Shuffle the cards. The leader may give one or more natural boundaries of a state, then ask the name of that state and so on as in "2".

Make a spelling match using the names of both cities and states. No cards given out in this game. A leader may chalk the place on an outline map until he makes a mistake, then another leader takes his place.

What Do You Know About the United States?

DIRECTIONS

The game "What Do You Know About the United States" has 144 cards. There are three for each state in the United States. The states are in 7 groups—A, B, C, D, E, F and G. A, the New England States, has 18 cards; B, the Middle Atlantic States, has 9; C, the South Atlantic States, has 24; D, the North Central States, has 36; E, the South Central States, has 24; F, the Plateau States, has 24; and G, the Pacific States, has 9. Each card has the map of the state and three of its important cities.

The object of the game is to get as many full states as possible. Three cards make a full state. The maps are drawn to the same scale.

If 2 or 3 are playing, use but two groups of states at a time; e.g., A and C, or B and D. Other groups may be added as these are exhausted. Shuffle the cards thoroughly and deal three to each player. Keep the remainder in a reserve stack.

The first player to the left of the dealer begins the game. The first name in the group of three cities on a card is the city you have, so call for the *second* or *third* city on the list. Say, "Please give me Kansas City, Missouri, John." If the player gets this card he continues to play; if not, he draws a card from the reserve. The reserve cards are all face down in the stack. Should he draw the card he had called for, he continues to play. If he fails to draw the card, the next player plays. Should a player play his last card in his hand he may draw one from the reserve. When all the cards have been exhausted the game closes. The one who has the most full states wins. A full state has three cards of the same state.

If a player fails to name the state with the city, he may be checked by calling *check*. The checker may then draw one of the player's cards. If two or more call and *check* at the same time, draw the card from the reserve.

OTHER SUGGESTIONS

Divide the players into two sections. Shuffle the cards thoroughly. The dealer may be the teacher in school or the best pupil in Geography or History. Use the *first city* on each card. The leader begins by giving an interesting fact about this city; e.g., "Once in this city, men dressed as Indians, had a strange tea party. Name the city and state, Mary." Mary is the first in section one. If she fails, the first in section two tries it. Should she fail, it goes to the second in section one and so on until it is answered. That pupil gets the card. When the cards are all given out or the set time is up, the section that has the most cards is the best.

The player who has the largest number of cards wins and may be the leader next time.

After the cards are well shuffled, the leader speaks the name of the *first* of the three cities on a card. A player is asked to name the state. If he succeeds he gets the card. This goes on till all the cards have been won. Guided by the leader the players may now play to get *full* states.

The same as "2" only the leader locates the first city on the card omitting the name of the state. The player is asked for the city and state.