

GeoPlunge Combo 4

Overview

Cards: The cards used in Combo 4:

- 50 GeoPlunge cards
- 50 Map cards
- 15 Power cards
- 45 Clue cards
- 63 Challenge cards
- 1 answer key card showing the postal code (i.e., state abbreviation) for each state on one side and a map of the U.S. on the other side
- 1 “Cut-out card” with a shape cut out near the top that is used in State IQ™ when the clue is “Flag.”

Format: A Combo 4 tournament is played a round at a time, and participating teams should have 3 players. Teams rotate after each round so that they play a different team in the next round. In each round, each team plays another team in a head-to-head match. Each match lasts 20 minutes. A match is played a game at a time until the match ends. The games the teams may play are listed on the next page. For any match, the winner is the team that wins the most points. A match ends in a tie if both teams win the same number of points.

Call or All™ Matches: During each odd number round, teams play an “All” match and during each even number round teams play a “Call” match. An All match is played a game at a time in the order listed below, and after all 5 games have been played during an All match, play continues from Game 5 back to Game 1, and then Game 2, etc., until the round ends. Similarly, in a Call match, the teams rotate the games they play in the same order until the round ends. However, during a Call match, only some of the games are played in the rotation. Prior to a Call match, each team chooses which 2 games it wants to play during the rotation. Therefore, during a Call match the teams will rotate between playing either 2 games if they both choose the same 2 games to play; 3 games if only some of their game selections overlap, or 4 games if they each choose completely different games to play. For example, if one team wants to play Games 3 and 5, and the other team wants to play Games 2 and 3, the teams will play Game 2, then Game 3, then Game 5, then Game 2 again, then Game 3 again, and then Game 5 again, etc. until the match ends. During a Call match, neither team should know what games the other team has chosen until both teams make their selection.

Games: A match lasts 20 minutes (i.e., until the round ends)

- **Game 1: Border-Up™** (Level 4)
- **Game 2: State IQ™** (Level 4)
- **Game 3: Dashing States™** (Level 4)
- **Game 4: Play the Ranks™ or Play the Border Zap™** (Level 4)
- **Game 5: Chummy Challenge™** (Level 4)

Shuffling the Cards: Shuffle the decks between matches. In addition,

- Shuffle GeoPlunge Cards: After Games 1, 2, and 4
- Shuffle Map Cards: After Game 3
- Shuffle Power Cards: After Game 4

GeoPlunge Card Clarifications: On each GeoPlunge card, the acronym “PATOS” means the “President At Time Of Statehood” for that state. In addition, the color-coded border at the top of each GeoPlunge card indicates the time zone for that state. Where a state is in more than one time zone, the second time zone is represented by a circle in the appropriate color on the top right corner of the card.

- **Red: Eastern Time Zone**
- **Green: Central Time Zone**
- **Blue: Mountain Time Zone**
- **Purple: Pacific Time Zone**
- **Brown: Alaska**
- **Orange: Hawaii**

Scoring: Scoring is the same for each game.

- **Tie:** Points for Each Team **5 points**
- **Winning:** Minimum points for Winning Team **10 points**
- **Bonus Points:** If Winning Team earns the Bonus Points it gets **10 extra points**
Game rules for each game describe how to win the Bonus Points.
- **GeoPlunging Points:**
 - If one team is GeoPlunging, Winning Team also gets **10 extra points**
 - If both teams are GeoPlunging, Winning Team also gets **20 extra points**

GeoPlunging does not impact the play of the game and is similar to raising the stakes in a game of poker; a team, by GeoPlunging, is simply increasing the **amount of points the winning team will receive** for that game. For each game, each team decides if it wants to GeoPlunge for that game. That happens in the following manner: At the time specified in the game rules, the dealer will simultaneously ask the teams, "Are you GeoPlunging?™" and then slowly count to 5. For a team to indicate that it is GeoPlunging, the person closest to the dealer must be standing by the time the dealer reaches 5.

Example of point totals: If a winning team for a game earns the Bonus Points and both teams are GeoPlunging, it receives 40 points for that game.

GAME 1: BORDER-UP™

(Level 4)

Cards Used: GeoPlunge cards

Objective: This game is a race! Each team tries to find winning groups of cards, and sort them in the proper order, as fast as it can. The border states of each state determine the winning groups and how to sort them, as described below.

Step 1: Determine which teams are GeoPlunging for this game (see description in the overview). Then deal each team 21 GeoPlunge cards *face-down*. Teams do NOT turn over or look at their cards until the dealer says, “Ready, Set, **GeoPlunge!**”

Step 2: The teams then turn over their cards and the race begins. Each team tries to create 2 winning groups, or 3 winning groups if it wants to earn the Bonus Points, from the cards it was dealt. The winning groups of cards consist of either: 1) two groups of 4 cards, or 2) one group of 5 cards and one group of 3 cards. For a team seeking the Bonus Points, the third winning group consists of 3 cards. For a group to be a winning group there must be two “end states” in which you could travel from one of those states to the other by traveling once through portions of every other state in the group, but you would not need to travel through any state that is not in the group. That is, you could draw a line from one end state to the other, which line would cross portions of every other state in the group once, but would not cross any state that is not in the group. See examples below.

Teams must also properly sort the cards for each winning group in the order described above, i.e. the end states on the ends, and each other state sandwiched between two states that border it. A team cannot use the same card in more than one group.

Step 3: A team shouts “GeoPlunge” as soon as it creates 2 properly sorted winning groups, except that if it is trying to earn the Bonus Points, it should wait until it creates 3 properly sorted winning groups, and then shout “ThreeOPlunge.”

Determining Who Wins and Whether that Team Receives the Bonus Points: If the first team to shout GeoPlunge or ThreeOPlunge immediately shows its winning groups of cards, which is 2 groups if it shouted GeoPlunge and 3 groups if it shouted ThreeOPlunge, and the cards are sorted in the proper order, it wins this game. If it shouted ThreeOPlunge it also receives the Bonus Points. However, if the shouting team does not immediately show its winning groups sorted in the proper order, the other team wins the game **and** receives the Bonus Points. If both teams shout at the same time, the game is a tie unless only one team immediately shows its winning groups sorted in the proper order, in which case that team also receives the Bonus Points.

Examples

Winning Groups of 5 and 3:

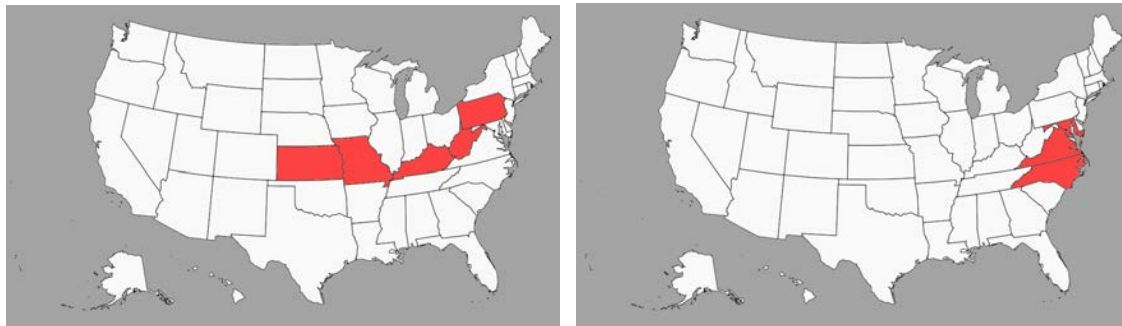
GeoPlunge cards properly sorted

KS, MO, KY, WV, PA

MD, VA, NC

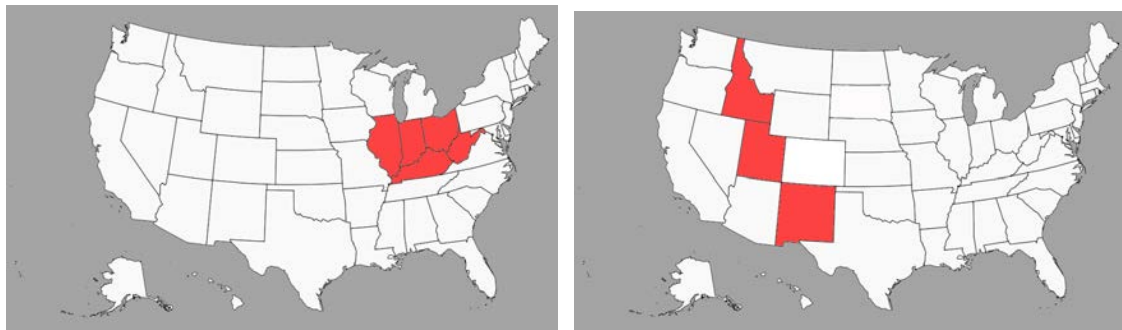


What this looks like on a map:



Additional examples of what winning groups of GeoPlunge cards could look like on a map:

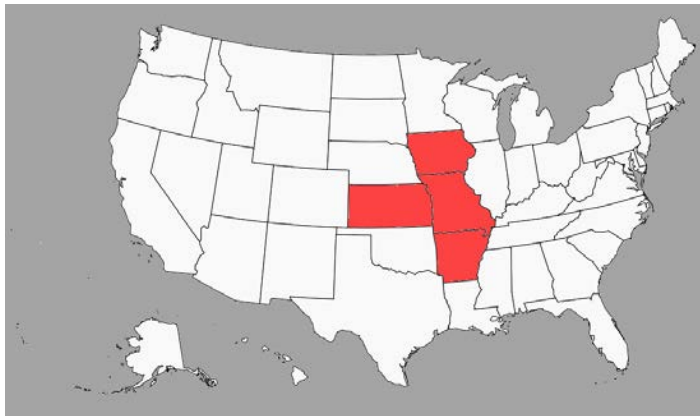
Winning Groups of 5 and 3:



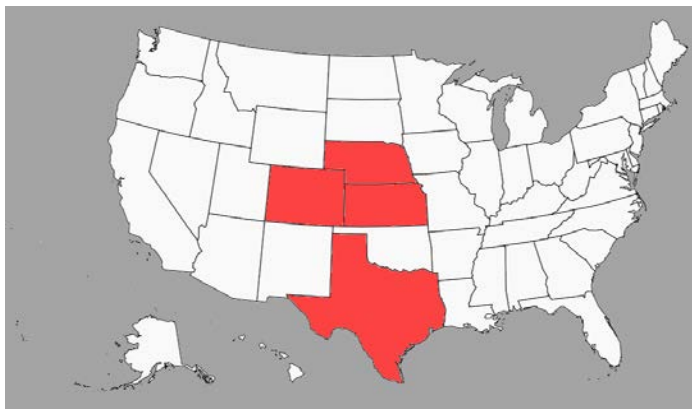
Winning Groups of 4 and 4:



Examples of what non-winning groups of 4 would look like on a map: A group of 4 GeoPlunge cards consisting of Kansas, Iowa, Missouri, and Arkansas would NOT work because, as shown on the map below, it is impossible to travel to all 4 selected states without going through Missouri twice.



A group of 4 GeoPlunge cards consisting of Colorado, Nebraska, Kansas and Texas also would not work because Texas does not border any of the other states (see map below).



GAME 2: STATE IQ™

(Level 4)

Cards Used: GeoPlunge cards, Clue cards, Power cards, Cut-out card

Objective: Each team gets a total of 3 guesses. For each guess, a team is trying to guess the state of the card that is then in the other team's hand.

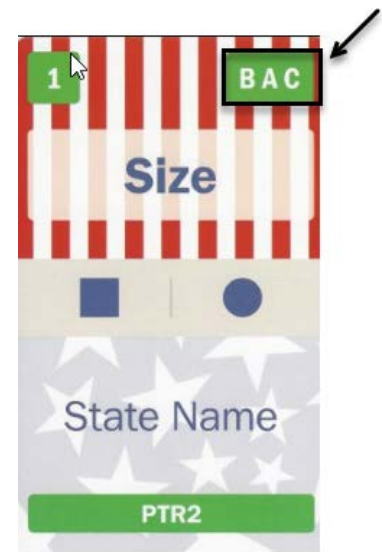
Determining Who Guesses First: Each team picks a GeoPlunge card without looking at that card in advance. Whichever team's card has a statehood ranking closer to 1 will be the first guessing team in this game.

Step 1: Deal each team 1 GeoPlunge card face-down. Each team looks at its card. Then determine which teams are GeoPlunging for this game (see description in the overview).

Step 2: The dealer then turns the top Power card in the deck face-up. Teams use the order of the letters A, B, and C in the upper right corner of that Power card to give clues from the **Clue cards** before each guess.

For example, if the Power card turned face-up has BAC in the upper right corner (see example on right) each guessing team will receive a Type B clue before its first guess, a Type A clue before its second guess, and a Type C clue before its third guess.

For Type A and B clues, there usually will be options for which clue is provided as described by the Clue card. If the clue-giving team is required to show its opponent the state flag, use the cut-out card to hide all of the information with the exception of the state flag.



Step 3: The first guessing team receives 3 total guesses. For each guess, it tries to guess the state of the GeoPlunge card that the other team then has in its hand. For the first and second guess:

- If the first guessing team guesses incorrectly, it will try to identify the same GeoPlunge card of the other team on its next guess.
- If the first guessing team guesses correctly, deal the other team the next GeoPlunge card in the deck, and the first guessing team will then try to guess the state of that card.

The dealer turns over a new Clue card before each guess. Used Clue cards are placed at the bottom of the deck.

Step 4: After the first guessing team's turn is finished, the teams switch roles with the first guessing team then providing clues regarding the state that is in its hand. **Use the same Power card for both teams.** The second guessing team does not continue to guess once it has won or lost, except where it has already won but still has a chance to receive the Bonus Points.

Determining Who Wins and Whether that Team Receives the Bonus Points:

Whichever team correctly guesses more states from the other team's hand wins this game. The winning team receives the Bonus Points if it correctly guesses three different states from the other team's hand. The game ends in a tie if neither team correctly guesses any states, or each team correctly guesses the same number of states from the other team's hand.

GAME 3: DASHING STATES™

(Level 4)

Cards Used: Map cards, Power cards

Objective: Dashing States™ is a series of races! Whichever team wins 2 races wins this game. During a race, each team tries to identify the states in red on 6 of its 7 Map cards so that it can sort those cards as quickly as it can, and the first team to do so then announces the required information, as described below. There is only one state in red on each Map card.



- Race 1: The 6 map cards used by a team must be placed in alphabetical order by state name. The first team to do this must then identify both the state names and capitals of those 6 states.
- Race 2: The 6 map cards used by a team must be placed in alphabetical order by the name of the state capitals. The first team to do this must then identify both the state names and capitals of those 6 states.
- Race 3: Turn over the top Power card in that deck. The category listed on that Power card indicates how the 6 Map cards used by a team must be sorted. In the example, right, each team would sort the 6 cards it is using by statehood ranking. The first team to sort its cards properly must then identify both the state names and the rankings of those 6 states in the category that was used for sorting. For example, if the category was statehood, the first team to sort its cards properly must then identify both the state names and the statehood rankings of those 6 states.



Step 1: Before the first race, determine which teams are GeoPlunging for this game (see description in the overview).

Step 2: For each race:

Step 2A: Players for each team stand up and turn around so that their backs are facing away from the game table. Deal each team 7 Map cards *face-down*. Teams do NOT turn over or look at their cards until the dealer says, “Ready, Set, **GeoPlunge!**”

Step 2B: The teams then turn around, turn over their cards, and the race begins. Each team tries to place 6 of its 7 states in order as described in the objective and then shout “**GeoPlunge!**” The unused card must be turned face-down *before* shouting GeoPlunge.

Step 2C: Each member of the first team to shout GeoPlunge must then correctly identify the required information for 2 of the 6 map cards **WITHOUT** help from his/her teammates, as follows: the player on the left must identify the information for the 2 cards that are most to the left, the player in the middle must identify the information for the 2 cards in the middle, and the player on the right must identify the information for the 2 cards that are most to the right.

Determining Who Wins a Race: The first team to shout GeoPlunge wins if:

1. before shouting, it has correctly placed its 6 states in order as described in the objective, **and**
2. before shouting, it has turned its unused card face-down, **and**
3. after shouting, each member of the team correctly identifies the information as described in the objective, **WITHOUT** help from his/her teammates, in the manner described in Step 2C.

Otherwise, the other team wins the race. If both teams shout GeoPlunge at the same time, the race ends in a tie unless only one team successfully completes Step 2.

Step 3: After the first race is completed, start the second race by returning back to the beginning of Step 2. If neither team wins this game after the first 2 races, the teams have a third race (unless the first two races both ended in a tie, in which case this game ends in a tie). Do not shuffle the cards between races. The cards used in a race should not be used in any later race during this game.

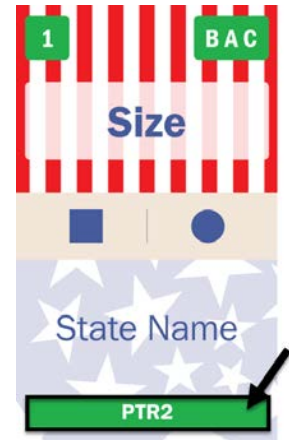
Determining Who Wins this Game and Whether that Team Receives the Bonus

Points: If one team wins the first two races, it wins this game and receives the Bonus Points. If the first two races end in a tie, the game ends in a tie. Otherwise, the teams have a third race. If that happens, the game ends in a tie unless a team won 2 of the 3 races.

GAME 4: PLAY THE RANKS™ or PLAY THE BORDER ZAP™ (Level 4)

Cards Used: GeoPlunge cards, Power cards

Determining Which Version to Play: There are three different versions that may be played as Game 4: Play the Ranks™ 1 (PTR1), Play the Ranks™ 2 (PTR2) or Play the Border Zap™ (PTB). Only one of the three versions is played when it's time to play Game 4. To determine which version is then played, turn the top Power card face-up. Whichever version is named at the bottom of the card is played at that time. In the example, right, the teams would then play Play the Ranks™ 2.



What is a Trick and Determining the Lead Team for the First Trick:

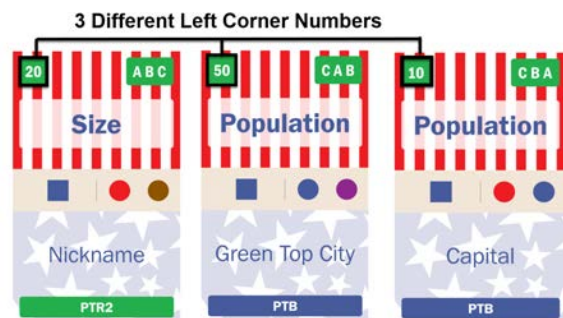
Regardless of which version is played, the teams play one “trick” at a time until each team has played all of its GeoPlunge cards. Each trick consists of two GeoPlunge cards, one from each team. In PTR1 and PTR2, sometimes a Power card is also played on a trick. No card can be used in more than one trick. In this game, the lead team (i.e., the team that plays the first card) for the first trick is the team that just won Dashing States™ in an All match, or the most recent game the teams just played in a Call match. If that game was a tie, each team picks a GeoPlunge card without looking at it in advance and whichever team’s card has a statehood ranking closer to 1 is the lead team for the first trick.

PLAY THE RANKS™ 1 (PTR1)

Objective: Each team tries to win as many tricks as it can. Two things determine who wins each trick: (1) the base for the trick, which is either 1, 10, 20, 30, or 50, and (2) the state rankings of the cards played in the selected category. The selected category for a trick will be either size, statehood, or population.

Step 1: Deal 9 GeoPlunge cards and 2 Power cards to each team face-down. Each team may look at its cards.

Step 2: Turn the top Power cards in the deck face-up one at a time until three of them have different left corner numbers. Remove all of



the other Power cards turned face-up so only those three remain. The team that is the lead team for the first trick then announces whether it wants to be the “Cards Team” or the “Call Team” for this game.

- If the lead team for the first trick says it wants to be the Cards Team, the second team automatically becomes the Call Team.
- If the lead team for the first trick says it wants to be the Call Team, the second team has a choice. It can either announce (1) that it will be the Cards Team, or (2) that it will “Up the BUR,” meaning that it is attempting to become the Call Team. If the second team chooses option 2, it also announces the number of BUR cards that will be dealt in this game, which is either 3, 4 or 5. (See Step 4 for additional information regarding the BUR cards). When the second team chooses option 2, the first team then either says “Call,” in which case it becomes the Call Team, or “Cards” in which case it becomes the Cards Team.

Step 3: The Call Team then removes one of the three Power cards from the table and announces which of the two remaining Power cards on the table will be the first Power card and which will be the second. The base for the first 4 tricks is the left corner number of the first Power card and the base for the last 4 tricks is the left corner number of the second Power card. In the example, right, the base for the first four tricks is 50, and the base for the last four tricks is 10.



Step 4: Deal the Cards Team additional GeoPlunge cards **face-up**. These are known as the “BUR cards” because they indicate the Best Unprotected Rankings for this game. The Cards Team receives 2 BUR cards unless the number of BUR cards was changed in Step 2 (i.e., changed to 3, 4, or 5 cards). Both teams look at all of the BUR cards on the table. The BUR cards identify what ranks are the Best Unprotected Rankings for this game with respect to the bases on the two Power cards on the table. See examples after Step 9 for clarification. The Cards Team then puts all of the BUR cards into its hand.

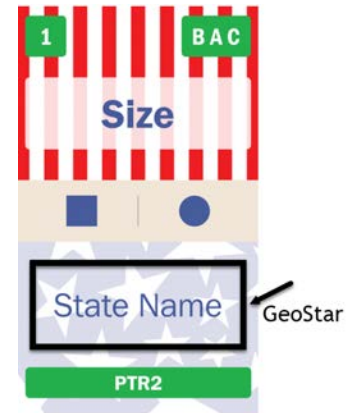
Step 5: The Call Team team discards 1 GeoPlunge card from its hand, face-down. The Cards Team discards all but 8 of its GeoPlunge cards from its hand, face-down. Each team should then have 8 GeoPlunge cards and 2 Power cards.

Step 6: The Call Team then declares whether it is “Pulling the Power.” If it is not, the Cards Team then declares whether it is “Pulling the Power.” If either team is Pulling the

Power, both teams must then discard both of their Power cards so that neither team will play the game with any Power cards.

Step 7: Determine which teams are GeoPlunging for this game (see description in the overview).

Step 8: Turn the next Power card in the deck face-up. Whatever is listed in the Star Area of that card determines the “GeoStar” to be given by the lead team **on each trick** for this game. For example, if State Name is listed in the Star Area, the GeoStar is the name of the state played by the lead team. If, on the other hand, Postal Code is listed in the Star Area, the GeoStar is the postal code of the state played by the lead team. The possibilities for what may be listed in the Star Area are state name, capital, postal code, nickname, a specific top city, flower, or bird.



Step 9: The teams then play 8 tricks, one at a time. **The team that wins a trick is the lead team for the next trick.**

- For each trick, the lead team plays one GeoPlunge card **face-down** and announces: (1) the GeoStar of the state that it is playing, and (2) the category of either size, statehood, or population that will be used for that trick. (*Note: There is an exception described later in the rules where the non-leading may be able to change the selected category for a trick.*)
- The other team then plays a GeoPlunge card **face-up**. The lead team then turns the GeoPlunge card it played face-up so the players can determine which team wins the trick. Whichever team plays the GeoPlunge card that has the better ranking in the selected category of either size, statehood, or population wins the trick. The base for a trick determines which of the two GeoPlunge cards played on that trick has the better ranking in the selected category.
 - When the base for a trick is 1, the best ranking in the selected category is 1, followed by 2, followed by 3, followed by 4, etc.
 - When the base for a trick is 10, the best ranking in the selected category is 10, followed by 11, followed by 12, followed by 13, etc.
 - When the base for a trick is 20, the best ranking in the selected category is 20, followed by 21, followed by 22, followed by 23, etc.
 - When the base for a trick is 30, the best ranking in the selected category is 30, followed by 31, followed by 32, followed by 33, etc.

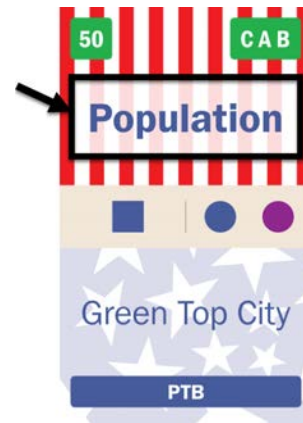
- When the base for a trick is 50, the best ranking in the selected category is 50, followed by 49, followed by 48, followed by 47, etc.

When the base for a trick is 10, 20, or 30, a team automatically loses the trick if it plays a GeoPlunge card that has a rank smaller than the base in the selected category.

However, in the rare instance that both teams play a GeoPlunge card with a ranking smaller than the base in the selected category, the lead team wins the trick.

Clarifications and Exceptions:

- On any trick, the lead team may play one of its Power cards face-up at the same time it plays a GeoPlunge card. When this happens, the category used for that trick is automatically locked-in as the category listed on that Power card and cannot be changed during that trick. For example, if the lead team plays the Power card pictured to the right at the same time it plays its GeoPlunge card, the selected category for that trick would be population.
- On any trick, the non-leading team may play one of its Power cards face-up at the same time it plays a GeoPlunge card. When this happens, the selected category for that trick changes to the category listed on that Power card **unless the GeoPlunge card played by the lead team on that trick is “protected.”** The GeoPlunge card played by the lead team on a trick is protected only if:
 - the lead team played a Power card on that trick at the same time it played its GeoPlunge card, or
 - the GeoPlunge card played by the lead team on that trick has a ranking in the selected category that is better than the BUR. The BUR is the best ranking among all of the BUR cards for the base being used. See examples below.
- If a team wins 6 tricks before all the tricks have been played, the game ends early, and there is no need to play the final tricks.
- Unless the game ends before all 8 tricks have been played (see the prior bullet point), or one of the teams Pulled the Power, a team must play each of its Power cards during the game. A team is not permitted to play both of its Power cards on the same trick.



Examples



Suppose the base for the first four tricks is 1 and the base for the last four tricks is 30.

Also suppose that the BUR cards are Florida and Virginia. Therefore, the BUR for the first four tricks is 3 because the ranking closest to 1 on the Florida and Virginia cards is Florida's ranking of 3rd in population. The BUR for the last four tricks is 35 because the ranking closest to 30 but not less than 30 on the Florida and Virginia cards is Virginia's ranking of 35th in size.

1. During one of the *first* four tricks, Team 1 plays the two cards on the left hand side below, i.e., New York face-down and the Power card listing Population face-up. Team 2 then plays the Georgia card face-up. Since the base is 1, Team 1 wins that trick because the rank of 4 is better than the rank of 8 in population. Once Team 1 plays its Power card, the category is locked-in and Team 2 cannot change it, even if Team 2 plays a Power card.

Team 1

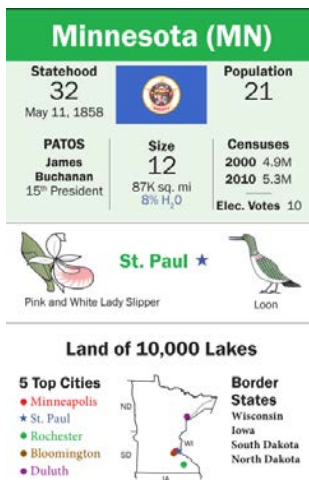


Team 2



2. During one of the *last* four tricks, Team 1 plays the Minnesota card face down and announces statehood as the category. Since the base for the last four tricks is 30 and the BUR is 35, Team 2 cannot change the category with a Power card because the ranking of 32 is protected since it is better than the BUR. Team 2 can only win this trick if it plays Wisconsin or California, ranked 30 and 31, respectively, in statehood.

Team 1



3. During one of the *first* four tricks, Team 1 plays the Colorado card face-down and announces size. Team 2 plays the Tennessee card face-up along with a Power card that has the category of statehood listed on it. Team 2 wins this trick because it successfully changed the category to statehood with its Power card, and a statehood ranking of 16 on Tennessee's card is closer to the base of 1 than the statehood ranking on Colorado's card.

Team 1

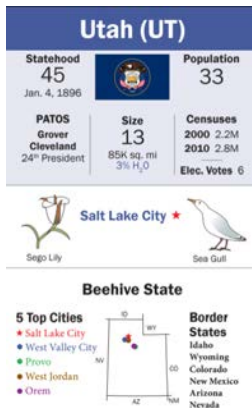


Team 2



4. During one of the *last* four tricks, Team 1 plays the Utah card face down and announces population. Team 2 plays the Oklahoma card face-up. Team 1 wins the trick because Team 2 played a card with a population rank that was smaller than the base. Remember, when the base for a trick is 10, 20, or 30, if one team plays a card that is equal to or higher than the base for the selected category, and the other team plays a card lower than the base, that second team automatically loses the trick.

Team 1



Team 2



Determining Who Wins and Whether that Team Receives the Bonus Points:

Whichever team wins at least 5 tricks wins this game. The winning team receives the Bonus Points if it wins 6 tricks. If both teams win 4 tricks and neither team Pulled the Power, whichever team wins the last trick wins this game. If both teams win 4 tricks, and one team Pulled the Power, the other team wins this game. Finally, if neither team Pulled the Power, and a team fails to play both of its Power cards during a game, it automatically loses the game.

PLAY THE RANKS™ 2 (PTR2)

Use the rules for Play the Ranks™ 1, except:

- In Step 3, the Call Team still removes one of the three Power cards turned face-up, but it does not announce which of the two remaining Power cards turned face-up is the first Power card and which is the second.
- In PTR2, the lead team for a trick decides which is the base for that trick among the two bases that may be used. Therefore, in Step 9, for each trick, the lead

team plays one card **face-down** and announces: (1) the name of the GeoStar that it is playing, (2) the category of either size, statehood, or population that will be used for that trick, **and** (3) the base for that trick.

- The clarifications and exceptions that apply in PTR1 also apply in PTR2.
- When the non-leading team plays a Power card on a trick, if that Power card has a left corner number that is one of the two bases used in that game, but not the base announced by the lead team for that trick, the non-leading team may announce “Change the Base.” If it does, its play of a Power card will not change the selected ranking for that trick. However, unless the lead team played a GeoPlunge card that is “protected” on that trick (see Clarifications and Exceptions after Step 9 of PTR1 for when a card is protected), the non-leading team’s play of a Power Card as described above will change the base that is used for that trick to the left corner number of its Power card.

PLAY THE BORDER ZAP™ (PTB)

Cards Used: GeoPlunge cards

Objective: Each team tries to win as many tricks as it can. For each trick, the border states of each state played or the number of borders of each state played determines who wins the trick, as described below.

Step 1: Deal 3 GeoPlunge cards face-down to each team. Each team may look at its cards. At the same time, each team trades one of its GeoPlunge cards with the other team. Teams may look at their 3 cards.

Step 2: Teams place their 3 cards on the table, face down, until Step 2 is completed. Deal 3 more GeoPlunge cards face down to each team. Teams may look at these 3 cards. At the same time, each team trades one of its GeoPlunge cards that it was just dealt with the other team.

Step 3: Each team may now look at all 6 GeoPlunge cards. Then deal 2 more GeoPlunge cards to each team, but deal these cards **face-up**. Each team then discards 2 GeoPlunge cards face-down so that each team has a total of 6 GeoPlunge cards.

Step 4: Determine which teams are GeoPlunging for this game (see description in the overview).

Step 5: The teams then play 6 tricks, one at a time, and whichever team wins a trick is the lead team for the next trick. For each trick, the lead team plays its card **face-down** and announces the name of the state it is playing on that trick. The other team then

plays its card **face-up**. After both teams play a card, the lead team turns face-up the card it played so that the teams can determine who wins the trick.

- For each trick, the lead team wins the trick unless the other team plays a card that “Zaps” the card played by the lead team on that trick. The other team’s card “Zaps” the card played by the lead team only if the state of the other team’s card:
 - borders the state of the lead team’s card;
 - has at least one border state that is also a border state of the lead team’s card (i.e., shares at least one common border with the lead team’s card); or
 - has the same number of border states as the lead team’s card

Example: Team 1 plays Utah face-down. Team 2 plays Texas face-up. Team 2’s card “Zaps” Team 1’s card because New Mexico is a common border of both states. Therefore, Team 2 wins the trick.

Note: If one team wins the first 5 tricks, the game ends early.

Utah (UT)		Texas (TX)	
Statehood 45 Jan. 4, 1896	Population 33	Statehood 28 Dec. 29, 1845	Population 2
PATOS Grover Cleveland 24 th President	Size 13 85K sq. mi 3% H ₂ O	PATOS James Polk 11 th President	Size 2 269K sq. mi 3% H ₂ O
Censuses 2000 2.2M 2010 2.8M	Elec. Votes 6	Censuses 2000 20.9M 2010 25.1M	Elec. Votes 38
Sego Lily	Salt Lake City ★ Sea Gull	Bluebonnet	Austin ★ Mockingbird
Beehive State 5 Top Cities: Salt Lake City, West Valley City, Provo, West Jordan, Orem Border States: Idaho, Wyoming, Colorado, New Mexico, Arizona, Nevada		The Lone Star State 5 Top Cities: Houston, San Antonio, Dallas, Austin, Fort Worth Border States: Oklahoma, Arkansas, Louisiana, New Mexico	

Determining Who Wins and Whether that

Team Receives the Bonus Points: Whichever team wins at least 4 tricks wins this game. If both teams win 3 tricks, whichever team wins the last trick wins this game. The winning team receives the Bonus Points if it wins 5 tricks.

GAME 5: CHUMMY CHALLENGE™ (Level 4)

Cards Used: Challenge cards, Power cards

Information about the Challenge Cards: Each Challenge card contains five questions and answers. Some questions require multiple answers for a correct answer. The questions are color coded and are referred to as the “red question”, “blue question”, etc.

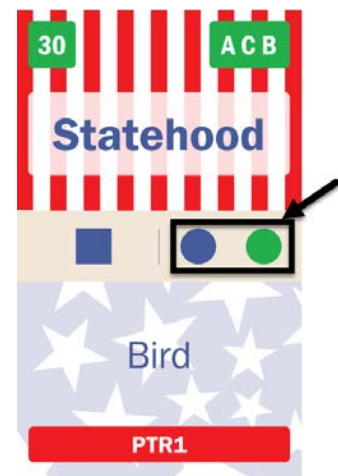
Objective: Chummy Challenge™ is a series of challenges. During each challenge, the teams try to answer a question from a challenge card. Whichever team wins 2 challenges wins this game. If neither team wins this game after the first 2 challenges are played, the teams play a third challenge (unless the first two challenges both ended in a tie, in which case this game ends in a tie).

Step 1: Before the first challenge, determine which teams are GeoPlunging for this game (see description in the overview).

Step 2: For each challenge:

Step 2A: Each team identifies its GeoPlunger for that challenge by having that player sit closest to the dealer. A team must use a different GeoPlunger for each challenge.

Step 2B: The dealer then looks at the top Power card and Challenge card from each of those decks but does not show them to the teams. The Power card has one or two colored circles in the right center of the card, and those circles identify the color of the question that the dealer asks from the Challenge card. If there are two circles on the Power card, the dealer has two choices regarding which question to ask. For example, if the Power card has a blue and green circle, the dealer has the option of asking either the blue or green question from the Challenge card.



Step 2C: Once the dealer begins asking the question, the GeoPlunger for either team may shout “GeoPlunge” at any time. As soon as a GeoPlunger for a team does this, the dealer immediately stops reading the question even if the question has not been read in its entirety.

- The team whose GeoPlunger first shouts “GeoPlunge” then tries to correctly answer the question. ANY player on the team may make the guess for the team, and the teammates may confer with each other before one of them makes the guess. If that team guesses correctly, it wins that challenge; if it guesses incorrectly, the other team wins that challenge.
- If neither team’s GeoPlunger shouts “GeoPlunge” within 15 seconds after the question is read, that challenge ends in a tie.
- If the GeoPlungers from both teams shout “GeoPlunge” at the same time, each team secretly tells the dealer its answer. If one team answers correctly and the other team does not, the successful team wins that challenge. If both teams answer correctly or incorrectly, that challenge ends in a tie.

Once a Power card and Challenge card are used, they are placed at the bottom of their decks.

Step 3: After the first challenge is completed, start the second challenge by returning back to the beginning of Step 2 and then, once that challenge is completed, start the third challenge, if necessary.

Determining Who Wins and Whether that Team Receives the Bonus Points: If one team wins the first two challenges, it wins this game and receives the Bonus Points. If the first two challenges end in a tie, the game ends in a tie. Otherwise, the teams play a third challenge. If that happens, the game ends in a tie unless a team won 2 of the 3 challenges.