

the SCRAMbled States

2 - 5
Players
Ages
6 & up

2™

The
Fast Matching
Geography
Card Game

Rules of Play

Hi There!

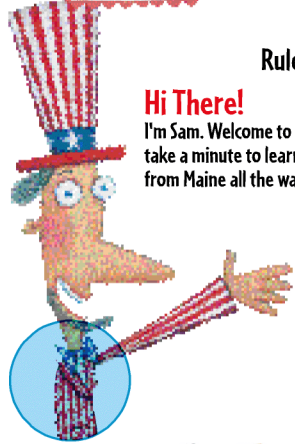
I'm Sam. Welcome to this crazy fast-action card game about the 50 states. It'll just take a minute to learn all the rules. Before long, you'll be slapping yourself silly - from Maine all the way to California!

"I just love card games."



"Really? Well maybe you can show me how to hold 'em? Get it? Hold 'em? Texas Hold 'em? Ah, forget it..."

"Clearly, he's not playing with a full deck."

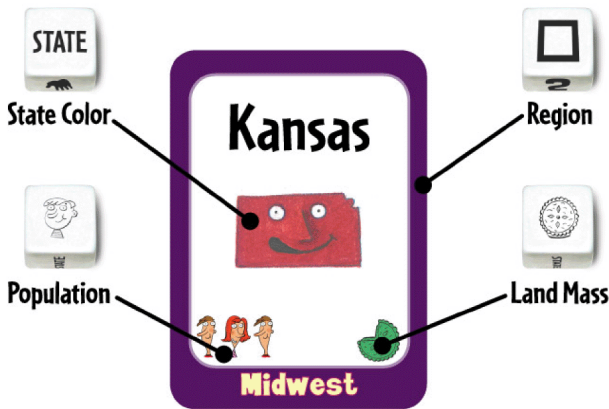


Contents
50 state cards
1 die



Object
Be the first player to collect 10 state cards by slapping cards that have a feature in common with the center pile card.

Setup
The first time you play, look through the deck to get familiar with the cards. Note that each card has the name of a state along with four different features: Region, Land Mass, Population, and State Color. Each feature matches an icon on the die.



The border color represents which geographic region the state is in:

- Midwest
- New England
- South Central
- Mid-Atlantic
- Mountain
- Southeast
- Pacific

The land mass icon represents the relative physical size of each state:

- Greater than 100,000 square miles
- 50,000-99,999 square miles
- 20,000-49,999 square miles
- Less than 20,000 square miles

The number of people represents the relative population of each state:

- Greater than 10 million people
- 5 - 9.9 million people
- 2 - 4.9 million people
- 1 - 1.9 million people
- Less than 1 million people

Shuffle the deck and scatter 15 state cards face up on a flat playing surface within reach of all players. Stack the remaining cards face down in a draw pile in the center of the playing area.

How to Play

Turn over the top face down card and place it face up on top of the center pile. (This is called the center card.) Then roll the die. Now, without taking turns, all players race to be the first to find and slap a card that matches in die feature to the center card.

When you find a card that matches the center card, slap it and shout the state's name out loud. If everyone agrees that it's a match, remove the slapped card from the playing area and place it in a face down pile in front of you. Then, move the center card into the playing area and start a new round by turning over the top face down card and rolling the die.

If the die shows:



Region - Find a card that matches in region to the center card. For example, if the center card has a yellow border, the first player to slap one of the 15 cards that also has a yellow border wins the card.



Land Mass - Find a card that has the same land mass as the center card. For example, if the center card shows a green land mass, the first player to slap a card with a green land mass wins it.



Population - Find a card that has the same number of people as the center card. For example if the center card shows 3 people, the first player to slap a card with 3 people wins it.

STATE **State Color** - Find a card that has the same state color as the center card. For example if the center card has a red state the first player to slap a card with a red state wins it.



2 - Find a card that matches any two of the features on the center card. For example, if the center card shows an orange state with a green border, a green land mass, and 3 people, the first player to slap a card that matches any two of those features wins it.



Hand - The first player to slap the center card and shout the state name out loud wins it.

No Match

If none of the 15 cards surrounding the center card match it in the way shown on the die, the first player who shouts out "No Match!" wins the center card. Play then continues as normal.

Ties

If you and another player both slap at the same time different cards that match the center card, both of you keep your cards. Fill the empty spaces with the center card and another card from the center pile.

Slip Slaps

If you slap an incorrect card, you cannot play for the rest of that round and the other players continue looking for a correct card to slap.

Ending the Game

The first player to collect 10 cards wins. For a longer or shorter game, decide on a different winning number before playing.

A Word from Gamewright

The States are back! Due to overwhelming requests, we are proud to present this all-new card game based on Laurie Keller's wonderfully whimsical book. Even young children will become familiar with the name, shape, region, as well as population and size of each state while playing this simple fast-action game. Players will also improve hand-eye coordination as they race to find and slap matching states.

Game by: Gamebird LLC / Illustrations by: Laurie Keller



GAMERIGHT®

Games for the Infinitely Imaginative!
124 Watertown Street
Watertown, MA 02472
tel: 617-924-6006 fax: 617-924-6101
e-mail: jester@gamewright.com
www.gamewright.com

©2005 Gamewright, a trademark of Ceaco
Text and illustration from THE SCRAMBLED STATES OF AMERICA by Laurie Keller. Copyright ©1998 by Laurie Keller. Used by arrangement with Henry Holt and Company, LLC. All rights reserved.