



An Adventure in American Trivia

Blaze a trail across historic America. Face the challenges of the pioneers as you take a journey across the country by canoe, horse, covered wagon, paddle boat, train or automobile.

Compete with other Trailblazers as you put your knowledge of American history to the test.

Contents

- 1 Game Board
- 1 Spinner
- 6 Playing Pieces: Canoe, Horse, Covered Wagon,
Paddle Boat, Train, Automobile
- 160 Question Cards
- 50 Treasure Cards
- 50 Adventure Cards
- 1 Card Caddy
- 1 Score Pad



Object of the Game

The object of the game is to reach the end of your trail and receive as many points as possible along the way by correctly answering questions and collecting Treasure Cards. The game finishes when the first player reaches the end of his trail.

(Alternatively, players can go to the end of their trail and back to start). The winner is the player with the most accumulated points at that time, not the first player to reach the end. The real reward is the wealth of knowledge you gain about America.

To Begin the Game

1. Open-up the game board and place it on a flat surface.
2. Shuffle Adventure and Treasure cards and place them on the board surface face-down in appropriate places.
3. Each player picks a mode of transportation (canoe, horse, covered wagon, paddle boat, train, automobile) and places it at the start of his chosen trail.
4. Spin the compass to determine who should go first. The player with the highest number begins. Play proceeds clockwise there after.

Playing

1. Each player spins and moves his piece the required number of spaces, picking up the corresponding colored card.

Blue Card: Question Card

Each card has six questions arranged in chronological order. Each time period is represented by a corresponding travel mode.

- **Canoe:** Pre-Contact to 1763
- **Horse:** Revolution and Early Republic, 1763-1828
- **Covered Wagon:** Western Expansion and Reform, 1828-1850

- **Paddle Boat:** Prelude to Conflict, Civil War, 1850-1866
- **Train:** Reconstruction and Gilded Age, 1866-1890
- **Automobile:** Progressive Era, 1890 to present.

The questions are color coded to indicate level of difficulty and points are rewarded accordingly:

GREEN is elementary = 1 point

BLUE is intermediate elementary = 2 points

PURPLE is intermediate advanced = 3 points

RED is advanced = 4 points

Answers are on the opposite sides of the card. Questions will be asked by one of the other players. A player chooses level of difficulty and time period before the card is selected for questioning. Correct answers are awarded the point value of the question and recorded on the score pad.

Correct answers also allow players to continue their turn, (with a limit of three questions). Incorrect answers mean a player's turn is over and the next player goes. Handicap scoring can be used to allow less knowledgeable players to compete fairly with more knowledgeable ones.

Green Card: Treasure Card

Each card has an illustration of an "American Treasure" including American animals, birds, land marks and sites, inventions, artifacts, medals and flags. Points vary for each treasure. Players calculate the point value of their Treasure Cards at the end of the game and add it to their Question Card point total.

Red Card: Adventure Card

Each card has six Adventure Scenarios relating to the six modes of transportation. Players will follow their mode of

transportation and may be asked to: miss a turn, spin again, pick-up or forfeit a Treasure Card, advance or retreat spaces, stay- put or even go back to start!

2. A player must land at the end of his trail with an exact spin of the compass to win the game. If the value on the spinner is higher than the distance to the end, the player must count forward to the end and then back again.

Winner

The game ends when the first player successfully reaches the end of his trail. That player receives a ten-point bonus for finishing first. All points are added up at that time. The winner is the player with the most points from correctly answered questions and from accumulated points on the Treasure Cards.

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Visit the Aristoplay web-site to learn about new and forthcoming sets of question cards on the 20th century, politics, popular culture and more. (www.aristoplay.com)

Think you've found a factual error. If you're right, we'll correct the mistake in future editions and thank you by name in the game! More details on the Aristoplay web-site.

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