

COMPASS

2 or More Players - Directional skills - Ages 6+

2-Player Goal: Earn the FEWEST cards by quickly guessing the state name.

3-5-Player Goal: Earn the MOST cards by quickly guessing the state name
(Players take turns guessing.)

Needed: State map (Following Page)

2-Player Game

(Players are trying to receive the fewest cards)

- 1 player selects a card.
- The opponent begins by randomly guessing the state.
- For each guess, the guessing player receives 1 card, with the player EVENTUALLY receiving the card that is trying to be guessed
- After each guess, the player holding the card must give a compass clue in one of the following formats:
 1. **THAT** state or guess is (North, East, South, West, Northeast, Northwest, Southeast, Southwest) of my state or card.
 2. **MY** state or card is (North, East, South, West, Northeast, Northwest, Southeast, Southwest) of that guess (the state that was guessed may be said here).
- Play continues until the player finally guesses the state/card. If it took the guessing player 5 guesses, he/she should have received 5 cards
- The player with the fewest cards wins!

=====

3 to 5 player Game (Players are trying to earn the MOST cards)

- One player is selected to go first and draws a card.
- Another player is the first to randomly guess the state or card.
- If correct, he/she wins the card. If not guessed correctly, the player with the card must give a compass clue in format shown above.
- Play continues with the players consecutively guessing and the cardholder giving compass clues.
- The player that finally correctly guesses the state wins the card.
- **The game ends when:**
 - ✓ One player wins a set number cards (10, 15 etc.).
 - ✓ Time runs out.
 - ✓ A set number of cards have been used.
- The player with the most cards wins!



Missing Piece Press

Copyright© 2000, 2001, 2006, 2016 Kevin J. Brougher - Missing Piece Press

