

# Culture Savvy



## Rules of Play

For 2 to 5 players or teams

### Object of the Game

"Culture Savvy" is an educational journey through five different regions of the world: Asia, Europe, Latin America, the Middle East, and North America. Players learn more about these cultural regions as they travel around the board answering questions about how different cultures react in business situations.

The target audiences for this game are international business travelers, students, or anyone interested in becoming "culturally savvy". As the game increases in difficulty, players have the option of increasing their knowledge of Geert Hofstede's Five Cultural Dimensions in another version of the game.

### Equipment

- Game board
- 5 playing pieces
- A six-sided die
- 1 stack (5 sets) of Question Cards
- 1 stack of Wild Cards
- 5 passports
- 5 sets of Debriefing Cultural Pavilion Cards
- 5 sets of Debriefing General Question Cards

### Setup

1. Open the game board. Take the Question Cards and divide them by region (Asia, Europe, Latin America, the Middle East, and North America). To determine the region, each card displays an abbreviation of the region on the top right-hand corner. Each region is also designated by a color, which also corresponds to the boxes on the game board. The hatch-marked squares represent Cultural Pavilions for each region:

<u>Version #1</u>		
	= AS =	Asia
	= EU =	Europe
	= LA =	Latin America
	= ME =	Middle East
	= NA =	North America

2. Place each stack of Question Cards (5 stacks total) on each of the board's pie-shaped regions. The Question Cards should be placed face down.
3. Place the Wild Card stack on the edge of the board.
4. Pass out Passports to each player.
5. Each player chooses a playing piece and places it in the "Start" section of board.

## Game Play

### **Version #1: Passport to the World**

1. Each player rolls the die. The highest roll goes first. The player to the left of the highest roller goes next.
2. When it is your turn, roll the die and move the same number of spaces shown on the die in any direction from the starting point on the board.
3. When you land on a box, have the next player choose a card from the stack of regional cards that correspond with the color of the box. Each box on the board represents a region, a wild card or a cultural region.

**Red squares**= Asia

**Blue squares**=Europe

**Purple squares**=Latin America

**Yellow squares**=Middle East

**Green squares**=North America

**W**=Wild Card

**Hatch mark colored box**=Cultural Pavilion

4. Answer the question correctly, and roll the die again. Each player can roll two times max. You may move in any direction you wish, but you may not move both forward and backward in the same move. You may also pass through the "start" box to travel across the board.
5. If you answer the question incorrectly, play passes to the player on your left.
6. If you land on the hatch marked square and answer the question correctly, collect the corresponding culture pavilion debriefing card. Place the card in passport booklet.
7. Player with the most Cultural Pavilion Debriefing Cards wins.

## Other Versions of the Game

### **Version #1A: Specific Cultural Region**

Become an expert on 1 of the 5 cultural regions. Choose a region. Each time you answer a question about your chosen region, keep the Question Card. Each Question Card is worth 1 point. Land on your own Cultural Pavilion, answer the question correctly and collect 10 points. The player with the most points wins.

### **Version #2: Geert Hofstede's Five Cultural Dimensions:**

1. Divide the Cultural Dimension Cards by Each of the Five Cultural Regions:

**Red squares** = Power†

**Blue squares** = Time

**Purple squares** = Identity

**Yellow squares** = Uncertainty

**Green squares** = Gender

**W** = Wild Card

**Hatch mark colored box** = Cultural Dimension

2. Review the Cultural Dimension Debriefing Cards.
3. Roll the die and answer questions relating to one of the five cultural dimensions.
4. Answer the question correctly and keep the Cultural Dimension Card.
5. If you answer the question incorrectly, play passes to the player on your left.
6. If you land on the hatch marked square and answer the question correctly, collect the corresponding culture dimension debriefing card. Place the card in passport booklet.
7. Player with the most Cultural Dimension Debriefing Cards wins.