



Rules for Playing the
AMERICAN FLAG GAME

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For Two, Three or Four Players

THE OBJECT OF THE GAME is to travel along the white illustrated track from the space marked START HERE below the Betsy Ross illustration, along the line of Stars to the FINISH CIRCLE (Arizona) at the end of the track. Players collect Flags and Tokens at various points on the way. The first player to reach the FINISH CIRCLE by Exact Count ENDS THE GAME but does NOT necessarily WIN the Game. The WINNER is the player then holding the greatest number of Flags and Tokens.

EQUIPMENT:

The illustrated board.

A spinning indicator.

Six American Flags.

A quantity of small Wooden "Tokens".

Four moving pieces, Red, White, Blue and Green.

PREPARATION:

Place a Flag on every eighth Star, beginning with South Carolina, the last Flag being placed on Arizona, and cover each of the forty-two remaining Stars with one of the Red Tokens. (So that each of the forty-eight States bears either a Flag or Token.)

Spin the indicator. Highest player has the privilege of leading the play using the Red playing piece, others playing in the following order: White, Blue and Green.

THE PLAY:

Red moves first and he does so by spinning the arrow on the indicator. When the arrow stops the player moves his playing piece along the track the number of Stars indicated. The player then removes a Token or Flag on that Star, READS ALOUD the name of the State and the year in which it was admitted to the Union, and **takes** the Flag or Token, **leaving his own playing piece there**. The next player continues in the same manner. A player exactly reaching a Star occupied by another player puts his piece on the next Star ahead not occupied by another player. (no two players

may occupy the same Star).

The Game ENDS when anyone of the players reaches the FINISH CIRCLE (Arizona) by Exact Spin. The player having the Highest Score at that moment WINS THE GAME.

DOUBLE PLAY:

When the arrow stops at "1776" or the "Statue of Liberty" the player advances to the next Star not occupied by another's playing piece, READS ALOUD the name of the State and the year in which it was admitted to the Union, and Spins again.

SCORING:

Each American Flag taken counts 10 points.

Each Token taken counts 1 point.

Another Form of Play Naming the Capitals

PREPARATION:

Place a Flag on every eighth Star, beginning with South Carolina, the last Flag being placed on Arizona, and cover each of the forty-two remaining Stars with one of the Red Tokens.

THE PLAY:

The four playing pieces are put together and the players in turn select a piece without looking — Player drawing the Red Playing Piece spins the indicator and moves first. When the arrow stops the player moves his playing piece along the track the number of Stars indicated. He then READS ALOUD the name of the State upon which his piece has landed and NAMES THE CAPITAL of that particular State without looking at the Map during his turn of play. If he names the Capital correctly (as shown upon the map) he may keep the Flag or Token which rests upon that Star. If the player **fails** to name the Capital his playing piece must drop back to the next VACANT STAR, thus forfeiting his chance to claim the Flag or Token. (If there is no such **vacant** Star, he is put back to "Start Here.") A player landing on a vacant Star does not have to name the capital. The turn to play passes to the left.

A player landing upon a Star occupied by another player is immediately advanced to the next Star ahead and if this Star bears a Flag or Token he must name the Capital as usual, if **vacant** he is not obliged to name it. (No two players may occupy the same Star.)

DOUBLE PLAY:

When spinning and the arrow stops at "1776" or the "Statue of Liberty" the player advances to the next Star not occupied by another's playing piece, names the Capital and **spins again**. If he **fails** to name the Capital, he must drop back to the next vacant Star thus forfeiting his Flag or Token as well as SECOND SPIN.

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