

# Km0 Card Game instructions

---



## Spelling game

---

Number of players:

- A whole class (divided in 4-5 people groups) and a teacher.

Goal:

- Collect as much points as you can.

Instructions:

1. Each group has a deck of cards and they divide it between players (4 people group- 10 cards per player, 5 people group 8 cards per player)
2. The teacher chooses a card and says "who has...."
3. The players look for the cards.
4. The player who has the card stands up (there must be one person standing in each group)
5. The teacher asks a question (kCal per 100g, popularity in (country), which season/s can be found in (country))
6. The students must find the information and rise one hand when they found it.
7. The first student who rises their hand must spell the name of the fruit/vegetable in English/Greek/Spanish/German or Dutch and do it correctly.
8. The first student to spell and answer the question correctly has a point for their group.
9. The group with most points win.

Extra:

1. If the first student answers incorrectly the second fastest student has a chance to answer, then the third... If none of the students answer correctly the point is lost.





## *Nameless*

---

Number of players: 4-5

Goal:

- Your goal is to have all 40 cards.

Instructions:

1. Shuffle the cards.
2. Give 8 cards to each player (groups of 5) or 10 cards (groups of 4), they cannot look at them.
3. One of the players choose a feature (Popularity, Km0, or a season)
4. Every player picks the first card and puts it in the middle of the table, facing up.
5. Each player counts how many points they have in the chosen category. (they must add the feature point of each country)
6. The player with the most points wins the round and keeps the cards, stacking them under the ones that they already have.
7. The player who gathers all the cards wins the game.
8. When you lose all your cards you are eliminated.

Extra:

1. If more than one player has the same amount of points on the round, they all continue to draw cards and add up the feature points of the other card to the ones they had. The one with the most points takes all the cards from the table.
2. To choose, the youngest player goes first and the game continues to the left. When one of the players is eliminated they are the one who choose the feature.



This work is licensed under a [Creative Commons Attribution-NonCommercial 4.0 International License](https://creativecommons.org/licenses/by-nc/4.0/).



## *Erasmus Speed game*

---

Number of players: 2-8

Goal:

- Not be the one with all the cards

Instructions:

1. Every player gets 5 cards, they can not look at them.
2. Each player show one card, one by one, clockwise
3. If two players have a card with the same criteria\* with another player, they have to grab a glue stick placed on the middle of the table.
4. The first one to grab it wins the round and the loser has to take all the cards from the table.
5. The winner starts next round.
6. When one person has all the cards is the loser and the game ends.

Extra:

1. \* Criteria: this is the order that the players must follow in order to play the game. They have to grab the stick if two cards have the same: 1) Country flag. If not: 2) Colour of the line. If not: 3) Odd number (1, 3, 5, 7) If not: 4) Even numbers (2, 4, 6, 8 , 0) If not: 5)Colour of the fruit or vegetable.
2. If one player grabs the stick without having the same criteria as another player they must take all the cards from the table and one extra (if there are any)
3. Maximum time for a game is 10 minutes.



This work is licensed under a [Creative Commons Attribution-NonCommercial 4.0 International License](https://creativecommons.org/licenses/by-nc/4.0/).



## *Erasmuno*

---

Number of players: 4-8

Goal:

- Be the first one to lose all the cards

Instructions:

1. Each player must have 5 cards.
2. The youngest one begins drawing a card, then, clockwise another player draws another card. The cards must be equal or higher in KmZero rate than the previous ones.
3. When a card with maximum KmZero rating (4-4-4-4) is drawn the feature changes to Popularity.
4. When a card with 3-3-3-3 Popularity is drawn the feature changes again to KmZero.
5. When one player has only one card in their hand they have to say "Erasmus!" or they have to take all the cards from the table.
6. When one player loses all their cards they win.

Extra:

1. The number of 4 (3 in case of popularity) determines the highness of the card, for example a 4-4-1-1 KmZero card is higher than a 4-3-3-3 KmZero card.



This work is licensed under a [Creative Commons Attribution-NonCommercial 4.0 International License](https://creativecommons.org/licenses/by-nc/4.0/).