

Capture the Flags!

FLIPPING FLAGS™

CONTENTS: 60 Flag cards

AGE
EDAD
7+

5-10

2-5
PLAYERS

Welcome to the not-so hidden treasure hunt!

It's a little known fact that many of the games in the R&R line contain little treasure hunts hidden in the game and/or the rules. For this one, we decided to run it right up the 'ol flagpole in plain sight! No puzzling message, just a simple straightforward question and clue.

Four flags appear on the cover of this game. They match the heritage of the people in the credits. Whose flag is hidden and which country is it that is missing?

Email your answer to flagcontest@RnRGames.com

The first person to answer correctly will win a special prize! Thereafter, correct answers will be entered into a monthly drawing* for free games and other prizes!

*Participants can only win one prize from each particular hidden hunt. Only one entry per month per hunt is allowed.

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THE GAMES
YOU WANT
TO PLAY!

OBJECT OF THE GAME

Collect as many cards as possible by spotting matches of flags on the cards.

THE CARDS

Each card shows the flags and names of three countries. Each flag appears a total of four times on the cards, but a combination of any two flags are never found on more than one card.



SETUP

Shuffle the cards and spread them face down over the table (it is perfectly okay that they cover each other).

As an alternative you can give each player a pile of cards or share a big pile (this is a less confusing way of playing).

THE GAME

Each player, at the same time, turns over one card (turn them over away from you so you don't give yourself an advantage).

Once you spot two flags that are identical on the cards, shout out the name of the country and collect the two cards. If no other matches are available, everyone flips another card over.

Sometimes you will turn over a card that matches more than one card; in that case the first



person to shout out a correct country gets to collect their match first. The next player that named another matching country collects the remaining card or cards.

The game ends when all of the cards are turned over and no more matches can be made. The player with the most cards wins the game.

GAME VARIATION

If you play with younger children who may be slower at reading the country names, you can grab the cards instead of naming the countries.

CREDITS

Game Design:

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