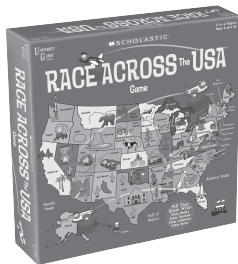


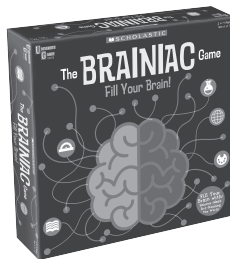
Learn the States' Nicknames!

The next time you play, put the Red Cards in a grid on the table and deal out the Blue Cards. Players can steal matches with Challenge Cards by identifying the nickname of the state being matched.

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Ages 6 and Up
2 to 4 Players

SCHOLASTIC

The USA Game

Instructions



Contents

- 54 Red Geography Card
- 54 Blue State Fact Cards

Objective

Collect the most matching pairs of Red Cards and Blue Cards.

Setup

Shuffle the Red Cards and the Blue Cards separately. Arrange all of the Blue Cards face down in a grid of six rows of nine cards each on the table. Deal five Red Cards to each player and put the rest of the Red Cards in a stack near the center of the table.

Gameplay

The youngest player goes first by choosing one face-down Blue Card on the table and flipping it over on the grid for all players to see. If the card shows the name of a state that matches a card in the player's hand, he/she announces that they have a match. That player then takes the Blue Card from the grid, matches it with the Red Card from his/her hand (taking care to cover the face of the Red Card with the Blue Card), and sets the pair of cards face up next to him/her. His/her turn ends.

If the player flips over a card that does not match a card in his/her hand, the player draws one card from the Red deck. If the drawn card is a match, the player announces the match and then sets the matching pair to his/her side. If not, the player's turn is over, and play passes to the next person. The flipped over Blue Card remains face up in the grid.

If the next player sees a match between a face up Blue Card and a Red Card in his/her hand, he/she may announce it at the beginning of his/her next turn and collect the pair. The player then turns over a Blue Card in the grid and continues to play as described.

Challenge Cards

Each deck contains four Challenge Cards, which allow players to steal matches from other players. Players with Challenge Cards can use them during another player's turn when that player announces that he/she has a match. The player with the Challenge Card reveals the card from his/her hand and attempts to name the capital of the state being matched. The player whose turn it is reveals the answer on the card in his/her hand. If the challenging player is successful, the player whose turn it is must give both the card in his/her hand and the face-up card on the table to the player who used the Challenge Card. If the challenging player is unsuccessful, the player whose turn it is takes the matching cards as normal. Challenge Cards are discarded next to the draw deck after use.

If a player flips over a Challenge Card in the grid, he/she puts that card in his/her hand and then takes another turn.

Winning the Game

The game is over after all 50 states have been matched, and there are no cards remaining in either the deck or the players' hands (some Challenge Cards may remain). When the game ends, each player counts his/her matches. The player with the most matches wins! For a shorter game, the first player to make 10 matches wins.