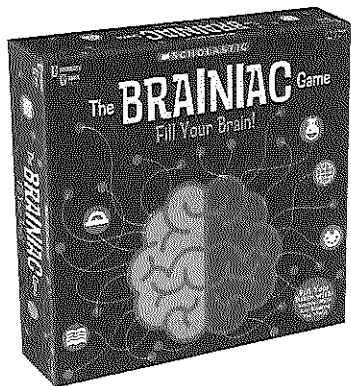
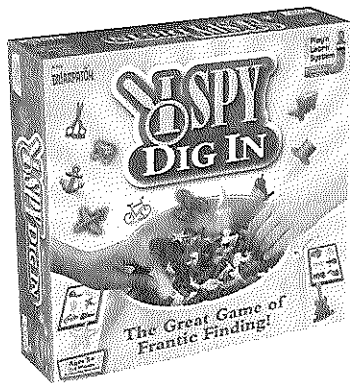


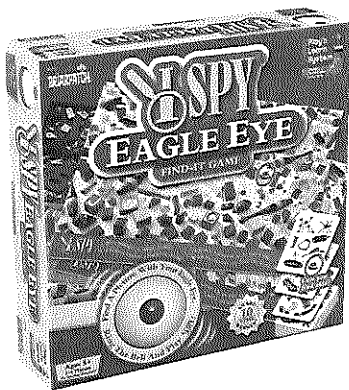
This game brings together key developmental and learning tools with fun game play experiences to inspire kids to learn. With a proprietary leveled-learning approach, kids of different ages and ability levels can play together and answer questions linked to their grade levels and what they are learning in school. Look for our other great Scholastic® learning games at a store near you or online.



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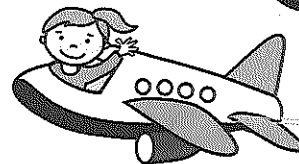


Ages 8 and Up
2 to 4 Players



RACE ACROSS

The USA™ Game



Instructions

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

Contents:

- Game Board
- 220 Question Cards
 - 220 3rd and 4th Grade Questions
 - 220 5th Grade and Up Questions
- 50 State Cards
- 4 Score Cards
- 4 Airplane Pawns
- 1 Die

Object of the Game:

The first player to visit six states, collect a State Card from each and return to his/her home state is the winner!

Set-Up:

- Divide the State Cards into color piles – orange, pink, purple, green, yellow and blue – and shuffle the piles. Place these piles next to the Game Board so all six color piles are visible.
- Separate the Question Card decks so that the 3rd and 4th Grade questions are in one pile and the 5th Grade and Up questions are in another pile. Place the Question Card piles on the side of the Game Board opposite the State Cards.
- Each player is given one Score Card.

Note: *Alaska and Hawaii are NOT drawn to scale or for location. When moving in the Northeast/New England states (Maine, Rhode Island, etc.), players place pawns on state names. Alaska and Hawaii are considered one space each. The Pacific Ocean is not considered a space while moving to Alaska and Hawaii.*

How to Play:

1. At the beginning of each game, players decide which level questions they will be answering:
 - a. Level 1 – 3rd and 4th Grades
 - b. Level 2 – 5th grade and Up
2. Each player selects an Airplane Pawn and places it on the state that he/she is from.

3. Players receive one State Card from the bottom of each State Card pile for a total of six states (*players should have six states of different colors – orange, pink, purple, green, yellow and blue*). Players must visit each of these states and answer a geography question correctly in order to place the State Card on the corresponding color of their Score Card.
4. Once each player has six State Cards, he/she should locate those states on the Game Board and plan the quickest route in which to visit each state. Players can place their State Cards in front of them in the route order.
5. Players move from state to state the amount rolled on the die. Players cannot land on the same state twice in one turn and must move the full number of states rolled.
6. Each state may not have more than one Airplane Pawn on it at a time.
7. Each player rolls the die. The player with the highest roll (Player 1) plays first. He/she rolls the die again and moves from state to state the specific number rolled on the die.
8. When a player lands on a state for which he/she has a State Card, the player draws a Question Card and hands it to the player to his/her right to read the question on the card. If the player answers the question correctly, he/she places the State Card on his/her Score Card. His/her turn is over. Play moves clockwise.
9. If a player does not answer the question correctly, his/her turn is over. He/she can answer a question on the next turn without rolling the die and moving.

Note: *If the answer includes information in parenthesis (...) THIS INFORMATION SHOULD NOT BE READ UNTIL AFTER AN ANSWER IS GIVEN. This information explains the correct answer to the question.*

Winning the Game:

The first player to visit his/her six assigned states, collect a State Card from each and return to his/her home state is the winner!