

PLAY THE STATE CAPITALS (for Beginners)

Learn All of the State Capitals

Number of Players on Each Team/Length of the Match: Each team may have 1, 2, or 3 players. The teams decide on the length of the match, i.e., how many games a team must win to win the match, ranging from 1 win to 10 wins.

For each game:

Cards Used/Shuffling: GeoPlunge cards only. Shuffle the deck after every third game. (Cards used in a game are placed at the bottom of the deck after that game ends.)

Overview and Objective: The teams play 6 tricks. A “trick” is when each team plays one President Fact Card from its hand. The “lead team” for each trick is the team that plays its card first. The “non-leading team” for each trick is the team that plays its card second. Each team tries to win as many tricks as it can.

Determining the lead team for each trick: The teams should alternate which team is the lead team for the first trick of a game (for the first game, use rock, paper, scissors or another method to determine which team will be the lead team for the first trick). For each trick other than the first trick of a game, whichever team wins the trick is the lead team for the next trick.

Step 1: Deal 7 GeoPlunge cards to each team face-down. The teams may look at their cards.

Step 2: Each team then discards 1 card, face-down, so that each team has 6 cards.

Step 3: Game Play

- For each trick, the lead team (1) plays a card face-up, (2) announces the name of the state capital, and then the name of the state, it is playing, and (3) states whether the teams are playing “A to Z” or “Z to A” on the trick. The non-leading team then plays a card face-up.
- For each trick in which the lead team states that the teams are playing “A to Z” whichever team plays the state capital whose name is earlier in the alphabet wins the trick, and for each trick in which the lead team states the teams are playing “Z to A” whichever team plays the state capital whose name is later in the alphabet wins the trick.

Determining Who Wins a Game: The first team to win 4 tricks wins the game. If both teams win 3 tricks, whichever team wins the last trick wins the game. If a team wins 4 tricks before all the tricks have been played, there is no need to play the final tricks for the game.

Optional Changes When You’re Ready to Make the Game Even More Challenging: Have the lead team on each trick play its card face-down. If you want it to be even harder, have the lead team play its card face-down and announce only the state name (and not announce the state capital because the object of the game under this option is for the other team to know the capital).