For Younger Players

10 Days® in USA can be modified to make it easier for younger players. Here are two ways of adjusting the game to get younger players started.

- Open Hands—For the first few games, players lay their tiles face up on the table so that everyone can see which tiles the other players have and can discuss why people are making the decisions they make. Players may lay their tile holders behind their cards to keep track of which day is which.
- 5 Days in USA—For a shorter and more simple game, only use one tile holder (Days 1-5) per player. When players have mastered five days, then move on to ten!

For Advanced Players

For players who want a bit more challenging game, try playing without the "swap rule." All other rules are the same, but on a player's turn, that player may only draw a tile (from a face up pile or the face down draw pile) and may not swap two tiles.

20 Days Around the World

10 Days in the USA can be combined with the other 10 Days games to travel around the entire world! Visit our website **www.otb-games.com** for rules for a 20, 30, or 40 day game!

Notes:

Automobiles

- 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.
- 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.

Map Information for the Purpose of this Game

- 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.
- Upper and lower Michigan are considered connected. It is possible, for example, to connect by foot from Ohio to Michigan and then to Wisconsin.

The information on each state tile is current as of 2009. Source: US Census Bureau. Map not to scale.

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Stock # 1011 PN007

10 DAYS in the USA®

- 2-4 Players
- Ages 8 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**
  There are two holders per set. (Days 1-5 and days 6-10)
- **Game Board**
- **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

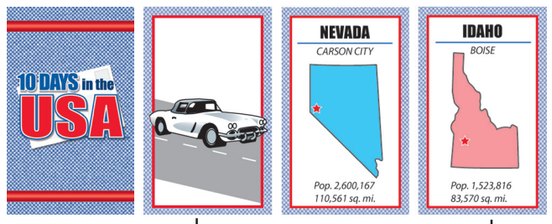
1. Open and place the game board in the center of the table.
2. Place one set of tile holders in front of each player so that DAYS 1–10 are displayed in order, facing that player.
3. Place all state and transportation tiles face down next to the board and mix thoroughly.

Getting Started

1. Players fill their tile holders without taking turns. Each player draws a tile, looks at it, and places it into any open location, DAYS 1–10. 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 or swapped with another tile during a player's turn. See A Player's Turn.

   Tile holders should be positioned so that the tiles will not be in view of other players.
2. Stack the remaining tiles, 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.
3. Select a player to take the first turn. Turns will continue clockwise.



A Player's Turn

A player may either draw a new tile or swap two tiles within his or her trip.

- **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.

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

- ***Swap Two Tiles**—Switch the position of any two tiles in the tile holder. No tiles are drawn or discarded on this turn.*

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 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.*

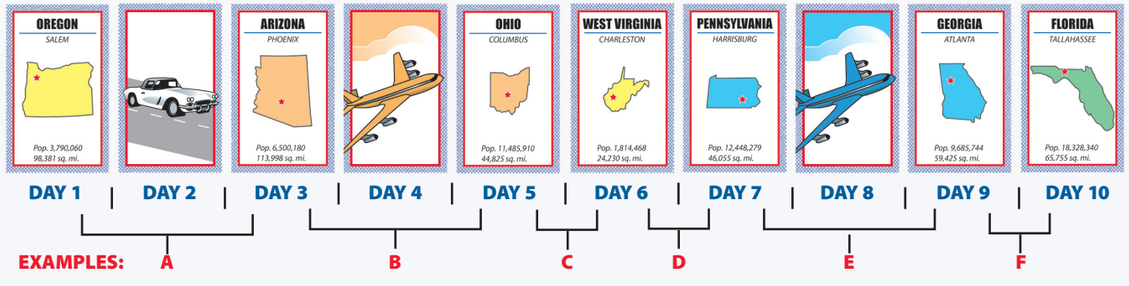
Making Connections *(within the 48 Contiguous States)*

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 below.*

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



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.*

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

