

For 2 to 4 Players / AGES 8 +

GAME OF THE STATES is fun and educational, too! It helps you to learn the location of each state, its capital city, important industries and products.

OBJECT

Drive around the United States in your truck and buy products in one state and sell them in another. The player with the most money at the end of the game is the winner.

CONTENTS

50 State Cards, 4 Delivery Trucks, 16 Product Discs, Play Money, 2 Spinner Arrows and Pegs, 1 Spinner Card

ASSEMBLY

1. Remove the game parts from their wrappings.
2. Carefully detach the Product Discs and spinner card from the parts sheet.
3. Detach the spinners, arrows and pegs from the plastic runner.
4. Follow the directions on the parts sheet to assemble the spinners. Discard all waste material.

SETUP

Refer to the bottom of the game box to see a 4-player game set up.

1. Pick which colored truck you want to be. Take the 4 matching Product Discs of the same color and place them in front of you.
2. Decide which player will act as the Broker/Banker. This person will be in charge of handling all of the money and buying the products that will be delivered from state to state (more on that later.) Be sure to keep the Broker/Banker money separate from each player's money.
3. The Broker/Banker distributes a total of \$5,000 in play money to each player, in the following denominations: **three \$1000 bills, three \$500 bills, and five \$100 bills.**
4. Shuffle the State cards and place them off to the side of the gameboard, within easy reach of all players. Discard the waste cards.

AT THE BEGINNING OF EACH GAME...

1. Beginning with the youngest player, draw 4 State cards and place one of your Product Discs on each of the corresponding states on the gameboard. Place these cards to the side of the gameboard and out of play. You will refer to these cards later in the game when you are choosing which product to purchase.
2. Next, draw another State card and place your colored truck on the corresponding state. This becomes your truck's starting spot. Return this card to the bottom of the deck.

GAMEPLAY

Each player takes a turn spinning the red Travel Spinner. The player who spins the highest number goes first. If you spin and the arrow lands on Break Down, this counts as "0" (zero).

ON YOUR TURN

At the beginning of your turn, select which opponent's state you want to move towards. Then spin the red Travel Spinner and move your truck that number (see MOVING YOUR TRUCK).

MOVING YOUR TRUCK

After you spin the Red Travel Spinner, move your truck towards your destination state (a state with another player's Product Disc) the corresponding number of spaces.

- You may move in any direction, even diagonally, as long as the state you are moving to touches the state you are moving from.

- If you spin and the arrow lands on "Break Down, Don't Move" (see BREAK DOWN, DON'T MOVE), your turn is over.

- Trucks may move onto a state even if there's another player's truck or Product Disc on that space.

- Each state counts as a separate space and a truck does not have to land at its final destination by exact count. However, if you pick up a Product Disc, your turn ends and you do not continue to move. For example, if you spin "5" and land on a state with a Product Disc after only 3 moves, your turn is over and you cannot continue to move the remaining 2 spaces.

- Hawaii and Alaska are connected by a dotted line. By spinning a 1 or better, you may move onto Alaska from the state of Washington; and to Hawaii from California. Additionally, the four corners (Colorado, Utah, New Mexico and Arizona) are all considered adjacent to each other.

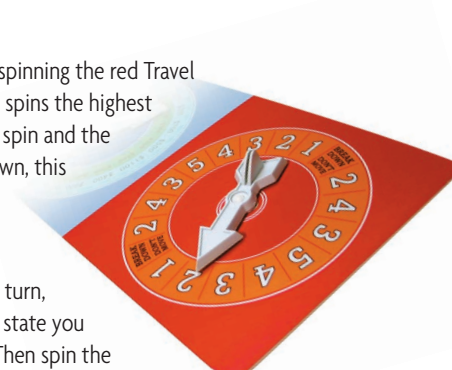
BUYING PRODUCT DISCS

When you reach a state with another player's Product Disc, it's time to get down to business.

1. Look at the pictures listed on the gameboard for the state you have landed on, then refer to that state's card (which was placed off to the side of the gameboard at the start of the game.) Each card lists the products for sale in that particular state.

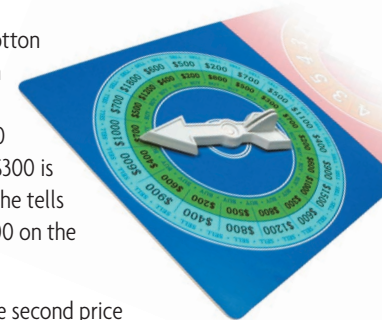


Example: You travel to Georgia. You can choose to buy Peanuts, Tobacco, Textiles or Cotton.



2. Decide which product you want to buy from your opponent (you may choose only one per turn,) then spin the blue Money Dial. The amount in the green area marked "buy" is the suggested selling price for the item.
3. If the seller feels that price is acceptable, you pay that amount for the product. Congratulations, you own it!
4. If the seller does not feel that price is acceptable, he or she may ask you to spin again. Whatever amount you spin on the second try is what you MUST pay for the item.

Example: You decide to buy cotton from your opponent. You spin the blue Money Dial and the arrow points to the green \$300 space. Your opponent thinks \$300 is an unacceptable sale price, so he tells you to spin again. You spin \$700 on the second spin.



(Note: The seller must accept the second price spun, even if it's lower than the first spin – that's the consequence of taking risks!)

5. Once you have purchased a product, place the corresponding Product Disc in your truck. Now, get ready to deliver your product to its destination (see DELIVERING PRODUCT DISCS.)

Note: It is possible that none of your opponent's Product Discs are left to buy, while some of your own Product Discs are still out there. If this happens, spin and continue to move your truck towards the state containing one of your Product Discs. When you arrive there you do NOT have to spin or pay. Simply place the Product Disc on your truck, draw a State card and continue your turn as normal. If you deliver one of your own Product Discs to a state, each player must pay you a flat, non-negotiable fee of \$200 for moving your own product.

DELIVERING PRODUCT DISCS

Once you have purchased a Product Disc from your opponent and have placed it in your truck, the player who sold you the product must draw a State card. This card will tell you what state you're going to deliver your new product to. Next, without looking at the gameboard, if you can name the capital of that state, you may immediately move your truck one adjacent space. However, if you are incorrect, your turn is over, and you do not get to move just yet. Place this State card in front of you as a reminder of your final destination.

SELLING PRODUCT DISCS

When you arrive at the delivery state, you must sell the Product Disc to the Broker/Banker.

1. Spin the blue Money Dial and the Broker/Banker must pay you the amount shown in the light blue area marked "sell" from the Broker/Banker's money. If you do not feel that price is acceptable, you may spin a second time. The amount you spin on the second try is the price you MUST accept for the item, even if the amount is less than your first spin.
2. Once you have been paid for your product, place the Product Disc back in the box and out of play. Then place the corresponding State card at the bottom of the pile. Your turn is now over.

BREAK DOWN, DON'T MOVE!

If at any point during the game the red Travel Spinner stops on "Break Down Don't Move," you're temporarily stuck. Place your truck on its side and leave it in that state until your next turn.

If your truck is delivering a Product Disc when you break down, take the disc out of your truck and place it next to the truck, showing that you're "stuck." On your next turn, your truck is automatically repaired and you may continue to move as usual.

However, while you are waiting for your truck to be repaired, if another player comes across your truck, that player may take the Product Disc from you by paying you a flat fee of \$200. That player then becomes the owner of the Product Disc and may begin to carry it to its final destination on his next turn.

For example, let's say you are the blue player and you were carrying cotton to Maine. Unfortunately, your truck breaks down in Virginia and the yellow player swipes the cotton from you. The yellow player picks up the cotton, places it in his truck, pays you \$200, and on his next turn, he may spin and move towards Maine.



WINNING THE GAME

Players continue moving around the gameboard until all of the Product Discs have been bought and sold. Players then add up their money, and the player with the most money is the winner.

OPTIONAL GAME VARIATIONS

STATE QUIZ GAME

The State cards and the gameboard may also be used in playing quiz games for any number of players. Using the State cards, one player, acting as Quizmaster, holds the cards and asks the questions of the other players, such as "Which state is called the SOONER State?" etc. When a player answers correctly, he or she gets that card. The player who collects the largest number of cards is the winner. Use only one fact per card for each game.

NAME THAT STATE'S CAPITAL

Additionally, you can also play "Name that State's Capital," using the gameboard, which lists all of the states' capitals. While one player acts as the Quizmaster, the other players should turn their back so they cannot see the gameboard. As the Quizmaster calls out the state, each player should try to name the correct answer. The player with the most correct answers is the winner.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 1-888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD or telephone our Helpline on 00800 22427276.

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