

**8+**

age

**2-6**
players**20+**
min.

Flags of the World



Take a tour around the world and learn about different countries and their flags!

Contents: 200 flag cards, 6 continent boards, world map.

Each continent and the corresponding flag cards are color-coded as shown below.



North (and Central) America

Asia

Africa



South America

Europe

Australia and Oceania

The object of the game

Match the flags to the correct countries and try to place them on the right continents!

If you get stuck, you can ask for a clue, but the more you know, the more cards you will score! The player, who places the most cards on the right continents, wins the game!

Setup

Before each game, decide with which continents you want to play. Separate those cards out from the rest of the cards according to their colour, shuffle the deck and take out the right number of cards, depending on the number of players. This deck makes up your question cards!

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

Shuffle all of the unused cards and place the deck on the table, flag side up. This bigger deck makes up your scoring deck. Always keep the question cards separate from the scoring deck! Deal 4 question cards to each player and place the rest of the question cards flag side up beside the scoring deck on the table.

Playing the game

Each player keeps their question cards in a row on the table, with the flag side up.



The player to the left of the dealer chooses a familiar flag in front of any of the other players and makes a guess about to which country it belongs (they only get one guess!). If the player doesn't recognise any of the flags in front of the other players, they must choose one and guess. The owner of the card picks it up and checks if the player was right.

If the player recognises the flag correctly, they can take the card as well as two additional bonus cards from the top of the scoring deck, but they must not look at them! Now the player places all these cards on their continent board, trying to place each flag on the right continent.



The player can move the cards to other continents while the game goes on, but they can't check the right continent from the back of the card.

If the player doesn't recognise the flag correctly, the player to whom the card belongs reads out the first clue and the player in turn can make another guess. If the player does answer correctly, they win the card and 1 bonus card from the scoring deck. Then, they try to place them correctly on their continent board.

If the player doesn't answer the correctly after the first clue, the second clue is read out too. If the player in turn now answers it correctly, they only win the card in play, but no bonus cards from the scoring deck. Then they try to place that card correctly on their continent board. If the player still answers the question wrong, the correct answer is revealed and the card is placed on the bottom of the question deck. It pays off to try to remember which country the flag belongs to, as the card will be dealt to the table again later on!

If there now is an empty slot in front of one of the players, fill it with the top card from the question deck.

Then it's the next player's turn!

End of the game

Play as above until the whole question deck has been used up. Then the game ends. The unused question cards in front of the players are not considered when counting scores.

Scoring and winning the game

Now all the players check all the cards they have won during the game, checking the continents one by one. Pick up all cards on one of the continents, turn them over and remove the cards that hadn't been placed on the right continent. Place these cards aside, and the correctly placed cards back on your continent board. When all the players have done this for, the player with the most cards on their continent board wins!

Playing with the digital app

Start the app at the start of the game. Whenever the app plays the alert sound, finish the turn being played, but play a

digital round before the next player is in turn! On this special round, one of the players can score 2 cards from the scoring deck!