

"To America: A Beveraging with Buddies Walk Through U.S. History" and it cleverly disguises a fun trivia night as a noble quest to become a certified Bourbon Steward. It's a mix of skill, strategy (choosing the hardest question), and a little bit of luck as players move along the path. This game can be played virtually or in person.

The Quest: Become a Bourbon Steward

In "To America!", we're not just playing a game; we're embarking on a journey through U.S. history to reach the ultimate destination: **The Distillery**. The winner will be crowned an honorary Bourbon Steward and will win a prize bottle of whiskey! (Participants are responsible for providing their own prize, of course).

The game simulates a learning process by using questions covering a broad spectrum of American history, civics, geography, and culture.

1. **How It Works: The Rules of the Road: Players:** 2 or more friends

Equipment:

1. A game board (which can be drawn or just imagined) with spaces leading to "The Distillery".
2. A stack of trivia cards related to America.
3. Your favorite beverages (bourbon encouraged, but not required!).
4. A prize bottle of whiskey for the winner.

2. **The Path to The Distillery**

The journey has several key checkpoints on the way to the final destination:

1. **Start** (Where the journey begins)
2. **The Voice of Bourbon** (A storytelling checkpoint)
3. **The Water of Whiskey** (A geography/science checkpoint)
4. **The Blends** (A culture/diversity checkpoint)
5. **The Beasts** (A nature/industry checkpoint)
6. **End: The Distillery** (Victory!)

Game Play (10 Rounds Total)

The game is played in 10 rounds, with each player getting a chance to be the "Quizmaster" (the active player choosing the question) once per full rotation of players.

At the start of each round:

1. Every player is dealt **three** new trivia questions from the stack.
2. The active Quizmaster for the round privately reviews their three questions.
3. The Quizmaster must select the *one question* they believe will be the most challenging for the *other* players to answer correctly. The goal is to stump your friends!

The Round Continues:

1. The Quizmaster reads their chosen question aloud to the other players.
2. Players can work together or compete individually, depending on if this is a team effort or a head-to-head battle.
3. If the other players answer correctly, the Quizmaster takes a drink. If they answer incorrectly, they take a drink. (The specific drinking rules can be adjusted).
4. Scoring and Movement: Each question has an assigned point value (e.g., 1-3 points, depending on difficulty).
 1. If the question is answered *correctly*, the answering players move forward on the game board by the points assigned to that question.
 2. If the question is answered *incorrectly*, the Quizmaster moves forward by the points assigned to the question for having successfully stumped everyone. The first player to reach the final space,

First to The Distillery, wins the game! They are officially declared an honorary Bourbon Steward and are presented with the coveted prize bottle of whiskey.