

**8+**

age

2-6
players45+
min.

UK



Flags around the World



Contents: Game board, 200 cards (195 Flag Cards and 5 Continent Cards), 30 game pieces (6 x 5 colours).

Short rules

1. First the players decide how many rounds they want to play (max. 5) and whether they are going to use the multiple-choice answers.
2. The oldest player starts, and the turns pass clockwise.
3. The player chooses a flag and tries to name the country. If they answer correctly, they can choose whether to answer an additional question. The player on their right reads the question out loud.
 - If they answer the first question correctly, they can place a game piece on the map on the continent in question. If they answer the additional question correctly, they can move their score marker along the scoring route.
 - If they answer the additional question incorrectly, other players can try to answer it by shouting their name.
4. The round ends when a player has all their game pieces on the map or when there are no more Flag Cards on the game board. At the end of the round, points are counted and the players move their score markers on the scoring route.
5. Any remaining cards are removed from the game board and new cards are placed on it. The players remove their game pieces from the map, and a new round can begin.
6. The player with the most points after all the rounds have been played is the winner!

Setting Up

Place the game board on the table and separate the Continent Cards from the deck.

Shuffle the Flag Cards, pick 34 of them at random and place them on the game board.

Each player chooses a colour and takes all the game pieces of that colour. Each player places one of their game pieces on the starting space as a score marker. (Picture 1)

Object

Collect the most points by guessing which country the flags on the cards belong to and by correctly answering the questions on the cards. Once the agreed number of rounds is played, the player with the highest total score wins.

Flag Cards

The arrow on the Flag Cards illustrates which side of the card should be pointing up. The arrow should always point upwards. (Picture 2) The correct answers appear on the cards in bold typeface.

In the game, you can either read out the multiple-choice answers or decide not to use them at all. The second option makes the game more challenging. The two options can be used together, too: parents can answer the questions without hearing the answer options, but then read out the multiple-choice answers to the younger players. However, always read out the multiple-choice answers in question 3!



How to play

Agree on how many rounds you will play and which answering option you will use. The maximum number of rounds is five. The oldest person starts the game by choosing a Flag Card from the game board. The player sitting to the right of the starting player picks up the chosen card and reads the first question out loud, giving the multiple-choice answer options if necessary. The right answer appears in bold typeface.

- If the player answers the question incorrectly, the turn moves clockwise to the next player. The used Flag Card is placed aside.
- If the player answers the question correctly, that player gets to place one of their game pieces onto the map, on the continent that the country in question is on. The score marker, however, is not moved yet!

Next, the player chooses if they would like to answer an additional question to score extra points.

- If they choose not to answer an additional question, the card is set aside.
- If they choose to answer an additional question, the player to their right asks the question corresponding to the colour of the space the player's score marker stands on. If they answer correctly, they get to move their game piece forward on the scoring route. If their answer is not correct, the other players have a chance to steal that question and score a point instead.
 - The first person to shout out their name gets to answer the question.
 - If the player answers the question incorrectly, they have to move their score marker one step backwards on the scoring route.
 - If the player answers the question correctly, they get to move their score marker one step forward on the scoring route.

Note! You get points for game pieces that are placed on the map only at the end of each round. During each round, you can only earn points by answering the additional questions correctly.

End of a Round

A round ends when one of the players has placed all 5 of their game pieces on the map. The remaining cards are removed from the game board and set aside. A round also ends if all the Flag Cards are taken from the board.

The players then count their points and move their score markers along the scoring route. To start a new round, place 34 new cards on the game board with the flag side facing up. The player next in turn starts the new round.

Scoring

Count points after each round according to the following rules:

- The first player to place all five of their game pieces on the map scores 1 point.
- Each game piece the players have placed on the map earns them 1 point.
- Each continent a player has a game piece on earns them 1 point.

Players count their points after each round and move their score markers accordingly on the scoring route. One point equals one step. Remove the game pieces from the map and start a new round.

The Winner

The player with the most points after an agreed number of rounds has been played wins the game!