



Rules for playing the

GREAT AMERICAN FLAG GAME

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CHICAGO

For 2, 3 or 4 players

THE OBJECT OF THE GAME is to travel along the illustrated track from the space below the Betsy Ross illustration, along the line of stars to the state of Arizona, at the end of the track. Players collect tokens at various points on the way. The first player to reach the end of the track by exact count ENDS the game but does not necessarily win it.

■ The player holding the greatest number of tokens when the game ends WINS that game.

■ Utensils consist of four moving pieces, one red, one white, one blue and one green. These are moved along the track.

One spinning indicator.

A quantity of little wooden tokens.

One large American Flag and a special base for the flag which has a metal pointer attached to it.

Place the flag on the map with the pointer on the base at Washington (D. C.) the Capital of the United States.

To play the game each player selects one of the moving pieces.

Red plays first—then white—then blue followed by green in turn.

■ Red moves first and he does so by spinning the arrow on the indicator. When the arrow comes to rest the player moves his playing pieces along the Star track the number of Stars indicated, and then reads aloud the name of the state upon which the piece now rests. This same player then names the capital of that particular state without looking at the map and, if he names it correctly, he moves the large flag so that the pointer on the base points directly at that state capital. For instance if the playing piece comes to rest on the star representing the State of Missouri, he holds his finger on the playing piece and names the capital, which is Jefferson City. He now removes his finger from the moving piece and places the tall flag with the pointer on the base in such a manner that this pointer is directly over Jefferson City. Now, for naming the state capital correctly and for placing the pointer in the proper manner, that player is entitled to one token which he takes from the box. The next player behaves in like manner. If, however, he makes a **mistake** in naming the capital, he must **move back** to the next unoccupied space and also return one token to the box, and then his play ends. He does not have a chance to name a capital and claim a token when he moves back.

A player landing on an occupied space ⁺ must advance to the next unoccupied space, ahead.

When the arrow stops at "1776" or the "Statue of Liberty" he advances one space and if he can name the capital of that state he may take another turn. This offers the player the chance of naming another capital and also of gaining another token.

■ **Remember:** The game ends when the first player reaches the end of the track but the player having the most tokens at the end of the game WINS.

Questions on the Great American Flag Game will be gladly answered if three-cent stamp is enclosed. Address PARKER BROTHERS, INC., Salem, Mass