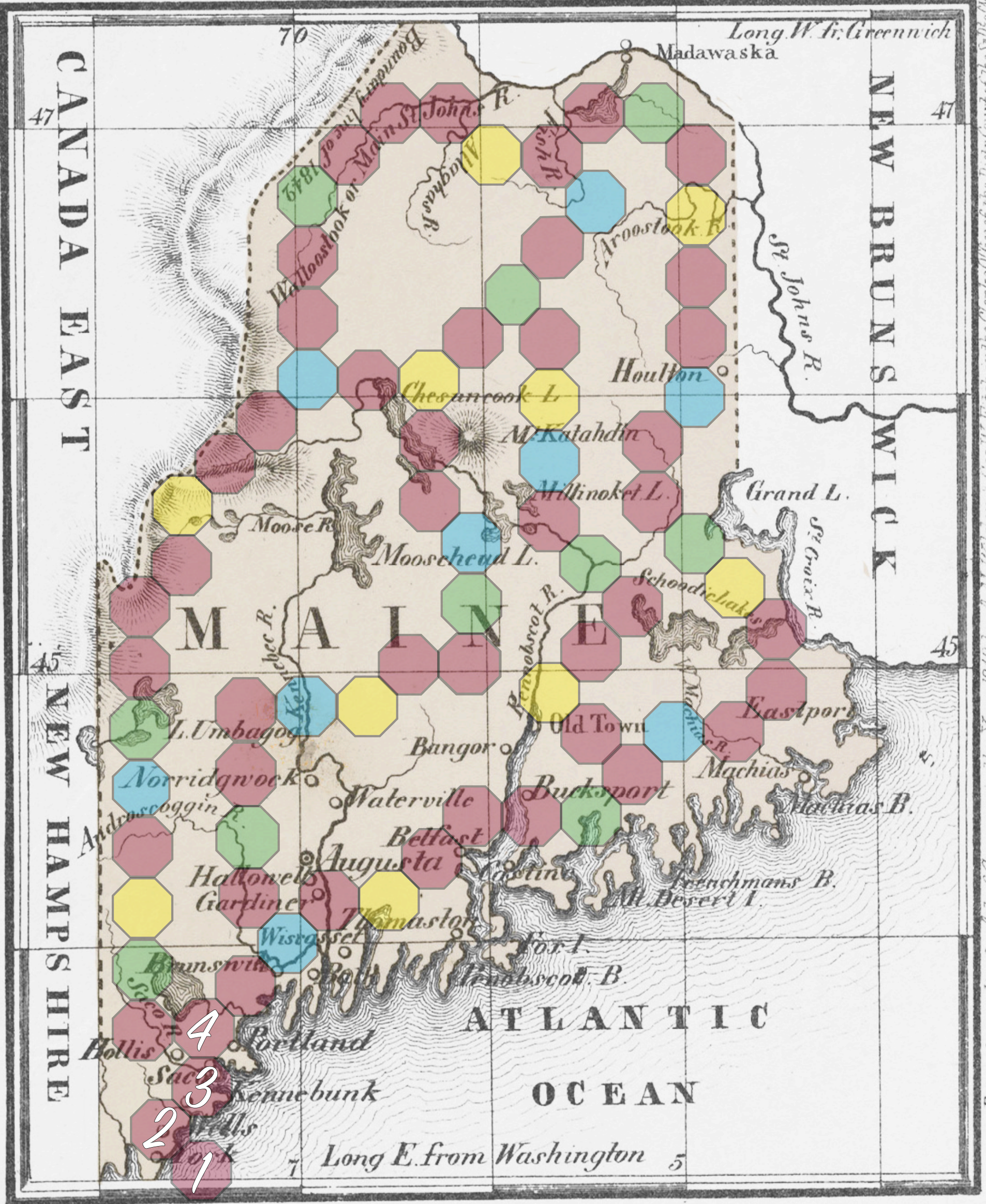


Maine Trivia Game

More about this map at www.oshermaps.org/map/4588.0007







Entered according to Act of Congress in the Year 1848 by A.M. Wilder & Geo W. Fitch in the Clerks Office of the Dist. Court of the S.D. of ME

How to Play:

Place your piece on one of the numbers at the bottom of the map. Because the 1 spot is furthest away from the blue, green, and yellow question spaces, they get to go first. Then 2, 3, and 4 will go in order.

(Remember: The person going last will have the most chance of landing on a question space during the first turn, and the person going first will have the least chance of landing on a question space. It's all fair... so no arguing!)

On your turn, roll the dice and move that many spaces. You can choose to go forward or backwards, but keep going that way for this turn. If you reach a fork in the road, you get to choose your direction. If another player is on the last space, skip to the next free spot. What you do next depends on the color of the space you land on.....

-  End your turn without a question
-  The person to your right reads you a History (yellow) question card
-  The person to your right reads you a Resources (green) question card
-  The person to your right reads you a Government (blue) question card

Remember: Never pick up your own card. The person to your right will draw the card for you!

The person reading the card will give you four possible answers. If you choose the correct answer, you can keep the card until the end of the game.

If you choose the wrong answer, put the card in a discard pile. This card will not be used again during the game.

Whoever gets five cards first (or has the most cards at the end of the game), wins!