**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 is 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. The turn passes clockwise to the next player.

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 youngest player starts the game and points at a flag he knows is 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. 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.

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**GAME 4 – Star Play**
A more challenging game for 2–6 individual players or 4–6 players in teams.

**Star Play for individuals**
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
B = player that demanded checking

Checking rules:
- A keeps the card and B pays a fine to A.
- A gives the card to B and B pays a fine to A.

**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.