HOW TO PLAY

1. SELECT PLAYER: The player who spins the highest number (out of the 1, 2, and 3 on the spinner) goes first. NOTE: If a player spins “Traffic Jam” that counts as a zero.

2. Spin and move your truck the number of spaces showing on the spinner (1, 2, or 3 “Traffic Jam equals zero and the player does not move). Play passes to the left.

3. Move toward a state that contains an opponent’s package.

4. Moves are made from state to state. Each state counts as one space. You do not have to reach your destination by exact count. You must pass through Washington to reach Alaska. You must pass through California to reach Hawaii.

5. You can move through any state even if there is another truck or package in that state.

6. When you reach a state that contains an opponent’s package, ask your opponent what product she has for sale. She decides based on the symbols, pictured on the state, then, you buy the product by spinning the spinner. Refer to the Buy/Sell band of numbers marked with $30, $80, etc. and tell your opponent that you will pay her the amount indicated by the spinner for her product.

7. If your opponent does not like the price (thinks it’s too low), you must spin again and pay whatever dollar amount is spun this time. Note: Spinning again is a risk. The amount you could be higher, lower or the same as the amount you spun the first time.

8. Pay her the amount of money spun and put her package in your truck. Immediately draw a new card. This is the state to which you must deliver your product. REMEMBER: Before you end your turn, read aloud the STEM FACT at the bottom of the card.

9. On your next turn, move your truck towards this state by spinning the spinner. You do not have to reach your destination state by exact count.

10. When you reach your destination, sell the product to the bank. The bank is acting as the buyer for all products. Spin the spinner and look at the buy/sell section of the wheel for the amount of money. The bank pays you the amount spun. If you don’t like the first amount spun and think it’s too low for the product you are selling, you can spin again. The bank must pay you the second amount spun. Once again, there is a risk in spinning a second time.

11. After reaching a destination, you must wait until your next turn to begin moving towards a state with another package.

12. The game continues until all of the packages have been removed from the board. When all packages have been purchased and delivered, the game is over.

WINNING

At the end of the game, all players count their money. The player with the most money wins the game.

SPECIAL RULES

1. TRAFFIC JAM: When the spinner stops on “Traffic Jam” you leave your truck on the state you are on until your next turn. You cannot move because, unfortunately, you are stuck in traffic!

2. SELLING YOUR OWN PRODUCT: Towards the end of the game, if you find that there are no opponents’ packages left on the board, you may deliver one of your own packages. Proceed to its state, place the package in your truck (without paying any money), and draw a state card as usual. On your next turn, move towards this state. The Bank pays you a straight fee of $50 for delivering your own package.

JUNIOR VERSION RULES

This version is aimed at 6 and 7 year olds. It is a more simplified version of the game. Once kids master the Junior version they will be ready to step up to the standard “Buy & Sell” game.

SET UP FOR JUNIOR VERSION

Each player gets one truck and one package. Race the remaining trucks and packages back in the box. Each player draws the top card of the state deck and places her truck, loaded with her package, on this state. This will be the player’s home state. Turn this card face down and keep it nearby during the game. Each player now draws 4 more state cards and places them in a separate pile, face down.

As the “home” state and “destination” state cards are drawn, an older child or parent reads aloud the STEM FACT on the bottom of the card.

HOW TO PLAY JUNIOR VERSION

Youngest player goes first. Play passes to the left. The first player turns over the top state card on her pile. This becomes her destination. She now spins and moves her truck, state by state, towards this destination. In turn, each player turns over the top state card on her pile and spins to move towards her destination. When a player reaches her destination state (it doesn’t have to be by exact count), she spins to make a sale. She collects the amount spun from the bank. The player discards this state’s card and turns over the next state card in her pile, which becomes her next delivery destination. After a player reaches her last state, she must go back to her home state. The first player to reach her home state collects a $50 bonus and also spins and collects the amount spun. The other players continue playing until each reaches their home state. They each spin and collect the amount spun when reaching home, but do not collect a $50 bonus. The player with the most money wins the game!