

HOW TO PLAY STATES

by Harris Dvores

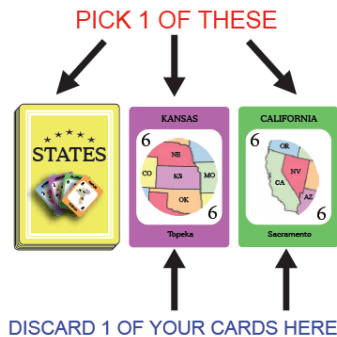
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STATES is a card game for 2 - 4 people, ages 8+. Begin the game by dealing all players 4 cards face down. Pick up your cards, but do not show them to the other players.

Deal 2 cards face up in separate "discard piles" next to the deck. The youngest player goes first.

On your turn, you may pick a card from the top of the deck, or the top card from either discard pile. Then place a card from your hand onto either discard pile.

If you pick up the only card from a pile, you must discard there, so that there are always two piles. Always start and end your turn with 4 cards in your hand.



HOW TO WIN

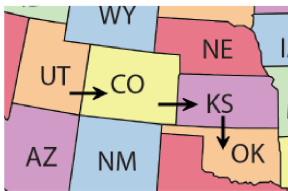
You gain points when you win a hand. The first player to reach **15 points** wins the game. There are 2 different ways you can win a hand:

WIN BY CONNECTING

When you pick up a card and see that you now have 4 states that border each other, shout: "STATES!" Then show on the U.S. map how your 4 states connect.

Example:

UT
CO
KS
OK



If you made a mistake, pick up your cards and continue playing the hand. If you won the hand, collect **4 points**.

WIN BY KNOCKING

If you have 3 states of the same color, you may "knock" at the start of your turn, instead of drawing a card. To knock, just say "knock," or knock on the table.



After you knock, the other players take 1 more turn. If one of them gets 4 states that connect, they win the hand.

If no one wins by connecting states, the player with the highest total in 1 color collects **3 points**. (Though it requires 3 cards of the same color to knock, the player with the highest total in 1 color will win the hand, even if he has just 1 card in that color!)

BETWEEN HANDS

Shuffle all cards at the end of a hand. The player with the lowest score goes first. (If there is a tie, the younger of the players with the lowest score goes first).

BONUS STATES

Alaska and Hawaii are bonus states. When you are dealt or draw a bonus state, place it face up in front of you and draw another card. If you win that hand, collect **1 extra point**.

WATER CARDS

Any time during your turn, if you have a Water Card, you may place it face up in front of you. Pick another card, so you still have 4 cards in your hand.

At the end of your turn, if you have a Water Card, you may play it on top of either discard pile. No one may pick up the Water Card or any card underneath it.

STRATEGY

States with few connecting states have higher point values. States with many bordering states have lower point values. Thus, there are no “bad” cards. Each hand, decide whether the states you have are better for connecting or knocking.

Pay attention to the states that other players pick from the discard piles. They are a very good indicator of what your opponent(s) may need to win.

Because the colors of all states are visible on the back of the cards, you can always tell what colors your opponents are collecting. Keep this in mind when deciding what card to discard, which discard pile to use, and when to play your Water Cards.

Here’s a tip that will surprise your friends! When you have a Water Card in your hand, you can choose to hold it in your hand, rather than placing it in front of you. That way, at the time of your choosing, you can pick up two cards in one turn!

Example: You are holding DE, which is a blue 8, and 3 cards that are other colors. Since you hold only 1 blue card, your opponent isn’t concerned about putting down blue cards. He discards OR, a blue 7 on one pile, at the same time that NM, a blue 4, is on top of the other pile.

Now for the fun part! Pick up OR, then place your Water Card in front of you. This allows you to take another card, so you pick up NM. Now you have a fantastic hand for knocking (19), and can knock at the start of your next turn.

Note: This surprise move works equally well when picking up 2 states that border each other in 1 turn.

OTHER RULES

Teams: STATES is a lot of fun with teams! Partners sit across from each other, so that each player has an opponent on their left and right. When you or your partner win a hand, your team gets the points. During the play of a hand, you cannot tell or otherwise indicate to your partner what you have in your hand, or what you want him to play. The first team to 15 points wins the game.

4 Card Knocks: A player who knocks with 4 cards of the same color collects 4 points if they win the hand (instead of 3).

Alternate Scoring: For a completely different STATES experience, try out the following system of scoring:

When you win by connecting 4 states, you collect 10 points, plus the value of all the cards in your hand. For example, if you won with PA (2), DE (8), MD (5), and WV (5), you would collect $10 + 20 = 30$ points!

If you win by knocking, collect 5 points, plus the total of all the cards you used to knock (cards that are the same color).

The bonus states, AK and HI, are worth 5 points if you win the hand (instead of 1). The first player to reach 75 points wins.

ABOUT STATES

STATES was created by Harris Dvoves, in Orlando, Florida. Harris is an avid game player and inventor who has designed more than 20 games!

Special thanks to Neal Ekengren who did a superb job with the state graphics on each card.

STATES is the first game offered by Paladia Games, Inc.

If you have any questions or comments, please send them to: paladiagames@yahoo.com.