

# Rules for Playing

Parker Brothers

## WORLD FLAG GAME ABOUT THE UNITED NATIONS

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For 3, 4, 5 or 6 Players

### INTRODUCTION:

This game has been published in cooperation with the Office of Public Information of the United Nations. With four exceptions all of the countries appearing on the board were members or prospective members of the United Nations as of July 31, 1960. The four exceptions are the two German Republics (both appear in the same square), Switzerland, and the Peoples Republic of China. These important land areas are essential to the play of this game. Switzerland, incidentally, contains the European headquarters of the United Nations.

The playing board has been laid out geographically so that any one nation is adjacent to its several neighbors. In a few cases nations are not connected to their neighbors because too much confusion would have resulted when playing the game. The point values assigned to each country are arbitrary and in no way reflect the size or importance of one nation over another.

### OBJECT:

The object of the game is to earn the most points by playing cards to the board. As the game is played, the players will become more familiar with the geography of the United Nations world in which we live.

### EQUIPMENT:

There is one playing board, one deck of cards (split into four packs), and an information booklet. The booklet has no part in the play of the game but contains a brief history of the flags of all the United Nations members, and what the United Nations flag represents.

### PREPARATION:

Place the board on any large table. Select one player to deal. After removing the trade mark card, the dealer puts all of the remaining cards together and shuffles them thoroughly. He deals nine cards to each player and places the remaining cards in a pile face down in the center of the board.

Each player places his nine cards FACE UP before him and sorts them for convenience according to the regions on the board. This can be done easily as each card contains a border color similar to one of the border colors on the playing board. The border colors represent geographical areas and are for convenience in the play of the game. The eight nations in the center of the board do not comprise any one geographical area and were selected only to aid in the play of the game.

### THE PLAY:

The player to the left of the dealer has the first turn. If he has a card with a dark grey border he may play it to the board by placing it FACE DOWN on the matching flag in the center area on the board. If this first player has the card of ANY country CONNECTED to the one he has just covered with his first card he may play this card face down on the proper space on the board. He may continue in this manner provided that each successive card he plays is connected to the card JUST previously played by a solid pink line, a striped pink line, or a striped blue line. There is no limit to the number of cards that a player may play on his turn provided they are connected to the card previously played.

Each succeeding player plays in the same manner. If he has a card with a dark grey border he may play it as his first card on any turn and play his next card adjacent to it, etc. If he prefers he may play any card which can be played adjacent to any other card already on the board. However, once a player plays one card on his turn, he can only play another card if it is adjacent to the first card played on his turn. If he wants to play a third card it must be adjacent to the second card, etc. Thus if the first player played on Saudi Arabia, Jordan, and Iraq, the second player could either; a — start on one of the other countries in the center section; b — play on Yemen, (he could not play any other card if he does this as there is no open space adjacent to Yemen); c — start with the United Arab Republic and keep going with any cards such as Sudan, Union of South Africa, Congo, etc.; d — start with Iran and keep going with Pakistan, Afghanistan, Union of Soviet Socialist Republics, etc.

A player completes his turn by announcing his score and drawing the proper number of additional cards from the center pile as follows:

If he has played 1 card he draws 3

If he has played 2 cards he draws 2

If he has played 3 cards he draws 1

If he has played 4 or more cards he draws 0

If he has no beginning card, is unable to play or chooses not to play, he passes, draws 4 cards and receives a penalty (see scoring below). The play then passes to the next player and proceeds in a clockwise direction.

### ISLAND SPACES:

Certain nations are island countries. They are designated on the board by a solid light grey border around their flags. Any player, including the first player, may play on an island country but this is all that he can do on his turn as there are no adjacent countries. There are two exceptions. The United Kingdom has been connected to the Netherlands by a waterway and thus a player who plays this card may keep going unless a card has previously been played on the Netherlands. Haiti and the Dominican Republic are on the same island and thus if one player has both these cards he may play them on the same turn.

### SCORING:

A running tally is kept, each player's score being recorded after his turn.

1. A value is assigned for each space. The value for each space is indicated by the number appearing above the upper left-hand corner of each flag. The value is also indicated on the corresponding card. In a SERIES or RUN, the first card played counts the value indicated. The second card doubles its value. The third card triples its value. The fourth card counts four times its original value and so on.
2. The LAST card to be played in each of the four CORNER areas (South America, Africa, Far East and Europe) gives the player a 25 point bonus.
3. The player who goes out first (plays all of his cards first) gets a 25 point bonus and the other players deduct from their scores the value of their remaining cards.
4. A number of points are also deducted from a player's score for failing to play; 5 points for being UNABLE to play; 10 points for REFUSING to play the 1st time, 15 the second time. A player may refuse to play only twice during the game. Of course there may be other times when he is unable to play in which case he always deducts 5 points.

### WINNING THE GAME:

The game ends when one player runs out of cards and there are no more cards in the draw pile. The player with the most points wins the game.

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Questions on the rules for this game will be answered gladly if correct return postage is enclosed with your letter. Address:

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