

table, selects the topmost card, placing the screen card evenly over same, and holding the card in his hands so that all can see the Flag, says "What Flag is This?"

The player first naming the Flag thus held up gets the card. The player having the largest number of cards after all have been shown **WINS THE GAME.**

Any or all players may answer at once. If you feel you can answer correctly or can guess what it is, call out the answer. If two players answer correctly at the same moment, this card is placed aside, and on the following turn when the next card is shown, the first player answering correctly gets both cards. Should all of the players fail to answer correctly the name of the Flag the reader announces the answer, and this card is placed on the bottom of the pack to be read a second time when reached.

FLAGS

THE GAME OF CAPITALS

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The name of the Capitals of the various Countries are through the play of this game, firmly fixed in a player's memory.

Shuffle the cards thoroughly, deal each player a card, and the player receiving the highest card plays first, the next highest follows, etc. In case of a tie, deal another card. (The number directly under the small banner indicates the value.)

Use all the cards except the Key Cards.

Place the pack **FACE DOWN** in the center of the table. The first player draws the top card, asking at the same time of the player on his left "of what country is Vienna the capital?" The correct answer being "Austria." Or, "Athens is the capi-

incomplete

tal of what country?" The correct answer being "Greece."

If the player answers the question correctly he takes the card and places it FACE UP on the table in front of him. Should he fail to answer correctly he should read aloud both the question and the answer and then place the card FACE DOWN in front of him. When a player receives his second card he places it on top of the first card forming a pile.

Players have only one chance to answer the question.

The next player now draws a card and asks the question and the player on HIS left answers and so on until all the cards have been shown and answered correctly or incorrectly.

SCORING

Each player takes all the cards he has answered correctly — those face up — and adds together the numbers beneath the banner in the corner. The player having the highest score wins the game.

THE GAME OF GROUPING THE FLAGS

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In this game there are six groups of Flags of eight cards each, and are identified by the small colored banners in the corners. Namely: Black, White, Green, Red, Yellow, and Blue. There are also four Key cards.

The object of the game is to obtain a complete set of eight cards of one group AND one key card. The first player obtaining this set of NINE CARDS WINS THE GAME.

RULES

1. The game should be played by from four to six players.
2. The cards should be shuffled, and dealt, one card at a time, to each player, after which each player should arrange cards of the same group together in his hands.

3 Deal all the cards. Should the cards not come out even it is of no consequence, and of no particular advantage.

4. The banner at the top of the cards will assist the player in arranging his cards.

5. The object of a player holding one or more cards of a group is to obtain the remaining cards of that group, and the player who can first get together a complete group of NINE cards WINS.

6. The Flag of the country is represented by a card which has its name prominently lettered on the side. In calling, however, observe carefully the numbers beneath the small banner together with the color of the banner. Say, "please give me NUMBER FOUR BLACK", or "NUMBER FOUR RED please". (Never ask for a card you already have in your hand.)

7. The player at the left of the dealer begins by calling for a card from any other player that will help him complete a group, any portion of which he holds. The player called upon gives up the card asked for, if he has it. If the player calling obtains the card asked for of the person asked, he reads the name of the Flag and shows it to all the players and then puts it in his own pack, with his other cards of the same group, and continues calling for other cards from any one of the players. The player calling loses his turn when he demands a card of a player who does not hold it; it then becomes the turn of his left hand neighbor to call, and so on in turn.

8. The first player to obtain a complete group of NINE cards WINS THE GAME. THE NINTH CARD IS ONE OF THE KEY CARDS.

9. A player needing a Key card to complete his group may call for same at any time.