

RULES FOR THE 3 GAMES



France • Capital: Paris

1 CAR RACING GAME



Family game • 2 to 6 players • Ages 7 and up



CONTENTS

1 board, 12 car tokens (2 of each colour), 2 dice, 1 rule book, 1 supplementary game: World Flags & Capitals / Battle Of Nations (246 cards). The two games can be played separately or together.



Note

Scan the QR code to access the full rules in 16 languages



SET-UP

Decide on the number of rounds or the duration of the game. Place the board in the centre of the table.

Each player takes 1 or 2 cars (the same number for all players). Decide whether to play with World Flags & Capitals. 2 players: 1 die | 3 or more players: 2 dice



QUALIFYING ROUND

Each player rolls the dice (for each car). Highest score = Pole Position + first player (in the event of a tie: roll again).



START OF RACE

Play with the cars in the order decided in the qualifying round. On each lap:

- Roll 1 or 2 dice (depending on the number of players)
- Move the car forward the number of spaces rolled
- Apply the bonus [+] or penalty [-] according to the space the car lands on



TRACK SPACES

Move forwards (+) or backwards (-) the number of spaces shown (on the space and the board legend). If you land on a black space (marked with a cross), move your car back to space #1.



END OF RACE

The race ends when a player crosses the finish line after the specified number of rounds OR when the time is up.

Winner = the first player to cross the finish line OR the player in the lead when the time runs out.



PLAYING WITH WORLD FLAGS & CAPITALS

When a player lands on a grey track space, they may choose to draw a World Flags & Capitals card.

Correct answer: Move forward 5 spaces

Incorrect answer: Move back 2 spaces

2 FLAGS AND CAPITALS OF THE WORLD GAME



World Flags & Capitals

Simple and family-friendly • 246 cards
Card data updated for 2025

- Countries not recognised by the UN
- Territories
- ▲ Other



BASIC RULES

Shuffle the cards and create a draw pile (with the flag side face down). Take the top card and hand it to your opponent. They will show you the flag only and you must name the country. If you guess correctly, you may answer the other questions about that country. If you don't know the answer, place your card back at the bottom of the draw pile. Take turns playing, from left to right. The player with the most cards wins the game.



EXTRA CHALLENGE

When a player draws a card and guesses the name of the country, they may choose to answer an additional question. You earn 1 point for each correct answer (up to a maximum of 4 points per card). The player with the most points wins the game.



PLAYING WITH ONE RACE ONE WORLD ONE CHAMPION

When a player lands on a grey track space, they may choose to draw a World Flags & Capitals card (optional).
Correct answer: Move forward 5 spaces • Incorrect answer: Move back 2 spaces.

3 BATTLE GAME



Playable with 2/4/6/8 players

30 cards per player

2 players	=	60 cards
4 players	=	120 cards
6 players	=	180 cards
8 players	=	240 cards



CONCEPT

Battle Of Nations is based on the classic card game War. However, in this game, the value of the cards is not determined by symbols such as King, Queen or Jack: instead, it depends on the highest population figure shown below the country's flag. The player with the most cards wins the game.



EQUIPMENT

The same cards are used as for the game WORLD FLAGS & CAPITALS. On each card, below the flag side, the population figure is written.



NUMBER OF CARDS

You don't necessarily play with all the cards. Usually, 30 cards are dealt to each player. The remaining cards are not used during the game.



OBJECT OF THE GAME

To win as many cards as possible.



HOW TO PLAY

Each player simultaneously places the top card from their deck face up. The player whose card shows the country with the largest population wins the trick. They collect all the played cards and place them at the bottom of their deck. Play continues until one player has won all the cards, or until the agreed-upon number of rounds is reached.



SPECIAL RULE: THE "BATTLE"

A Battle is triggered when players draw cards showing countries starting with the same letter. Only the players with countries starting with the same letter take part in the Battle. They must then:

- 1/ Place 3 cards face down, then place 1 card face up
- 2/ The player who gets the card with the largest population wins the cards in the Battle, as well as all the cards played during that round
- 3/ Players who lose the Battle lose all the cards they have put into play



MULTIPLE BATTLES AT THE SAME TIME

Several groups of players may have the same letter at the same time. If there is still a tie during a Battle, the tied players play a new Battle according to the same rule: 3 cards face down and 1 card face up. Play continues until there is a winner.



END OF GAME

The game ends when one player has won all the cards in play, or when the players decide to stop. The winner is the player with the most cards.

Example:

Both Austria and Argentina start with the letter A.

So, a Battle is triggered between the players involved: two players have a card starting with A, and two other players have a card starting with B. In this case, the players involved play their Battle. At the end, the player with the highest final population score wins all the cards played during that round.