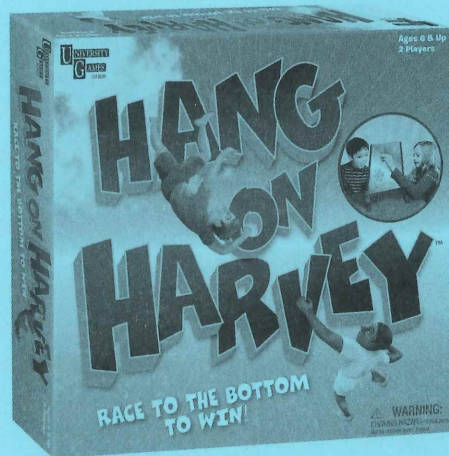
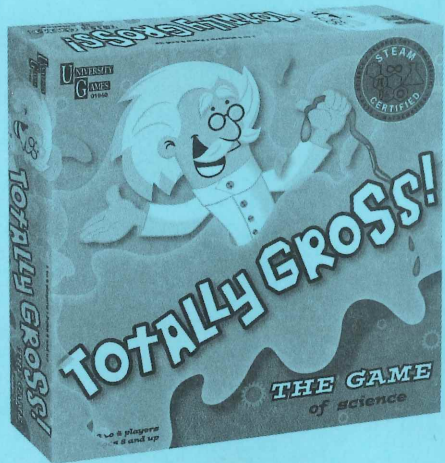
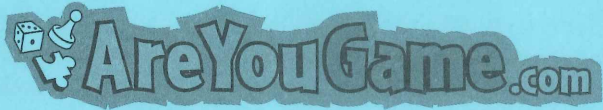
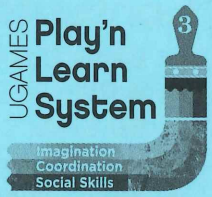


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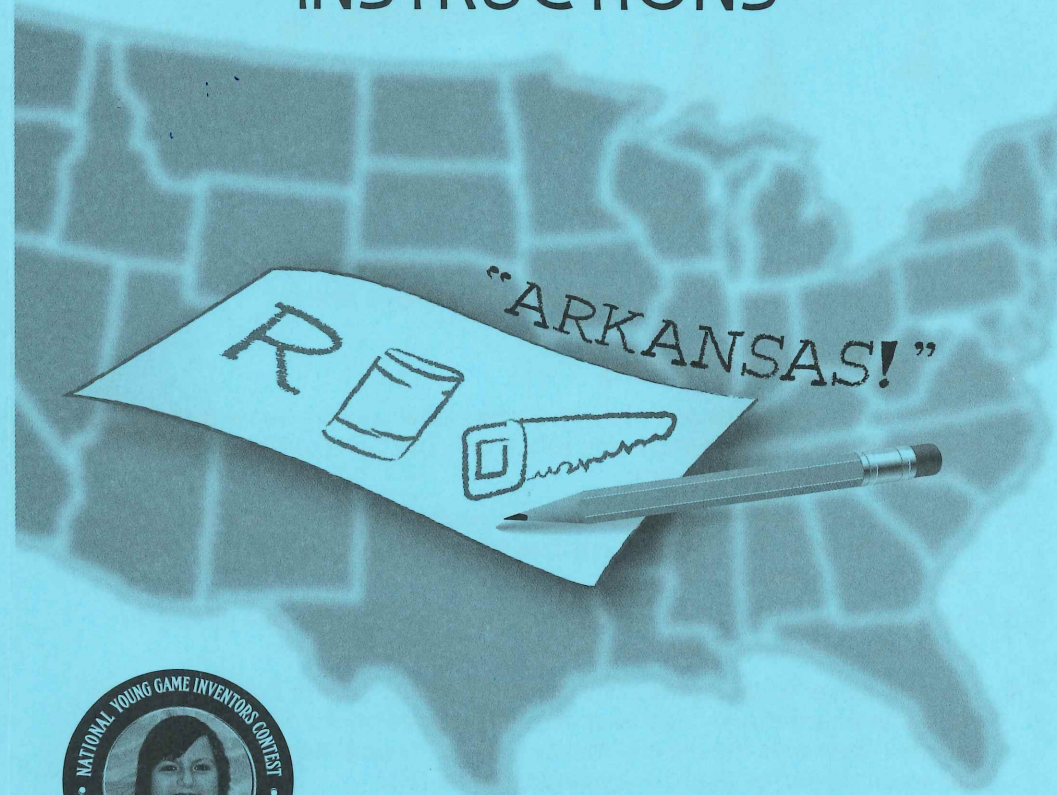


01229
BRIARPATCH.
Ages 8 and Up
2 or More Players



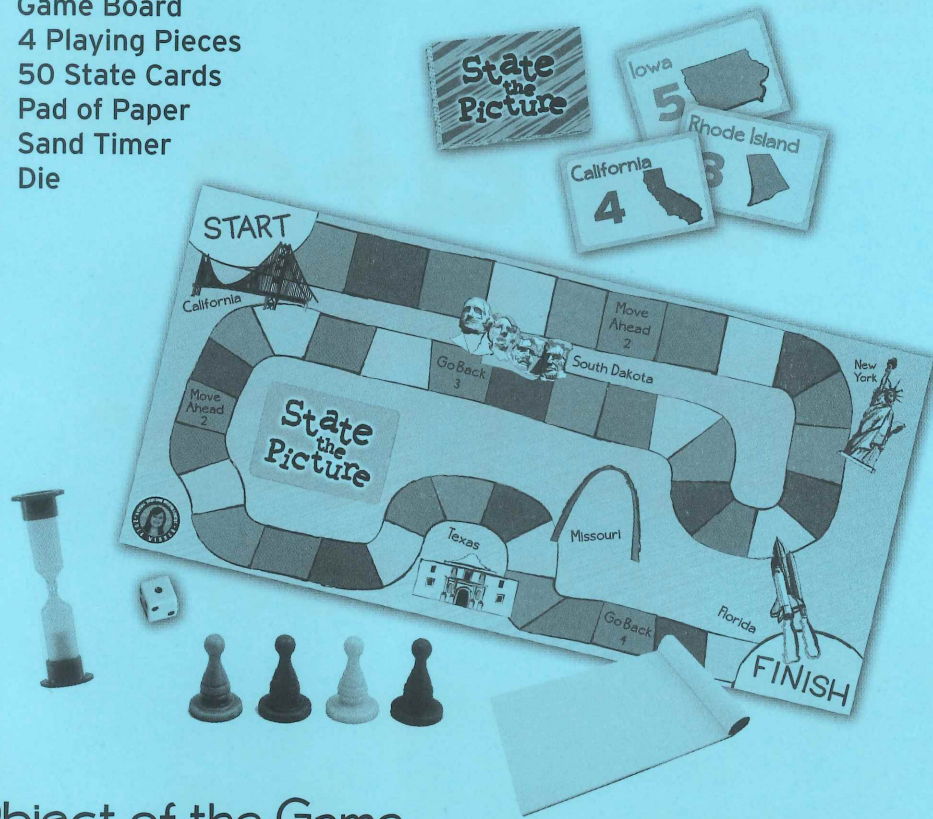
State the Picture™

INSTRUCTIONS



Contents

- Game Board
- 4 Playing Pieces
- 50 State Cards
- Pad of Paper
- Sand Timer
- Die



Object of the Game

Players build geography muscles by drawing and guessing as many State Cards as it takes to move from START to FINISH on the Game Board.

Two to Four Players

1. Shuffle the State Cards and place them face-down on the Game Board. Each player selects a Playing Piece and sets it on START on the Game Board. The youngest player sketches first.
2. The Sketcher takes the top State Card, making sure not to show the other players the card. The Sketcher has five seconds to look at the card before time begins to sketch clues.
3. The Sand Timer is turned over and the other players have one minute to guess the Sketcher's State Card based on the sketched clues.
4. The first player to guess the state correctly moves his/her Playing Piece on the Game Board the number of spaces designated on the State Card. The Sketcher then rolls the die and moves his/her Playing Piece that number of spaces on the Game Board. Play passes to the left.
5. If no player is able to guess the Sketcher's State Card, no one moves and play continues to the left.

Winning the Game

The first player to move his/her Playing Piece to the FINISH space wins. The number of spaces the player moves does not have to be exact.

Movement Spaces


Watch out! There are four gray movement spaces placed throughout the board. Some movement spaces move a player forward, while other movement spaces move a player backward. When a player lands on a movement space, s/he must move his/her Playing Piece backward or forward that number of spaces on the Game Board.

Unacceptable Clues

This game is all about finding clever and imaginative ways to boost your knowledge of the United States. For this reason, the following examples of clues are not allowed:

- Spelling out the name of your state [i.e. "T E X A S"]
- Drawing the state itself
- Hangman-style clues [i.e. "T _ _ A _"]
- Spelling out entire words
- Verbal Clues

Here are some suggestions for acceptable clues to draw. Please feel free to use these as springboards for your own imagination and creativity:

- Draw the state flower, bird or flag
- Draw state landmarks or monuments
- Use letters or numbers as partial clues [i.e. 10+  + C (Tennessee)]

Playing in Teams

1. Shuffle the State Cards and place them face-down on the Game Board.
2. The team with the youngest player goes first.
3. The first team selects one of their teammates as the designated Sketcher for the first round. The Sketcher takes the top State Card, making sure not to show his/her teammates the card. The Sketcher has five seconds to look at the card before time begins to sketch clues.
4. The Sand Timer is turned over and his/her teammates have one minute to guess the Sketcher's State Card based on the clues.
5. If his/her teammates guess the state correctly, the team moves their Playing Piece the number of spaces designated on the State Card, and play passes to the team on the left.
6. If his/her teammates cannot guess the state correctly, the team does not move their Playing Piece on the Game Board, and play continues to the left.
7. Each time a team has another turn, a new Sketcher should be chosen.