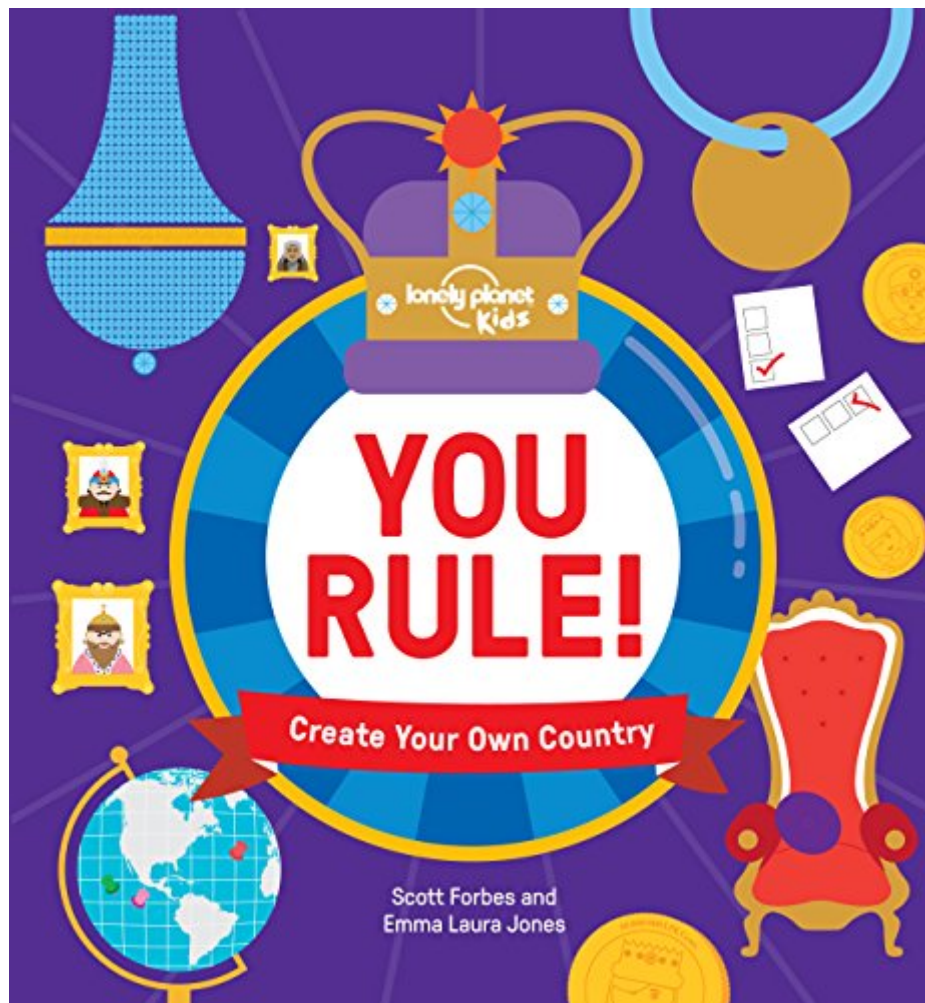


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You Rule!: A Practical Guide To Creating Your Own Kingdom (Lonely Planet Kids)



Synopsis

Tired of following other people's rules? Think you can do better? Now's your chance! This innovative and fun new title from Lonely Planet Kids shows you how to design a completely new nation from scratch. Decide on the laws, choose your borders, make your flag, attract loyal citizens and lots more. You'll get to create, organise, govern and judge. You can be king, queen, big chief, emperor, president, dictator or whatever you decree. Includes fun projects to complete, bold full-colour illustrations and fascinating facts about the world's micronations. Get ready to claim your throne, because right here, right now, you rule! For rulers aged 8 years and up. Authors: Lonely Planet Kids

About Lonely Planet Kids: From the world's leading travel publisher comes Lonely Planet Kids, a children's imprint that brings the world to life for young explorers everywhere. We're kick-starting the travel bug and showing kids just how amazing our planet is. Our mission is to inspire and delight curious kids, showing them the rich diversity of people, places and cultures that surrounds us. We pledge to share our enthusiasm and continual fascination for what it is that makes the world we live in the magnificent place it is. A big adventure awaits! Come explore.

Award-winning children's titles from Lonely Planet include The Amazing World Atlas (Independent Publisher Award, Gold for Juvenile Multicultural Non-fiction, 2015), How to Be a Space Explorer (Independent Publisher Award, Silver for Juvenile Non-fiction, 2015), Not For Parents The Travel Book, Not For Parents Paris, Not For Parents London, Not For Parents New York City, and Not For Parents Rome (all Parent Tested Parent Approved winners, 2012).

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Customer Reviews

"You Rule" is a do-it-yourself manual for setting up your own country. Although it is aimed at kids, I found it totally fascinating. The book is thoroughly researched, filled with illustrations, and well written. I did not know that there was a Montevideo Convention, which establishes the rules for being a country. You need four things: an area, a permanent population, a government, and ability to deal with other countries. The last is self-referential. To be a recognized country, you have to be recognized by other countries. In any case, there are instructions for applying for United Nations membership. There is practical advice for things that you will need to do. Defining your territory is a must. Try to find some unclaimed territory. There is not much of this. Maybe, try to find a new island to claim. Existing countries generally frown on such activities. Advice includes choosing a name, designing a flag, a national song, a motto, how to make passports, and how to form a government. Passports are surprisingly easy to create. I did that once for a talk at the US State Department. Some people in my audience were not amused. Creating a country is not to be taken lightly. The process continues today. Most come about by splitting off existing countries. Can you find Slovenia or Slovakia on a map, or tell the difference between the two? Another option, not mentioned, is to take over an existing country and redo it.

What a cool book! We're a homeschooling family and I love books that take things beyond book learning and into creative discovery. It incorporates so many areas of learning too--social studies, geography, government, culture, etc. You can get a lot out of it by just going through the book and doing what it say, but you can also use it as a springboard to take each idea deeper. And the book encourages you to do that by telling you to pull out maps and such. I'm excited about the book itself, but I really excited about how we can use the book to lead into so much more. Since you have to get land for your country we're going to look into whole towns you can buy (like the ghost town that costs a couple grand from the news!). We're going to look into buying islands. How much would it cost to buy a country? We're going to take what's here in the book and research it further while still having a lot of fun! And this is just stuff I've been thinking about in the first section... (Can you tell I'm going to have as much fun as the kids?) I like the idea of the book, and I like the book. It's a nice

hardcover that will let us use it multiple times with each of our kids. I'm really happy with it and can't wait to use it!

My daughters (age 7 and 11) enjoy going on fanciful journeys of imagination. This is why I thought that they would enjoy reading through "You Rule: A Practical Guide To Creating Your Own Kingdom" since it is essentially "directed fun" as it gives you thoughts and ideas on how to create your own realm to rule. In the book, you get to decide on the laws, setup the boundaries of the country you will make (I suggested that the girls either sub-divide the yard or use their own rooms), make up your countries flag (a little bit of background on heraldry here), and add (imaginary) citizens to their countries. Since the book also includes projects to complete (think SimCity or Civilization in book form), I thought it would be a fun way to explore the bounds of all government does in simplistic form (I'm a homeschooling parent so all free time is a fertile ground for learning!). However, I and my daughters quickly learned that some parts of forming and running your own country are not super stimulating. While the stories within the book are interesting (such as examples of people using loopholes in maps or laws to try and form splinter countries or early innovations in delivering mail), figuring out the ins and outs of your own economy is kind of dull. Also its much less an activity book than I had originally hoped. The first 28 pages are essentially background material and interesting factoids backing up a single decision - "Where will my country be". Considering this was a five minute decision for my girls, it seemed like almost 1/3 of the book was simply trivial filler material. Many of the other decision points were similar where you had 5-10 pages of interesting factoids to support something that takes your child one or two minutes to perform. The material in the book is generally good, but it seems like the book could be more of an activity book if some of these filler pages were removed. Overall, my kids got about two hours of interest out of this book where they were actively imagining their kingdoms. Once it got to the actually ruling of their countries and boring stuff (for them) like economics, the interest in the book waned. They have come back to it once in awhile to read the background material, but even though their ages are clearly in the wheelhouse of the book (suggested 8 and above) it clearly wasn't as fun for them as I had hoped. I've blown \$12 on things that were over with much quicker than two hours, but you kind of hope a book would consume more of your child's time than that.

You Rule!: A Practical Guide for Creating Your Own Country is a great info book for kids who are curious on how countries are created. Initially, I got this book with the expectation that it would be a game type book, but was pleasantly surprised to find that despite being an info book that it was fun

to read. My two kids (6 & 8) have been poring over the book and learning all sorts of interesting information, including the importance of securing land and creating territories, keeping the people in the land happy, and how to maintain control. The book is very kid friendly, is full of interesting facts (did you know you could buy your own island in Canada for US \$40,000 or that on an island named Ellore will send anyone who brings the book Robinson Crusoe to the island will be sent to jail for a soul crushing 11 minutes and 17 seconds?) The book is well made and the kids really enjoyed going through it. I've been seeing them happily plotting to make their own pretend countries. It's a fun book for both kids and adults to go through, and is full of really random facts which the kids love to talk about. It's definitely a helpful book to get a rudimentary understanding on how countries are formed.

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