

FLY FOR



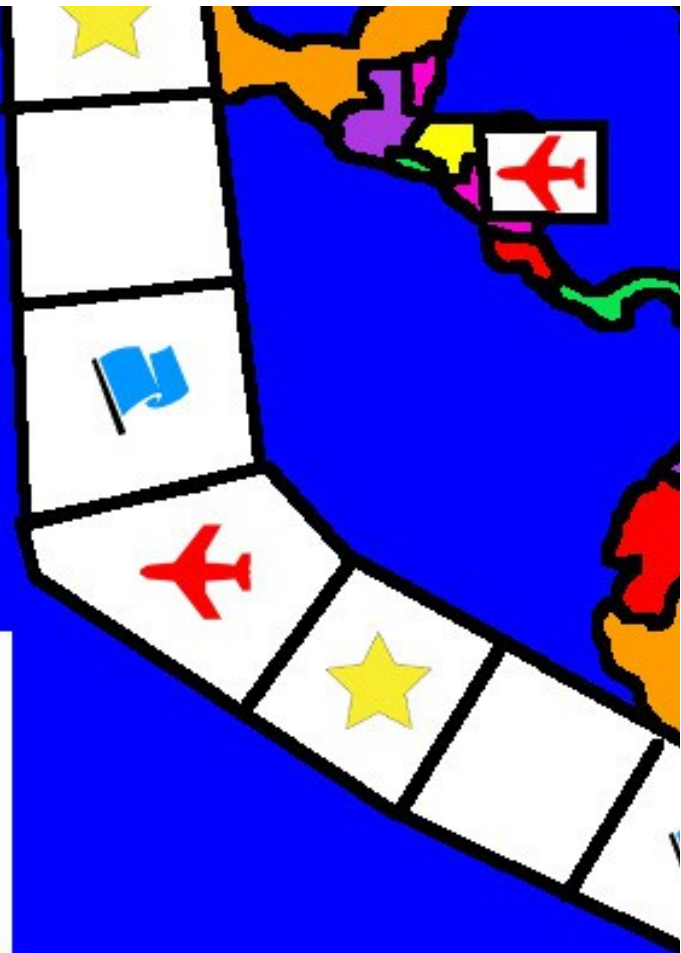
FLAGS

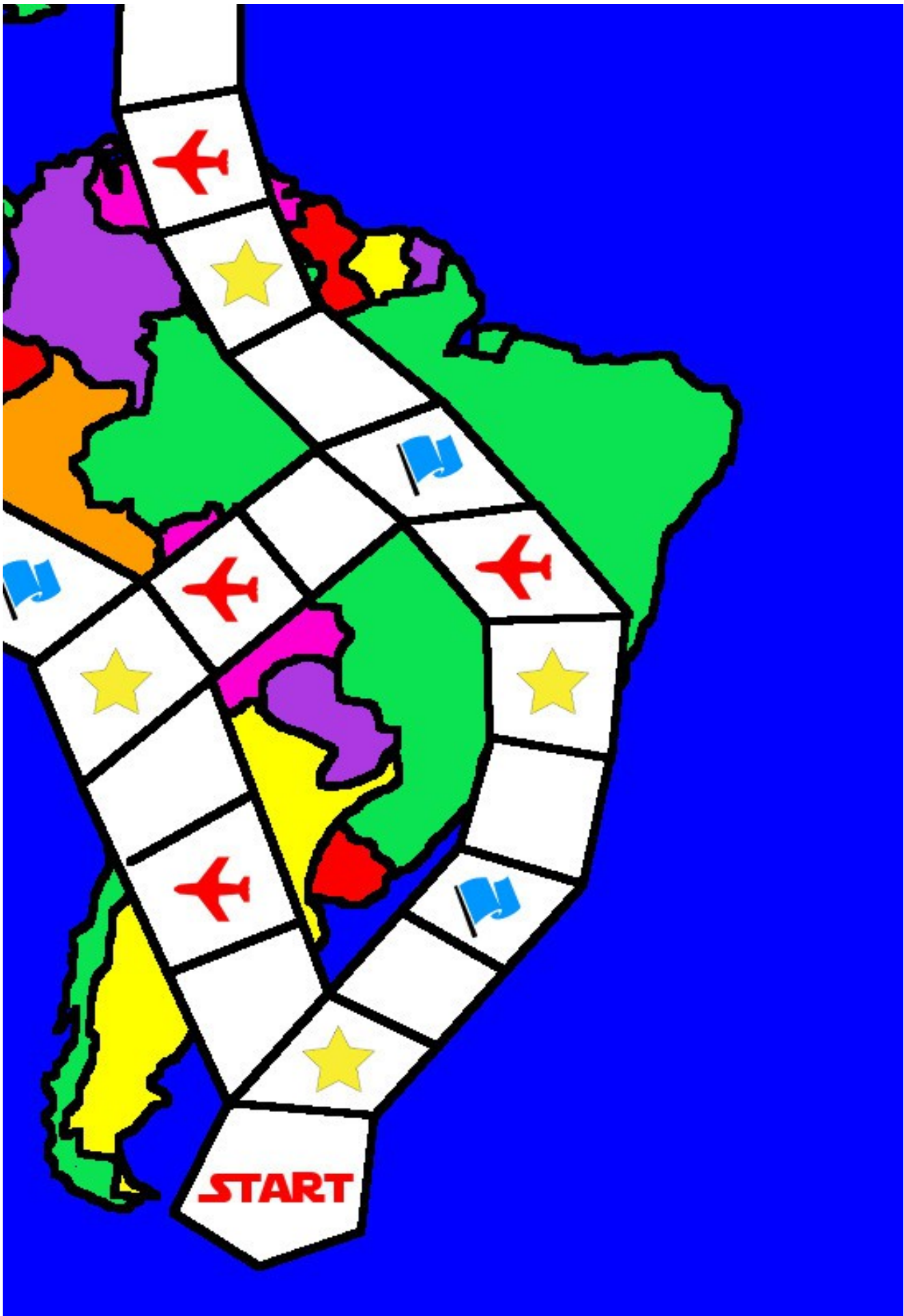


**FLAG
CARDS**

**ACTION
CARDS**

**AIRPORT
CARDS**





FLY FOR FLAGS

by Xander and Melissa Mall

You Will Need: game board, directions, map, action cards, flag cards, airport cards, player tokens, and one six-sided die

Object: Be the one who collects the most flags and win the game!

To Begin: Roll to see who goes first, play continues clockwise.

On Your Turn: Roll the die and move your piece the amount of spaces shown. You may move your piece in any direction available (forward or back) and go around the board as many times as you like, but all moves in a single turn must be in the same direction. Forward means towards the finish space, back means towards the start.

If you land on a marked space, draw an appropriate card.

Flag Space: Draw a flag card and try to locate the listed country on the board. If you can find it, you keep the flag! If you guess wrong, it goes to the bottom of the flag card pile.
(Consult included map to check answers!)

Star Space: Draw an action card and follow the directions on it.

Airport Space: Draw an airport card and move your token to the listed airport.

How to Win/Ending the Game

To end the game, move your piece to the finish space. All other players will have one more turn to make whatever moves they can. At the end of these turns, the player with the most flag cards wins (even if they did not reach the finish!)

North and South America

