

Rules for Playing

Game of

STATE CAPITALS

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SALEM, MASSACHUSETTS
NEW YORK CHICAGO
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For Two, Three, or Four Players

The object of STATE CAPITALS is to be the first player to place all his State Capitals in the proper States, as directed by the indicator.

EQUIPMENT

The game consists of a playing board on which is printed a map of the United States showing the dates when each State came into the Union, a spinning indicator with an inside and outside circle, and a set of 48 Capital circles representing the Capital of each State in the United States.

PREPARATION

To remove Capital pieces from the strips, press with your thumb. They come out easily. If there are four players, each player is dealt twelve Capital pieces. If three play, each player is dealt sixteen, and if two play, each player is dealt twenty-four.

PLAY

Each player places his Capital pieces face up in front of him. Players in turn spin the indicator. The player spinning the highest number on the outside circle plays first. He spins the indicator again and calls out the two numbers to which the arrow points. After he has located these numbers

(circled on the map) he calls out the names of the States on which they appear and looks to see if he has the same numbered Capital circles in front of him. If he has, he **calls out** the name of the Capitals of these States, and places the Capital circles over the same numbered circles on the board. **Example:** Player spins 29 and 5. He locates Wisconsin which is 29 and New York which is 5. He then finds his Capital circle for Wisconsin which is Madison 29. He says **Madison is the Capital of Wisconsin**, and places Madison on the circle in Wisconsin. He then selects his Capital circle for New York which is Albany 5 and says **Albany is the Capital of New York**, and places Albany on the circle in New York. If he has the Capital circle for only one of the numbers which he spins on the indicator, he places this Capital in its proper State as above, and the player in the game that has the other numbered Capital places it in its proper State in the same manner. If he does not have any of the numbered Capitals which he spins on the indicator the player or players who have these numbered Capital circles may place them in their proper States in the same manner as explained above. The turn then passes to the player on his left who spins the indicator and plays in the same manner.

If Indicator Reads — “Place any two Capitals in States,” player may place any two of his Capitals in their proper States.

If Indicator Reads — “Spin again and name the Capitals,” player spins again, and if the numbers he spins have not been covered, he must, without looking at any Capital circles, name the Capital of these States. If he is right, he may place any one of his Capitals he wishes in its proper State. If he is wrong, he must take back any one Capital from the board. If, when a player takes his second spin, the arrow should come to rest on the same space, he spins again. At no time may a player name more than two Capitals in any one turn.

Winning the Game

The first player to place all of his Capitals in their proper States on the board is the winner.

Any questions on the Game of State Capitals will be answered gladly if a three cent stamp is enclosed. Address PARKER BROTHERS, INC., Salem, Massachusetts.