



8+  
age

2-9  
players

15+  
min.

# Flags of the World



An exciting way of learning countries and capital cities!

**Contents:** 200 cards, world map.

The flag cards of each continent are color-coded with their own continent color as shown below.

**North (and Central) America** – RED

**South America** – GREEN

**Asia** – LIGHT BLUE

**Europe** – DARK BLUE

**Africa** – PURPLE

**Australia and Oceania** – YELLOW

For each game, you can choose the continent/continents you want to include in the game.

## GAME 1

2–7 players, ages 8 and up

### The object of the game

Collect cards by either knowing or guessing which the country the flag belongs to. The player who collected the most flags is the winner.

### Setup

The number of the cards used in the game depends on the number of players:

- 2–3 players: 40 cards
- 4–5 players: 50 cards
- 6–7 players: 60 cards

You can choose the flags you want to play with from any continents you wish. Shuffle the cards and deal 4 to each player. Place the rest of the cards flag side up in the middle of the table in two piles.

### Playing the game

The players place their cards on the table with the flag side up, forming a row. The first player (the one on the left of the dealer), starts by pointing at any flag which he recognizes in front of any opponent. If he doesn't know any of the flags, he must choose one and guess. He names the country he thinks the flag belongs to (only one guess!). The owner of the card picks it up and checks the answer.

**If the answer is correct**, the player in turn gets the card for himself. If he can name the capital city as well, he is allowed to take a bonus card from either of the piles in the middle of the table. This card is just for points, the player doesn't have to name the country or the capital. The player collects these cards in a special pile.

**If the player in turn answers incorrectly** or doesn't know the country, the owner of the flag reveals the correct answer. If the player in turn can now name the capital city of the country, he gets the card. If he doesn't know the capital city, the owner of the card reveals the name and places the card at the bottom of one of the piles.

The game passes on to the next player in a clockwise direction.

Each player should always have 4 cards in front him/her: once a card is removed from the row, replace it with a new card from one of the piles.

### The winner

The winner is the player who has collected the most flags when the two piles are finished. The four cards on the table do not count.

## GAME 2

2–5 children and a leader, for ages 6 and up. Simplified version of game 1: the level of difficulty is adjusted according to the ages and knowledge of the children by choosing the flags and the number of cards in the pile.

### Setup

The object of the game is to collect flags. The leader chooses the suitable flags. You need 10–16 cards for the youngest children depending on the number of players. Shuffle the cards and place two cards in front of each child and six in a pile on the table, all with the flag side up.

### Playing the game

The youngest player starts the game and points at a flag he knows in front of another player and says which country the flag belongs to. If he doesn't know any of the flags, he must choose one and guess.

**If the answer was correct, the player gets the card.**

**If the answer was incorrect,** the leader gives the correct answer and places the card under the pile. The turn passes clockwise to the next player.

There should always be two cards in front of each player. Take cards from the pile when necessary to fill the gaps.

When the pile on the table is finished, collect two cards from each child, shuffle them and deal each player one card. The rest of the cards are placed in a pile on the table and the game continues as before until all the cards are gone, or until no one can name any more flags.

### The winner

The player who has collected the most flags is the winner.

## GAME 3

5–9 players, ages 8 and up, 2 teams

This game is played by 2 teams and a leader who is not a member of either of the teams. The object is to collect points (instead of cards). Team scores should be kept.

### Setup

The leader chooses 20 flag cards in advance, which remain concealed from the teams (for example the easiest ones, 1–70). There are two clues on the back of the cards.

### Playing the game

The leader holds up one flag for both teams to see.

Team 1 says which country the flag belongs to. If the answer was incorrect, the leader reads the first of the two clues on the back of the card. If they still don't know or answer incorrectly, the leader reads out the second clue.

#### Points are scored as follows:

Correct answer without clues 3 points

Correct answer after 1st clue 2 points

Correct answer after 2nd clue 1 point

If there is no right answer from team 1 after the second clue, team 2 may answer. If they answer correctly, they receive 1 point. If neither of the teams gives the correct answer, the leader reveals the country.

The leader then shows a new flag to team 2, and the game proceeds as explained above.

## **The winner**

The game ends when the leader has shown all the cards. The team which has scored the most points is the winner.

## **GAME 4 – Star Play**

A more challenging game for 2–6 individual players or 4–6 players in teams.

### **Star Play for individual players**

The object is to collect flag cards by knowing or guessing the countries they belong to. The other players can check the answer if they believe the answer to be incorrect. In this version you can either win or lose cards.

### **Setup**

Use all the cards. Shuffle them and deal 5 cards to each player. The cards are placed in a pile in front of each player with the flag side up. The rest of the cards are placed flag side up in 5 equal piles in the shape of a star in the middle of the table. (During the game you can send around a small object, for example a pen, to show which player is currently playing.)

### **Playing the game**

The youngest player starts the game and points at a flag in the star and tells which country the flag belongs to. Then he places the card in his pile without checking the answer. If a player doesn't know any of the flags, he must try to guess. The answer is regarded as correct if none of the players calls out "Check!" (see Check rules).

### **Capital City Bonus**

When a player names the country the flag belongs to, he can also choose to name the capital city, which must be done before the card is picked up. The Capital City Bonus is an extra card from the star. The answer is considered correct if no one calls out "Check!"

### **Check rules**

If another player suspects that a player has given an incorrect answer, he calls out "Check!" and checks the player's card. This must be done before the current player or the next player in turn has taken a new flag from the star. If a check is demanded on both country and capital, the fine is paid if the country is wrong. If the country is right, the capital challenge can proceed (see Checking and Fines below).

### **Checking**

A = player whose answer is checked

If the answer was correct:

If the answer was incorrect:

B = player that demanded checking

A keeps the card and B pays a fine to A (see Fines).

A gives the card to B and pays a fine to B.

### **Fines**

The fine is paid with the top card from the pile in front of the player, but the receiver can only accept the card if he can name the flag on the penalty card. Both clues can be read if necessary.

### **The winner**

If a player loses all his cards, he is out of the game. The game finishes when all the cards from the star are all used. The player who has collected the most flags is the winner.

## Star Play for teams

This game is played by 4–6 players in teams of two. The team members sit opposite to each other. The game is played the same way as Star Play for individuals, except that the team members can help each other by reading out the clues on the cards to one another.

## How to play

Every time a player takes a new flag from the star, he may either answer directly, or read the clue so his team mate. When using clues, the team mate may not answer until the first clue has been read, even if he knows the answer.

**If the team mate answers correctly** after the first clue, the player (the reader of the clue) keeps the card and continues with a new flag once, after which the turn passes on to the next team.

**If the team mate answers incorrectly** after the first clue, a member from the next team gets to answer. If he answers correctly, he keeps the card – otherwise the turn passes clockwise to the next player until someone answers correctly.

If no one knows the country after the first clue, the reader of the clue gives the second clue and the game proceeds as explained above.

If no one can answer the question after the second clue, the answer is read out and the card is placed under one of the piles in the star.

## The winner

The winner is the team with the most collected flags.



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**WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.