

HOLD ON!

2 Players - State Information, Knowledge - Ages 10+

Goal: To keep your cards longer than the other player by giving facts that your opponent might not be able to match to a state.

Needed: Paper and pencil for recording guesses.

***Facts are read, one at a time, until the name of the state is finally guessed.**

- Cards are shuffled and evenly distributed among players. Players hold the cards in their hand.
- Each player secretly selects one of the cards, placing it on top of the others in his/her hand so it is hidden from view.
- One player is chosen to go first and selects any category.
- The category name and fact is read to the opponent. (The cities and rivers categories may be used more than once for the individual facts but, each category fact may only be used ONE time.)
- The opponent tries to guess the name of the state.
- If the state is guessed, the card is given to the player and placed in his/her "WIN" pile.
- If the answer is incorrect, the roles are reversed and the opponent gives a category and fact to the first player.
- Guesses should be recorded on a piece of paper.
- Play continues in this manner with players taking turns giving information and guessing.
- Whenever a state is guessed it is given to the guessing player and a new card is drawn.
- The game ends when:
 - ✓ *One player wins a determined amount of cards (3,5,10 etc.).*
 - ✓ *Time runs out – the player with the most cards wins.*