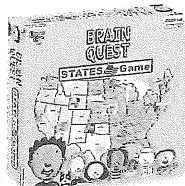


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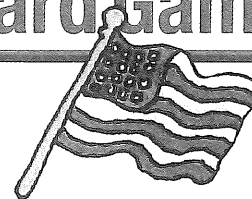
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**UNIVERSITY**  
**GAMES**  
01473  
2 to 4 Players

**GRADES 2&3**

**BRAIN**  
**QUEST**



**Instructions**

**Contents:**

- 54 Red Geography Cards
- 54 Blue State Fact Cards

**Objective:**

To 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 rows 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 for all players to see. If the card shows the name of the state that matches a card in the player's hand, he/she announces that they have a match. That player then shows the matching card from his/her hand, takes the Blue Card from the grid, and sets the pair of cards face up next to him/her.

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 shows the matching card. If not, the player's turn is over and play passes to the next person.

**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 nickname 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 their matches. The player with the most matches wins!

Learn the state capitals! The next time you play, put the Blue Cards in a grid on the table and deal out the Red Cards. Players can steal matches with Challenge Cards by identifying the name of the state's capital.