

Alan R. Moon & Aaron Weissblum

10 DAYS

— in the —

USA

TRAVEL GUIDE

In 10 Days in the USA[®], players use
State and Transportation cards
to chart a course across the USA.



10 DAYS

WHAT'S IN THE BOX

1

2



1

1 Game Board

The map of the United States.

50 State Cards

There is **one card per state**. Each state is displayed in one of five colors: dark blue, light blue, green, red, and tan. Except Alaska and Hawaii, which are white.



16 Transportation Cards

There are **10 Airplane cards**, two per color: dark blue, light blue, green, red, and tan. (There are no white airplanes.) There are **6 Automobile cards**, all a neutral color.



2

2



1 Card Tray

Holding tray for draw and discard piles.



8 Card Holders

There are **4 sets of two**.



3

Travel Guide

Travel guidelines and advisories.



SETTING UP

1

Open and place the game board in the center of the table. Place the card tray next to the game board.

2

Place all State and Transportation cards face down next to the board and mix thoroughly.

3

Place one set of card holders in front of each player so that DAYS 1–10 are displayed in order, facing that player.

GETTING STARTED

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

Note: Once placed, a card may not be moved within the card holder. However, a card may be replaced during a player's turn (see A PLAYER'S TURN). Card holders should be positioned so that the placed cards will not be in view of other players.



2 The remaining cards are stacked, face down, in the leftmost space in the card tray to form a draw pile and the three top cards are then placed, face up, in the remaining three slots to form three discard piles.

3 Who traveled last? Select a player to take the first turn, turns continue clockwise.

A PLAYER'S TURN

1 Draw a Card from the draw pile OR select the top card from one of the three discard piles.

Note: If the player depletes the draw pile, all cards in the three discard piles, EXCEPT the top card on each pile, are shuffled together to form a new draw pile.



3 Discard a Card Whether you replaced a card in your card holder OR choose to discard the drawn card, always discard cards face up, onto one of the three discard piles.

Note: If one of the discard piles is empty, you must place your discarded card there. As a result, players will always be able to select from three face up cards, as well as the draw pile.

2 Place the Card Replace any one of the ten cards in your card holder with the drawn card.



WINNING THE GAME

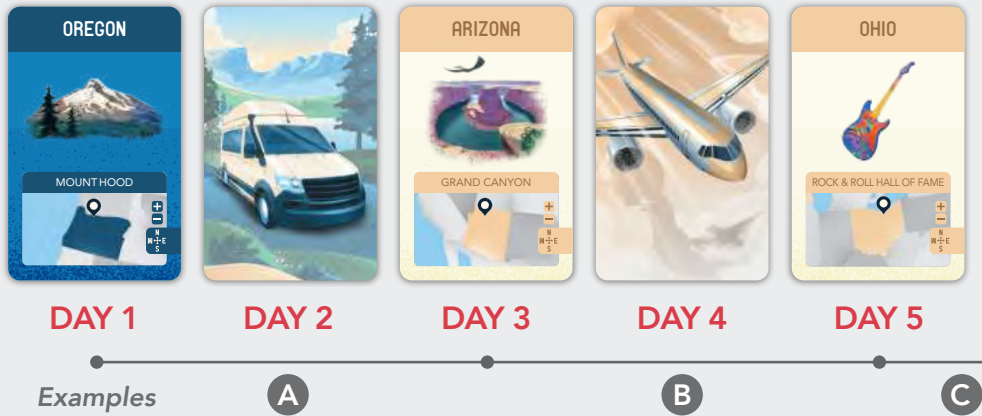
At the end of a player's turn, if that player has completed a 10-day journey, they must announce to the other players, **"10 DAYS!"**

The winner must then place their winning hand on the game board in the card spaces provided for review.

After review, if the remaining players all agree that they see a winning hand on the game board, that person wins 10 Days in the USA®!



EXAMPLE OF A WINNING 10-DAY JOURNEY



COMPLETING A 10-DAY JOURNEY

There are no restrictions as to where a drawn card may be placed in the card holder during a player's turn. However, to win the game, a player must be the first to complete a 10-day journey.

A 10-day journey is considered complete when, starting with DAY 1, each day is connected to the next day in the card holder.

Note: The completed journey must also meet the following criteria:

- **Completed journeys must start with a State card and end with a State card.**
- **It is not necessary to include either an Airplane or an Automobile card to complete a 10-day journey.**
- **Transportation cards, next to each other, do not form a connection.**

MAKING CONNECTIONS WITHIN THE 48 CONTIGUOUS STATES

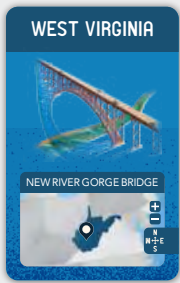
Connecting by Foot **C D F**
Players may **travel by foot from one state to a bordering state.**

Note: The bordering State cards are connected to each other when they are positioned side-by-side in the card holder.

Connecting by Automobile **A**
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.**

Note: When the Automobile card is positioned between the two State cards, these three cards are connected to each other.

In the above example, the automobile is driving from Oregon, through a third state (the Automobile card representing either California or Nevada) to reach Arizona.



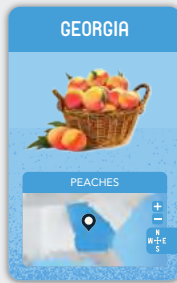
DAY 6



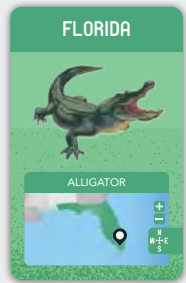
DAY 7



DAY 8



DAY 9



DAY 10

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F

Connecting by Airplane **B E**

Players may use an airplane to fly from one state to another state of the same color.

Note: When the Airplane card is positioned between the two State cards, and is the same color as both State cards, these three cards are connected to each other.

MAKING CONNECTIONS TO ALASKA AND HAWAII

Players may only connect to and from Alaska and Hawaii by airplane. **G H**

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

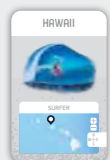
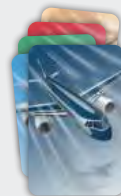
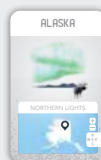
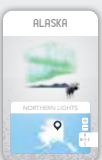
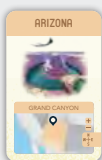
Note: The airplane going to either Alaska or Hawaii must match the color of the state from which it departs.

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



Northern Lights in Alaska

Examples of making a connection to and from Alaska and between Alaska and Hawaii.



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TRAVEL ADVISORIES

Consider the following travel advisories when planning your journey.



Traveling By Automobile

It is possible to travel by automobile from one state to a bordering state provided there is a third state that borders both.

Note: An Automobile card could be placed between California and Oregon cards because Nevada borders both.



Traveling From Maine To New Hampshire

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.



Traveling Through The Four Corners Area (CO, NM, AZ & UT)

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.



Traveling Through Michigan

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.

Cover Illustration: **Gustaf Ö. Hjalmars**

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