

Borderline: A U.S. Geography Guessing Game

Name a state, click its outline — no interior borders to give it away

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I spend my days around maps of the U.S., which makes it a little embarrassing how often I cannot place a county. Borderline is the fix: you are given a place name, you click where you think it is on a black outline map, and you find out how close to “borderline” your geography really is.

1 Play

[Open app GitHub](#)

2 How it plays

- **States mode:** the outline of the U.S. appears with no interior borders. Click inside the named state to score. Miss, and the correct state is highlighted.
- **Counties mode:** pick a state and the map zooms to its outline. You get county names, or the locally correct equivalent (parishes, boroughs and so on).
- **Easy or Hard:** Easy keeps every answered shape colored on the map as a running record; Hard clears it between guesses.
- **Untimed or Blitz:** choose 10, 25 or all rounds, or race a 60-second clock.
- **Zoom and pan** for fiddly shapes like tiny islands and thin coastal counties.

The game remembers your best score per mode in `localStorage`, and once you have missed something enough times it surfaces a “you struggle most with” list. At the end, **Retry these** replays just what you got wrong, and **Copy result** puts a Wordle-style summary on your clipboard to share.

3 Under the hood

It is pure static HTML, CSS and JavaScript (ES modules): no build step, no server, no CDN, built to live on GitHub Pages. Boundary data comes from the U.S. Census Bureau via us-atlas. Keeping it dependency-free means it loads fast and is easy for anyone to read and fork.

The code is on GitHub — it is still borderline playable, so bug reports are welcome.