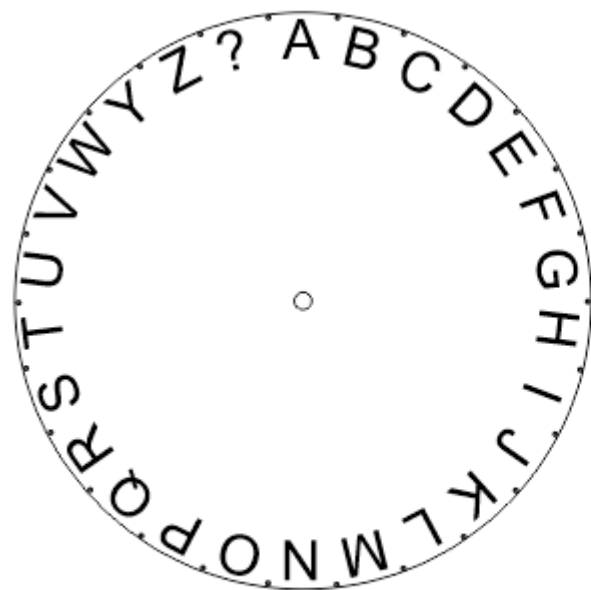
www.connection.cards/ccc/canada-map-sw.jpg

The game cards are found here:

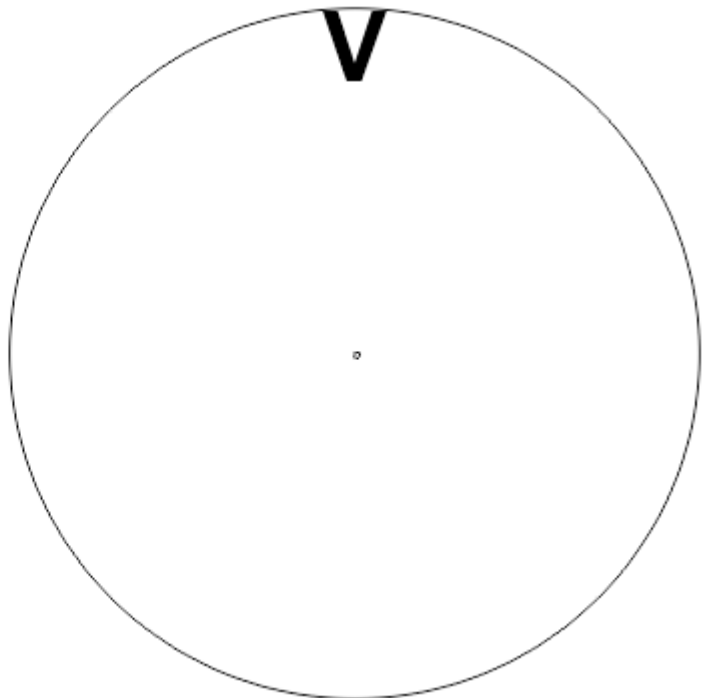
www.connection.cards/ccc/canada-category-cards.pdf

www.connection.cards/ccc/canada-special-cards.pdf

Make your own spinner from card stock.



SPINNER



Upgrading Your Game

If you would like an official set of limited edition handmade game tokens, cards and an A-Z spinner, you may order this at www.Brainy.Games. The wooden spinner and seven acrylic “150” maple leaf tokens are laser-cut.



A Real Cross Canada Connections Board Game

We are planning to manufacture a real board game. If you are interested, please let us know. Also let us know your interest about future Cross the USA and Cross the World versions.

More Free Downloadable Games

www.PrintPlay.games