

51ST STATE

51ST STATE, the critically acclaimed, post-apocalyptic multi-player card game which debuted at the 2010 Spiel Festival in Essen, Germany.

Players take control of one of four factions vying for control of the post-war remains of a devastated United States. These factions struggle to build their stockpiles of supplies through conquest, trade, and expansion of their territory, until they achieve the stability to become the **51ST STATE** – and provide the foundation of a new society.

51ST STATE introduces a new idea – every card in the game can be put into play in three different ways. You can invade a location to gain many resources once, or you can sign a contract with this location to gain one resource every turn, or you can attach the location to your State so you can use its skill. One card, three possibilities. Lots of decisions and choices that matter.



- **ADDICTIVE**
- **HIGH REPLAYABILITY FACTOR,**
- **MANY POSSIBILITIES FOR COMBINING CARDS.**

Box size: 190x275x70 mm

Weight: 600 g

Quantity/Case: 6

No. of players: 2-4

Playing time: 45-90 min.

Min. age: 10

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Box content:

110 cards
120 tokens
1 rulebook