



AMERICANA!

The Great Americana Trivia Challenge

Game Rules



Overview

Here's a card-capture trivia game with a huge heaping of awesome Americana! Keep to the easier road with Civil Lore!™ cards, or take to the backroads with much tougher Cannon Fodder™ cards!

Object

To win the most Civil Lore!™ and/or Cannon Fodder™ cards by correctly answering fun questions!

Setup

First, find a surface to play on & just use the bottom of the Americana!™ Travel Edition box as your card tray. Next, all players roll the die to see who goes first. Highest roll wins. Last, players set the game's limit by agreeing to play a certain number of cards (maybe 30-40), or a certain length of time (say 15-30 minutes).

Playing

When it's your turn, roll the die. Your roll matches a card's categories by color: Green equals Secret Natures on Civil Lore!™ cards or the Green Cannon Fodder™ icon on Cannon Fodder™ cards. Red equals Town Halls on Civil Lore!™ cards or the Red Cannon Fodder™ icon on Cannon Fodder™ cards (and so forth). Next, based on which categories you are good at, announce the card type you want to try (easier Civil Lore!™ or tougher Cannon Fodder™). The player to your left then picks up a card of that type from the card tray.

civ-il · lore! *adj.* 1. Of, relating to, or benefiting citizens. n. 2. The accumulated beliefs & meaningful traditions of a peoples.

Now, the player holding the card reads the question that matches your roll and you attempt to answer. If you get the question right, put the card into your winnings pile. You also get to have another turn! However, if you answer incorrectly, the other player puts the card into a Discard Pile and your turn is over. The die now moves clockwise to the next player.

Winning

When the set number of cards have been played, or the time limit is up, the game is over. Players now add up the points in their winnings pile (Civil Lore!™ cards = 1 point each, Cannon Fodder™ cards = 2 points each). The player with the most points wins!



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Junior Play

Here are some additional rules if a junior player (16 years or younger) wishes to join the game.

- A junior player gets 2 attempts at Civil Lore!™ cards (two cards in a row).
- A junior player can request help from any one senior player on any Cannon Fodder™ attempt.

OR

- A junior player can simply team with a senior player!

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!



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