

Ages: 6+
No. of players:
 3-6 (Can also
 be played in
 teams)

State of Mind

How Good is Your State of Mind?



Goal

Hold the most cards when anyone runs out of cards or at the end of 7 rounds



Set-up

1 Shuffle cards front-side up



2 Deal 3 cards to each player



3 Remaining cards form the draw pile

4 Player to the dealer's left starts. They're the Capital Challenger.



The Challenger role shifts to the next player with each challenge

Game Flow

I. Choosing

Challenger draws a new card. Next, they choose 1 card out of the 4 cards. This is the **Chosen Card**.



The Chosen Card is placed front-side up in the centre, and it later forms the discard pile.

II. Challenging

Challenger reads an incomplete fact from the Chosen Card



1. Capital:

The capital of Punjab is ...?



2. Citizen: Someone from Gujarat is called...?



3. Coordinates: Lakshadweep is an island in the ... sea?



4. Communication: Name any one of the languages in Bihar.



5. Culture: Kerala is culturally rooted in?



6. Celebrations: Name a day of celebrations in West Bengal.



7. Cool Facts:

The state of ... has the world's highest cricket ground.

In Cool Facts Challenge, the state is the answer. The Challenger secretly draws a card and keeps it hidden until the turn ends.



!! Read your cards. If someone takes a card from you, you'll know the answer later !!

III. Championing

Anyone can shout out the answer



If you're right

Get a reward

Take any card from the Challenger.

Challenger then draws a new card to replace the lost card.

If no one answers

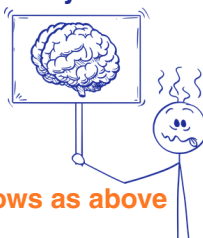
Next player guesses

Reward or penalty follows as above

If you're wrong

Face a penalty

Challenger takes any card from you.



!! Get creative. Help others guess easily or trick them, but no wrong clues !!

!! Follow the 1-7 order !!

NATIONAL CHAMPIONS

