



- 2-4 Players
- Ages 10 to Adult
- 20-30 Minutes per Game

## What's in the Box

- 50 State Tiles

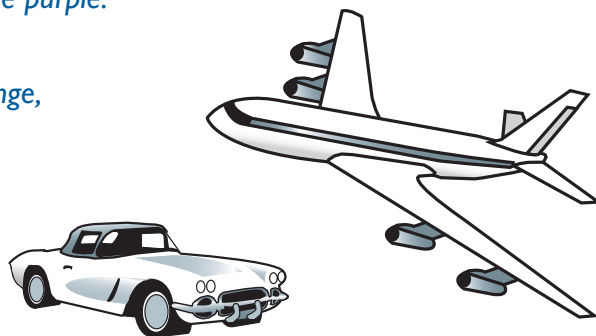
*There is one tile per state. Each state is displayed in one of five colors (blue, green, orange, pink or yellow), except Alaska and Hawaii, which are purple.*

- 16 Transportation Tiles

*There are ten Airplane Tiles, two per color (blue, green, orange, pink and yellow). There are no purple airplanes.*

*There are six Automobile Tiles, all a neutral color.*

- 4 sets of wooden Tile Holders, two holders per set
- Map Game Board
- Quick Play Rules



## The Object of 10 DAYS IN THE USA

In **10 Days in the USA**®, players use State and Transportation Tiles to chart a course across the USA. The first player to complete a ten day journey, where each day connects to the next day, is the winner!

## Setting up

1. Open and place the game board in the center of the table.
2. Place one set of tile holders in front of each player so that DAYS 1–10 are displayed in order, facing that player.
3. Place all State and Transportation Tiles face down next to the board and mix thoroughly.

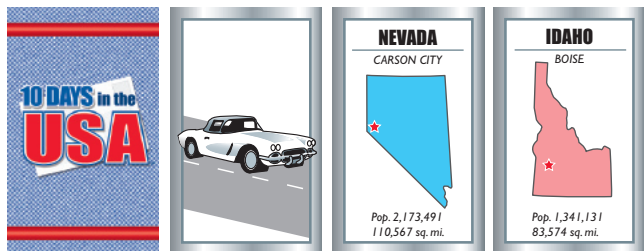
## Getting Started

1. All players begin by filling their tile holders. Without taking turns, each player draws a tile, looks at it, and places it into any open day. Players continue to draw, and place, one tile at a time, until all players have placed ten tiles in their tile holders.

*Once placed, a tile may not be moved within the tile holder. However, a tile may be replaced during a player's turn (see **A Player's Turn**).*

*Tile holders should be positioned so that the placed tiles will not be in view of other players.*

2. The remaining tiles are stacked, face down, to form a draw pile. The three top tiles are then placed face up next to the draw pile to form three discard piles.



**DRAW PILE**

**DISCARD PILES**

3. Select a player to take the first turn. Turns will continue clockwise.

## A Player's Turn

1. **Draw a Tile**—Select the top tile from one of the three discard piles OR the top tile from the draw pile.

*If the player depletes the draw pile, all tiles in the three discard piles, EXCEPT the top tile on each pile, are shuffled together to form a new draw pile.*

2. **Place the Tile**—Replace any one of the ten tiles in the tile holder with the drawn tile, OR discard the tile, face up, onto one of the three discard piles. If the player replaced a tile in the tile holder, the replaced tile is discarded, face up, on one of the three discard piles.

*If the player selected the last tile from a discard pile, that tile must be replaced by the newly discarded tile. As a result, players will always be able to select from three discard piles, as well as the draw pile.*

## Winning the Game

If at the end of a player's turn, that player has completed a ten day journey, he or she wins *10 Days in the USA!*

*The winner must show that each day is connected to the next day in his or her tile holder.*



# Completing a 10 Day Journey

There are no restrictions as to where a drawn tile may be placed in the tile holder during a player's turn. However, to win the game, a player must be the first to complete a ten day journey. A ten day journey is considered complete when, starting with DAY 1, each day is connected to the next day in the tile holder. The completed journey must also meet the following criteria:

- Completed journeys must start with a State Tile and end with a State Tile.
- It is not necessary to include either an Airplane or an Automobile Tile to complete a ten day journey.
- Transportation tiles, next to each other, do not form a connection.







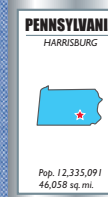


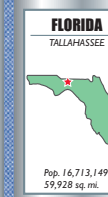
## Making Connections (within the 48 Contiguous States)

**Connecting by Foot:** Players may travel by foot from one state to a bordering state. The bordering State Tiles are connected to each other when they are positioned side-by-side in the tile holder. See examples C, D and F below.

**Connecting by Automobile:** Players may use an automobile to travel from one state to another state by driving through a third state which borders both of those states. When the Automobile Tile is positioned between the two State Tiles, these three tiles are connected to each other. See example A below. In this example, the automobile is driving from Oregon through a third state (either California or Nevada) to reach Arizona.

**Connecting by Airplane:** Players may use an airplane to fly from one state to another state of the same color. When the Airplane Tile is positioned between the two State Tiles, and is the same color as both State Tiles, these three tiles are connected to each other. See examples B and E.

### A COMPLETED 10 DAY JOURNEY WHERE EACH DAY CONNECTS TO THE NEXT DAY

									
DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10
EXAMPLES: A			B	C	D	E		F	

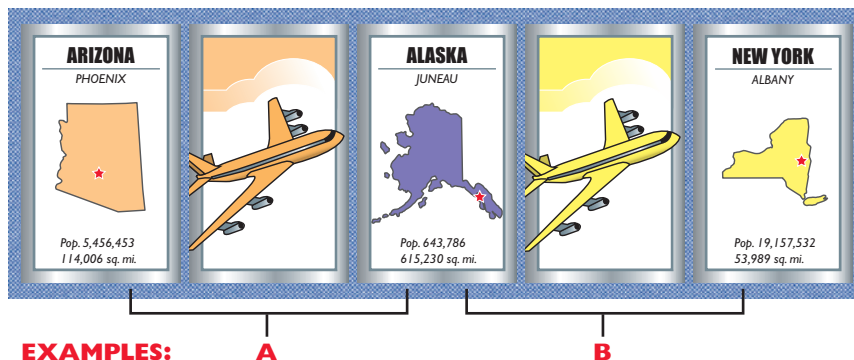
## Making Connections to Alaska and Hawaii

Players may only connect to and from Alaska and Hawaii by airplane. The airplane going to either of these two states must match the color of the state from which it departs. See example A.

The airplane returning from either Alaska or Hawaii must match the color of the destination state. See example B.

See example B.

Any color airplane may be used for travel between Alaska and Hawaii.



## Notes for 10 Days in the USA:

1. While traveling through the Four Corners area of Colorado, New Mexico, Arizona and Utah, all connections must be made on the horizontal and vertical borders. Diagonal connections at the point where these four states meet are not allowed.
2. It is possible to travel by automobile from one state to a bordering state provided there is a third state that borders both. For example, an automobile tile could be placed between California and Oregon tiles because Nevada borders both.
3. It is not possible to travel by automobile from Maine to New Hampshire, or vice versa, because there is not a third state that borders both of these states.
4. Since upper and lower Michigan are connected by a bridge, it is possible, for example, to connect by foot from Ohio to Michigan and then to Wisconsin.



*You can play!*  
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