



CAPTURE



the



FLAG

INSTRUCTIONS



CONTENTS : 2 FLAGS, 195 CARDS

AGES 6+

2 PLAYERS

⌚ ~10 MINUTES

GOAL

The race is on! In this two player game, who will be the first to capture their opponent's flag?

Protect your flag and capture your opponent's flag by breaking down their defending wall faster than they can build it up. Once their wall is down, reach out to capture their flag - and win the game!

SETTING UP

1. Each player places a **flag** on the table directly in front of them.
2. Spread all remaining cards **face-down** in a pile in the center of the table and scramble them up to shuffle.
3. Players then draw **four cards each**, placing them face-up in a line in front of their flag card. These cards will serve as each player's row of walls defending their flag.

PLAYER 1



VS



PLAYER 2

DRAW PILE



(IT DOESN'T HAVE TO BE NEAT)

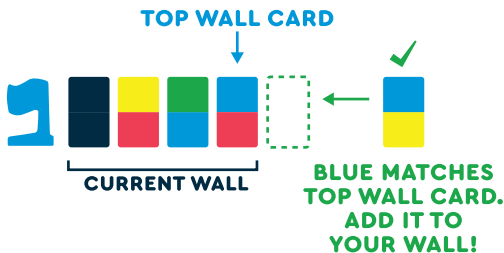
HOW TO PLAY

1. There are **no** turns. Both players play **simultaneously** drawing cards as fast as they can.
2. When ready, **both** players clap both hands above the table to start the game.
3. Players draw **a single card** from the center pile of cards and flip the card over to reveal the colors on the card. These cards could have one solid color or two colors.
4. The colors on the cards will determine how you can play a card:



DEFEND YOUR FLAG!

If any color on the card matches **any** color on your own top wall card, then you can **add** it as another wall **defending** your flag.



Throughout the game walls will be **removed** and this is how a player can **rebuild** their walls.

ATTACK YOUR OPPONENT!

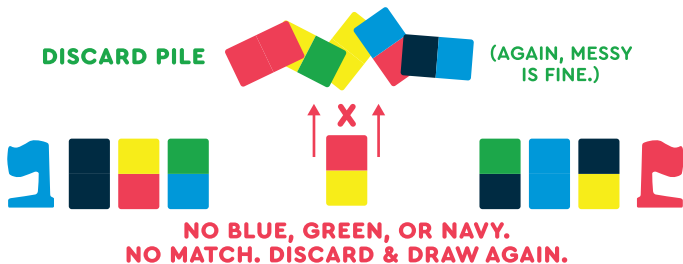
If **any** color on the card matches a color on your opponent's top wall card, you can **attack** and **remove** their top wall card. Thus, breaking down your opponent's wall.



Take their top wall card **and** the card they drew and place them **both** face-up in the discard pile.

DISCARD

If the card **does not** match **either** your top wall or your opponent's top wall cards, then place the card **face-up** in the discard pile.



DRAW PILE



5. Players continue to draw single cards from the draw pile trying to match colors that either **break down** their opponent's walls **or add new walls** to defend their flag.
6. When a player loses **all** of their defending wall cards the opposing player then can **'capture' the flag** by reaching out and grabbing it.
If the opposing player **fails** to do so in a timely manner or forgets to grab the flag, the defender can place a new card down to build another wall.
7. If the draw pile runs out of cards, then players now draw from the discard pile as-is. **No shuffling or turning cards face-down.** Players may quickly draw cards that are face-up to select the cards that they need.



When a player captures another player's flag, that player wins the game!



Buffalo

GAMES & PUZZLES™

Questions or Comments?

buffalogames.com

855.895.4290



Gameplay
© Dolphin Hat Games
Graphic Design by
Idea Monster Co.

© Buffalo Games, LLC

220 James E Casey Drive | Buffalo, NY 14206

MADE IN CHINA/FABRIQUÉ EN CHINE

00278 - 122320