

# GAME OF THE STATES

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(For 2-4 Players)

## OBJECT:

Buy a product in one state and haul it by truck to another state where you try to sell it at a profit. The player with the most money at the end of the game wins!

## CONTENTS:

51 State Cards • 4 Trucks (one each of four colors) • Play Money • 16 Product Disks (four each of four colors) • Double Spinner

## TO SET-UP THE GAME:

1. Take a truck and the four disks of the same color.
2. Each player receives \$5,000 in play money consisting of eight \$500 bills and ten \$100 bills.
3. Shuffle the cards and place them face down on the card space.
4. Draw four cards and place one of your colored disks in each of the four states. Return the cards to the bottom of the pile.
5. Draw another card and start your truck from the state named on the card. Return the card to the bottom of the pile.

## TO PLAY:

1. Spin the Transport Dial (marked with 1, 2, 3, etc.). The player who spins the highest number goes first.
2. Spin the Transport Dial and move your truck the number of spaces showing on the dial. Play follows in turn, clockwise.
3. Players move toward the state of their choice which contains an opponent's product disk.
4. Moves are made from state to state with each state counting as one space. You do not have to reach your destination by exact count.

Note: You must pass through Washington to reach Alaska. You must pass through California to reach Hawaii. You must pass through Florida to reach Puerto Rico.

5. You may move through any state regardless of whether or not there is another player's truck or product disk on that space.
6. When you reach a state that contains an opponent's product disk, ask your opponent what products he has for sale. (If you don't recognize what one of the pictures on the state represents, check on the box platform to find out what it is.) Then, spin the Money Dial (marked with \$300, \$800, etc.) and tell your opponent that you will pay him that amount for his product.
7. If your opponent accepts the price, then you pay him that amount, put the disk in your truck, and immediately draw a card which designates the state you must deliver the product to. (*See Special Rule #3.*)
8. On your next turn, move your truck to your new destination by spins of the Transport Dial. You do not have to reach your destination by exact count.
9. When you reach your destination, you sell the product back to the opponent you bought it from. Your opponent spins the Money Dial and pays you the amount spun. He then places the disk on the appropriate space on the box platform.  
Example: The player with the blue truck starts in Ohio and moves by spins of the Transport Dial to Florida where there is a red disk. When the blue player reaches Florida, the red player says that he is selling oranges. The blue player spins the Money Dial and pays the red player \$500. The

# **ly entertaining and educational game teaches the location of the states and its capital city. You learn about each important industries and products which you buy and sell.**

blue player puts the red disk in his truck and draws a card that reads "*Maine.*" He moves to Maine and when he reaches his destination, he puts the card on the bottom of the pile. The red player spins \$800 on the Money Dial and must give that amount to the blue player. The red disk is then placed on the space marked "*Oranges*" on the box platform.

10. After reaching one destination, you must wait till your next turn to begin moving to another product disk.
11. The game continues until all of the product disks have been removed from the board.

## **TO WIN:**

At the end of the game, all players count their money. The player with the most money wins the game.

## **SPECIAL RULES:**

1. When the spinner stops on "*Flat Tire—Don't Move,*" "*Break Down—Lose Turn,*" "*Out of Gas—Lose Turn,*" you must leave your truck on the state you are on until your next turn. If you are delivering a product disk when any of the above are spun, you must take the disk out of your truck and place it alongside.
  - A. If another player with an empty truck can reach you in his turn, then that player can take your product disk by paying you only \$100. The new buyer completes the delivery and sells the product in the usual manner.
  - B. If another player buys back one of his own disks, he delivers the product to its destination and then places it off the board on the appropriate space on the box platform. He does not sell the product back to himself.

- C. If no other player buys the product from you before your next turn, then you put the disk back in your truck and proceed to your destination.
2. If, towards the end of the game, you find that there are none of your opponent's disks left on the board to buy, you may pick up your own disks. Proceed to a state that contains one of your disks, place it in your truck (without paying any money), and draw a card. On your next turn, begin moving to the state named on the card. When you reach your destination, each of your opponents must give you \$200 as a Special Bonus for transporting your own product.
3. You have the option of speculating on the price when buying or selling. If you have a product for sale and you feel that the price spun on the Money Dial by your opponent is too low, you can (hoping for a higher price) ask him to spin again. Whether the second price spun is higher or lower than the first price, you must sell your product at the *second* price. This rule applies to two situations:
  - A. When you are selling a product to an opponent who must then transport the product to another state
  - B. When your opponent sells the product back to you when he reaches his destination.

## **QUIZ GAME:**

You can use the cards to play quiz games. One player acts as Quizmaster, holding the cards and asking questions which the other players must answer. The first player to correctly answer the question gets that card. The player who collects the most cards is the winner. (Use only one fact from the cards (such as Capitals) per game.)