Kært sted har mange navne (Beloved place has a lot of names)
A Memory game about diverce names of topografical places

About this game

Did you know that Bécs or Beč is a big city in a German-speaking country? Do you know the land inside an island state, which name in its original language is "Alba"? Do you realize that the world-wide chicken breed "Leghorn" refers to the English name of an Italian city? Did you know, that Zambia/Sambia can not only be found in Africa, but also on the Baltic Sea? Did you know, that the Sami do not live in the "Samland" (Sambia!)? Did you know, that you can drive by train from Munich to Milan, but back from Milano to Monaco di Baviera?
With this little game, which basically follows the principle of the "Memory" game, some of these different names shall be called into consciousness and of course also be learned. It can be used in geography lessons, but also in subjects like history, economics, politics or in foreign languages.
At the same time, this game is intended to contribute to a better understanding of the linguistic diversity in Europe and to raise awareness, that this diversity can not be captured only at national borders. The different names for geographical objects such as cities, landscapes, rivers, mountains, islands, lakes and others can express a high degree of popularity, a turbulent history and not least a local cultural diversity.
By contrast, this game is in no way suitable for those who want to derive national ownership claims from the existence of further toponyms in their own language, and for those who, for misunderstood national political correctness, only want to accept the names in the official state language. This game shows nothing but the common diversity in Europe. It wants to support the understanding of cultural diversity.

Who is the winner?

The winner is the one who has collected most of the matching triplets or quads. The number of players is open from two to the top, depending on how many toponyms are involved.

Variant 1: with hidden cards

The player in turn always turns over two cards. If they match, he keeps them and may reveal two more cards. If a third matches a pair he has already uncovered, he is allowed to keep it but not allowed to move again.

Variant 2: with open cards

As a simpler or entry-level variant can also be played with open cards to get to know the names in a first round.

Preparing

As a playing surface you only need a sufficiently large straight table or floor. As an aid you can use an atlas or a computer with e.g. Google Earth to find the placement of these places, if you do not know them yet.
The number of playing cards can be expanded or reduced by, for example, to certain regions of Europe, to individual languages (e.g., all places that have their own German, Italian, Hungarian, etc. names) or to specific types of geographical units (e.g. only cities, landscapes, rivers, etc.).