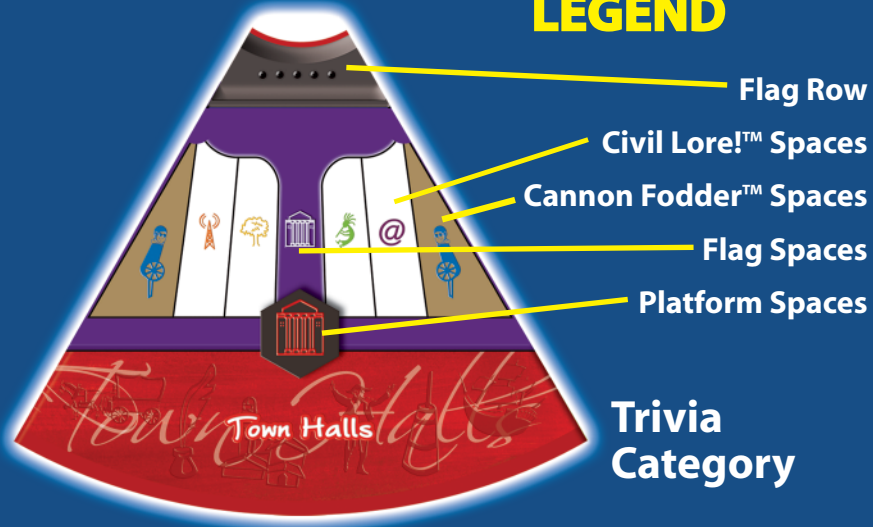


LEGEND



Winning

- A player wins Americana!™ by being the first to stake flags in all six Trivia Categories at the same time. This means that flags removed by others do not count toward the winning requirement unless staked again and still standing.

Variations

Shorter Play:

- Players can agree that only certain Trivia Categories require staked flags to win, cutting the requirement from six categories to four, agreed upon in advance.

Advanced Play:

- Players can agree to use their seventh flags along with the power to stake a second of their flag in one of the Flag Rows. This creates more chances for an alliance of players to block others out of a particular Flag Row.

Jr. Play

- Junior players (<16 years) can team with a senior player **OR**
- Juniors get 2 chances at Civil Lore!™ cards (2 cards in a row) &
- Juniors can enlist help from 1 senior player per Cannon Fodder™ turn. The junior must choose before the first Cannon Fodder™ question of the turn is read. The junior has final say on the answer.
- Chosen senior players are obligated to help junior players to the best of their ability.



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Americana!™ is the challenging & fun trivia game where players battle to win the board using their knowledge of America's most fascinating cultural trivia. Players try to stake flags in six trivia categories and remove other players' flags by risking extra tough Cannon Fodder™ questions.

Equipment

- Deluxe game board
- 220 Civil Lore!™ cards
- 110 Cannon Fodder™ cards
- Card storage tray w/divider
- Six player pawns
- Forty-two player flags
- Card customization sheet
- One die

Ages

- Adults & teens. Plays great with mixed ages.

Number of Players

- Two to six players or teams. Team play accommodates up to twenty-four players.
- Team play works best when each team is diverse in age, knowledge & background.
- In big groups, a 'team captain' should give each team's answers.

Setup

- Unfold game board & fit flag base into center. Card divider goes between Civil Lore!™ & Cannon Fodder™ decks in the card tray. Questions face OUT on EACH side of tray.
- Players select a pawn and six flags of same color. The seventh flag of each color is extra for advanced play (see 'Variations').
- Players roll die to select starting player. Highest roll goes first.

Object

- Americana!™ is simple: players stake flags in the game's six Trivia Categories by correctly answering American trivia questions. Players can also land on Cannon Fodder™ spaces to try and remove the staked flags of other players. The first player to stake flags in all Trivia Categories at the same time wins.

Starting

- Each player starts on the Platform Space (see 'Legend') of his or her color.
- The player going first rolls the die. He or she must use one count to move 'off' the Platform Space 'down' to the Flag Space. The remaining counts are used to move clockwise or counter-clockwise around the board.

Moving

- Players must move the number of spaces shown on the die.
- Players cannot move both 'forward' and 'backward' on the same roll.
- Players can move in either direction of the board, but cannot move 'up' to a Platform Space. One can only land on Platform Spaces via Cannon Fodder™ jumps (see 'Cannon Fodder').
- Any number of pawns can occupy the same space at the same time.

TRIVIA CATEGORIES



Secret Natures – Native American Myths, National Parks, Legendary Creatures, Amazing Oddities



Town Halls – Iconic Americana, President Lore, Crazy Laws, Holiday Traditions, Regional Customs



Country Roads – Folk Heroes, Roadside Attractions, Farm Life, Appalachian Ways, Old West Sayings



Modern Airwaves – Radio Days, Behind The Scenes, Classic Television, Business of Hollywood



Urban Scenes – Streetside Games, Urban Legends, Fads & Trends, Great Ballparks, Literary Gems



Futurescapes – Technocultures, Origins of Everyday Things, Sci-Fi Snippets, Future Visions

Categories contain these kinds of trivia and much more!

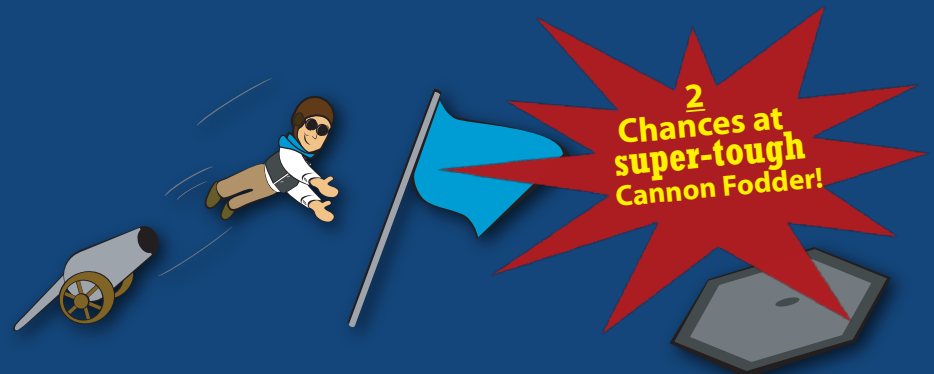
Playing

- When a player lands on a Civil Lore!™, Flag or Cannon Fodder™ Space, someone else ('the reader') draws the first card from the appropriate side of the card box.
- The reader reads the question next to the matching Civil Lore!™ or Cannon Fodder™ color. **REMEMBER:** read the longer questions slowly!
- If the player answers right on a Civil Lore!™ Space (Civil Lore!™ cards), he rolls again.
- If the player answers right on a Flag Space (Civil Lore!™ cards), he or she can stake a flag in this Trivia Category's Flag Row.
 - A player can only stake one flag in each Flag Row at a time.
 - A player cannot stake a flag if all the holes in the Flag Row are filled.
 - The player continues his or her turn by rolling again.
- If the player answers *incorrectly* on any space (or answers 2 Cannon Fodder™ questions in a row incorrectly - see below) play passes clockwise to the next player.

Cannon Fodder™

- A player who lands on a Cannon Fodder™ space chooses **EITHER** a Civil Lore!™ card **OR** Cannon Fodder™ cards.
 - If the player chooses a Civil Lore!™ card and answers right, he or she rolls again.
 - A player who chooses Cannon Fodder™ cards gets a chance at **TWO QUESTIONS** (two cards in a row). If the player gets just one right, he or she must jump across the board to the Platform Space of matching color on the opposite side.
 - If no flags are in that Trivia Category's Flag Row, the player stakes one.
 - If one or more other player flags are present, the player removes one flag of another player and replaces it with his or her own. The player then gives the removed flag back to the person who staked it.
 - The player now rolls again, and must use one count of the die to move 'down' to the Flag Space as when starting.

IMPORTANT: A player can only lose **TWO FLAGS (or the same one twice)** from Cannon Fodder™ jumps. Then the other players may no longer remove any of this player's flags.



Note: Each Flag Row has only five holes. In games with six players, it is possible for five players to 'block' the remaining player out of a Flag Row. When this happens, the blocked player must use a Cannon Fodder™ jump to remove someone else's flag in order to stake his or her own.