

other players can see it clearly. The first one to name it correctly gets it. The "caller" should cover the name on the cards with another card or a piece of paper. Remember that many countries have more than one flag. For instance: Japan, Russia, England, Germany, etc. Therefore, when the Japanese man-of-war flag is put up, it should be distinguished from the Imperial Japanese Standard, which is quite different.

TO WIN:

Each flag counts 1 point.
The player scoring most points wins.

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Game of Flags

or, The Emblems of All Nations

(Two Games)

For Three, Four, Five, or Six Players

IMPLEMENTS

consist of 48 cards, with full colored flags on them; also up-to-date information relating to the flags, their origin and meaning, etc.

THE OBJECT

of the game is to see which player can make the most points through gathering the cards into their proper books. Each book is composed of 4 special cards.

TO BEGIN:

Appoint a dealer. He shuffles the cards and distributes them around

the table to the players, one at a time, face downward, until the pack is exhausted.

The player on the left of the dealer has first play. He calls upon any other player for a card which he needs to complete, or help to complete, a book. If he obtains the card called for, he may ask the same or any other player for another card, and so on until he fails to get the card he demands. For instance: If a player holds the flag cards of Peru, Uruguay, and Honduras, he will need Ecuador to complete the book. This he knows by reading at the foot of the cards he already has. They say: "Match Uruguay." This will complete Book N.

If a player holds a card that is asked for, he must give it up. If he "re-

vokes," or says he has not the card when he has, even when it is an accident, he loses 50 points from his score.

TO SCORE:

Each ordinary book counts 5.

Each book containing any American flag counts 5 extra.

The player getting most books counts 5 extra.

TO WIN:

The player scoring most points wins.

Flag Game No. 2

An exciting game

Appoint one player the "caller."

He takes up one flag card at a time from the pack in front of him, and holds it up so that all the