

Flag Finish

A fast and fun card game for 2–3 players, ages 7+.

Start your engines! In this fast-paced race, every card counts. Build your sequence, time your finish, and speed your way to the lowest score.

Game Components

72 cards total:

- Numbers 0 to 10 in six colours
- 6 checkered flag cards

Goal of the Game

Race to play your cards in order from 0 to 10, then finish with a checkered flag. The player with the lowest total score after several races wins!

Set-Up

Shuffle all the cards, including the checkered flags. Shuffle together by mixing the cards face-down on the table. Leave the cards in a loose pile, this will be your **draw pile**.

1. Draw 12 cards from the **draw pile**, leaving them face-down on the table in front of you.
2. Take turns drawing a card from the **draw pile** and placing it face-up in a loose **discard pile**.
3. As soon as the first GREEN card is placed in the **discard pile**, the race begins.
4. Pick up your HAND of cards and start racing!

How to Play

Warm-up Mode

The player to draw the GREEN card gets to be the first to take an action. After taking an action, the next player gets a turn. Take turns, doing 1 action each turn until someone finishes the race.

Challenge Mode

As soon as a green card is revealed, everyone starts playing at once. There are no turns – it is a free for all until someone crosses the finish line.

Actions

You may do one of the following actions:

- Draw a card from the **draw pile**, adding it in your HAND.
- Draw a card from the **discard pile**, adding it to your HAND.

- Play a card from your HAND to the table in front of you.

Important Details

- You MUST place a card in the **discard pile** whenever you draw a card!
- Place cards FACE-UP in the **discard pile**: available for all to see.
- You can take ANY card from the **draw pile** or the **discard pile**.
- You CAN move cards in the **discard pile** in order to see them better.
- Watch the discard pile — the card you need might be sitting there!

How to Play Cards

Play cards, building a sequence in front of you:

1. Start with 0 of any colour.
2. Then play the 1, 2, 3... up to 10 (colour still doesn't matter).
3. After playing 0 through 10, play a checkered flag card to finish the race!

Finishing a Race

The first player to play a complete sequence — **0 through 10, followed by a checkered flag** — ends the race for everyone.

To score **0 points**, your **checkered flag must be the final card played**, leaving you with **no cards left** in your HAND. If you finish but still have cards remaining, each one is worth **2 points** — so timing matters!

Scoring the Race

- **All players stop immediately.**
- The player who ended the race:
 - Gets **0 points** if their HAND is empty
 - Gets **2 points per card** if they have any cards left
- All other players:
 - Get **1 point per card** left in HAND

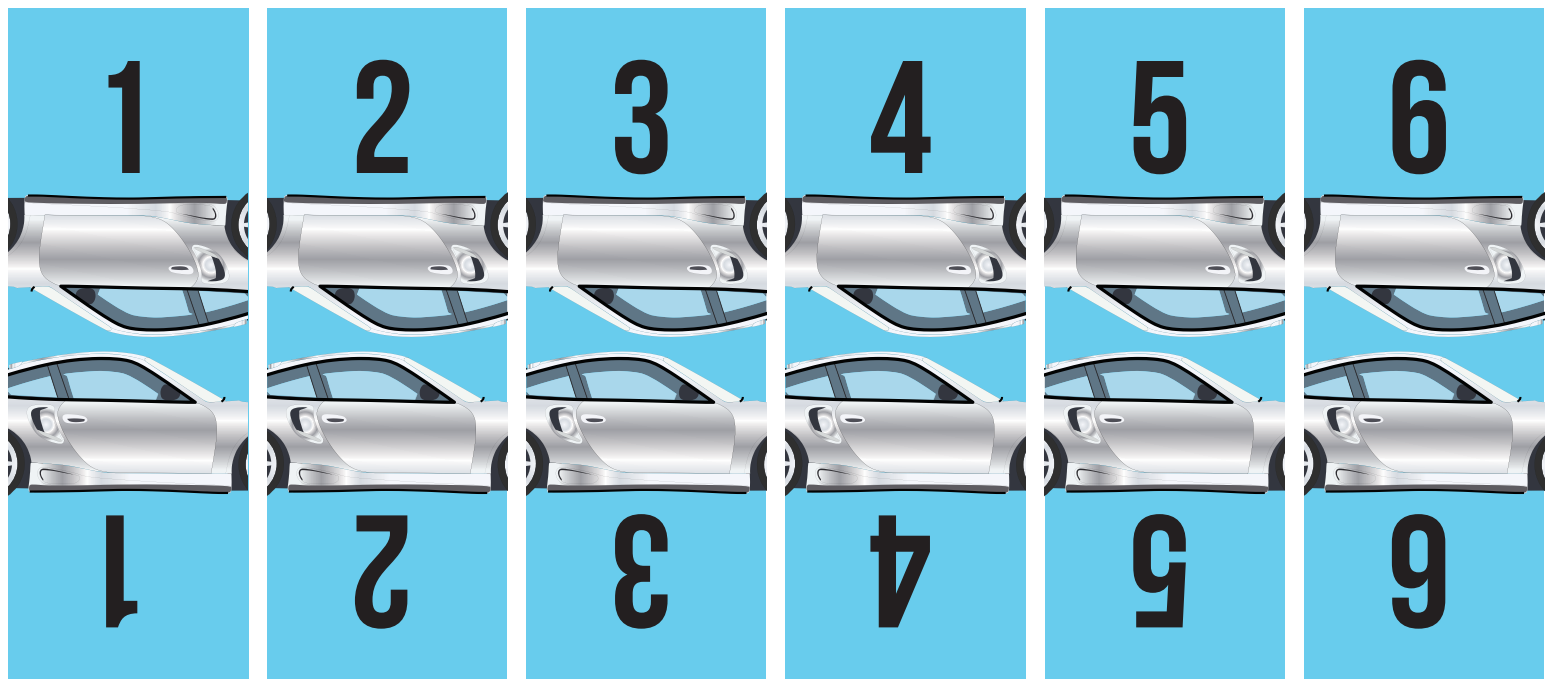
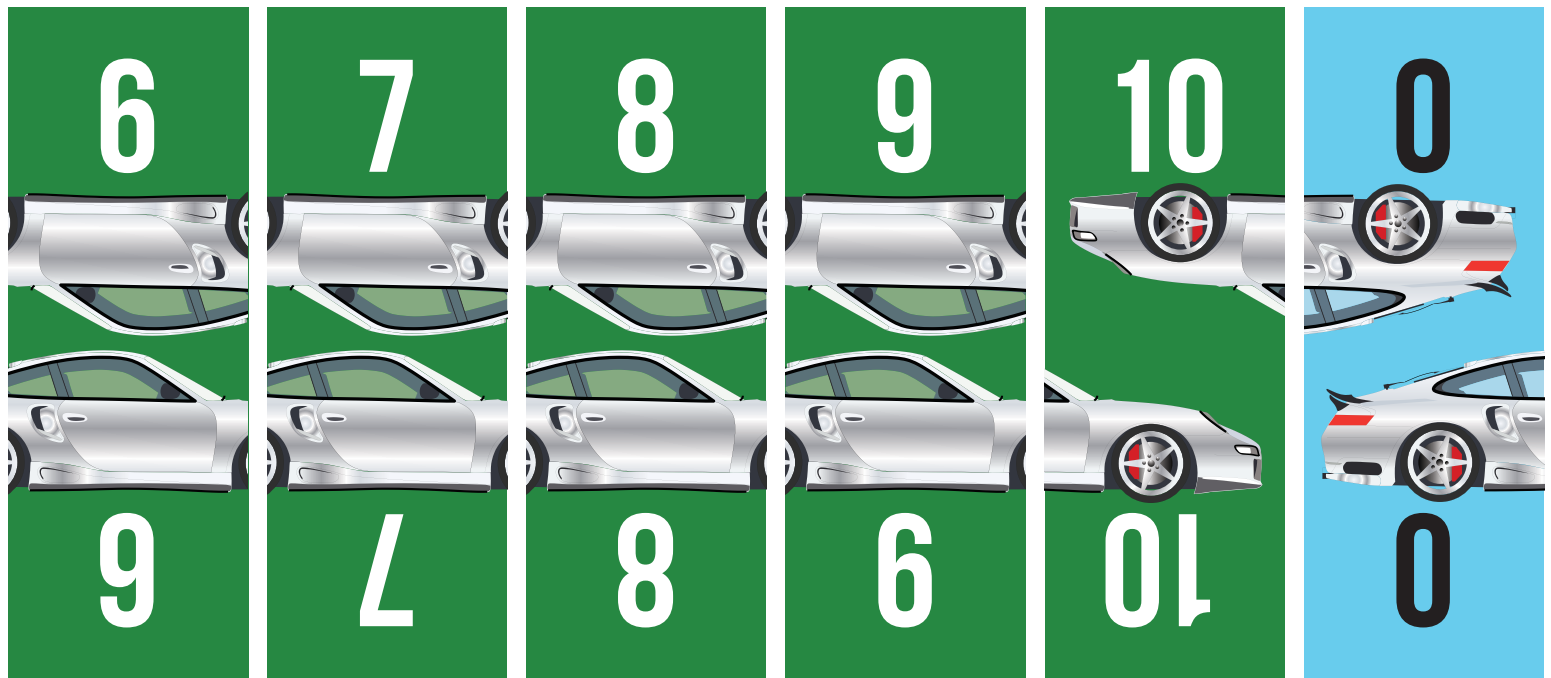
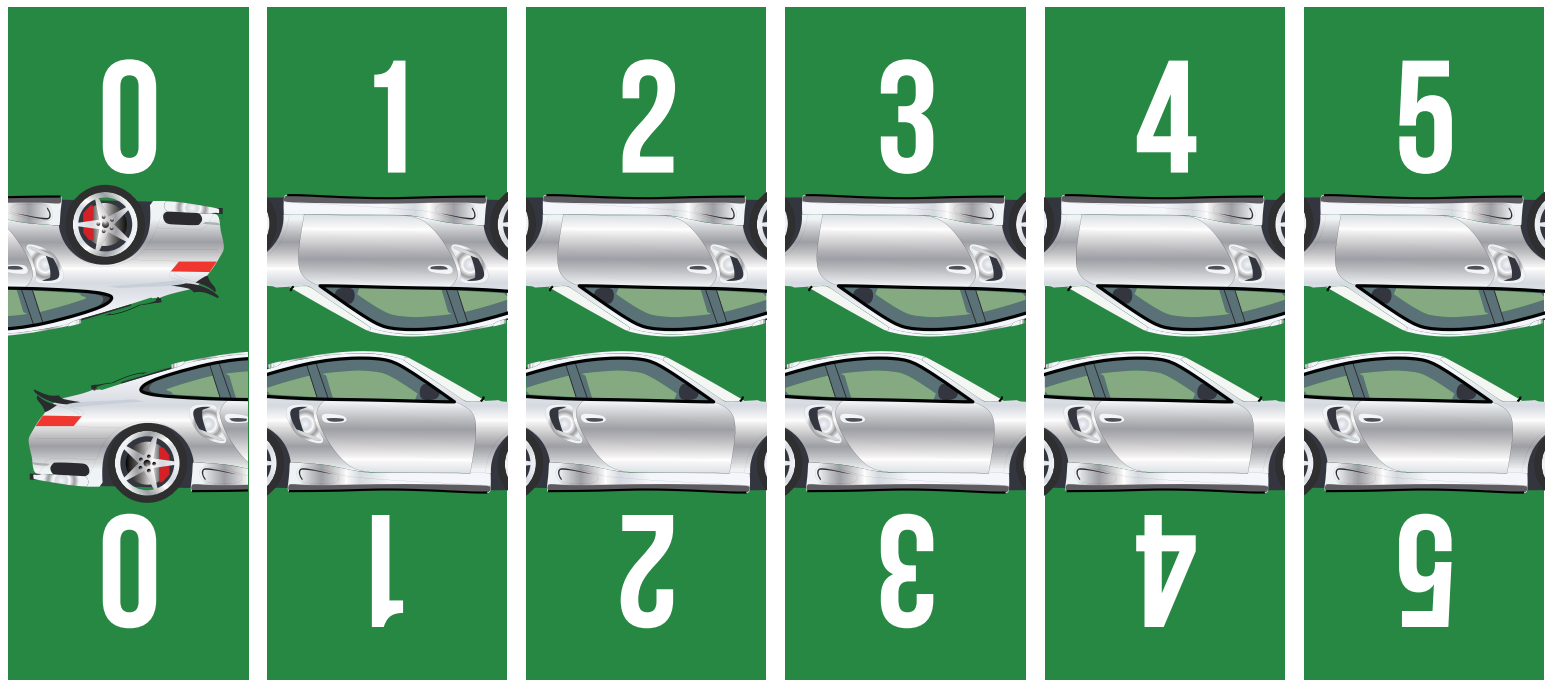
Tiebreakers

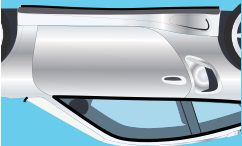
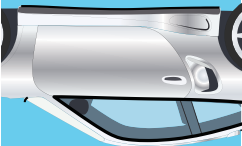
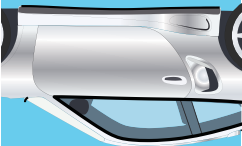
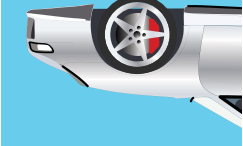
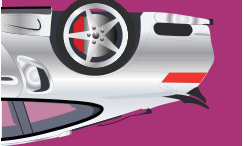
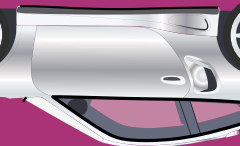






- If two players finish at the same time with no cards left, the winner is the one who played the **most GREEN cards**.
- If tied on green cards, both score **0 points**.

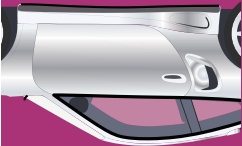
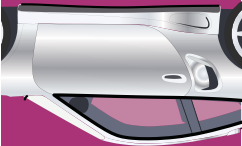
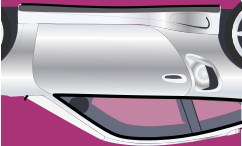
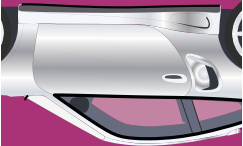
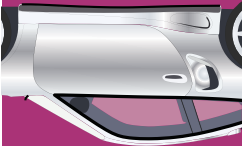
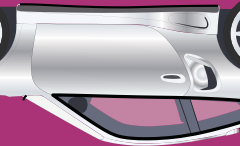






End of Game

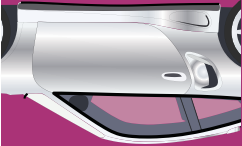
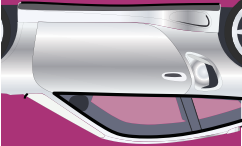

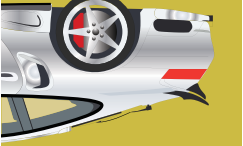
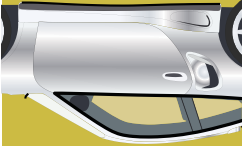
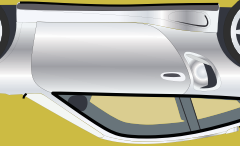






Play 6 races, or however many you agree on. At the end, the player with the lowest score wins the game. If the final scores are tied, race again until someone wins!

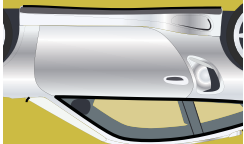
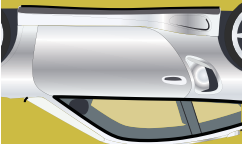
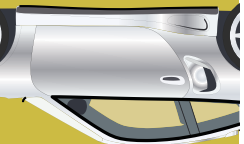
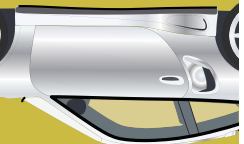
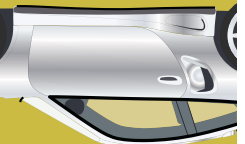
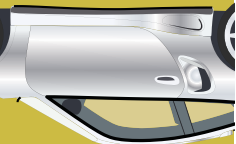






Have fun!

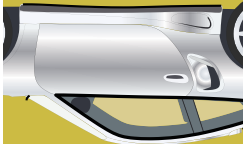

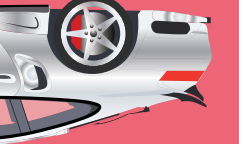
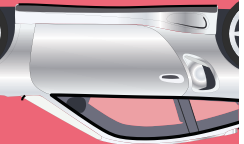
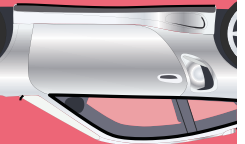
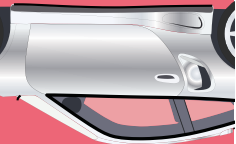








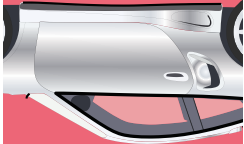
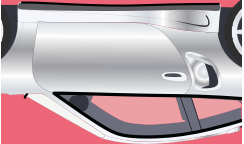
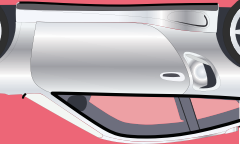
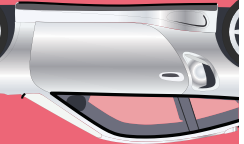
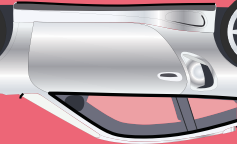
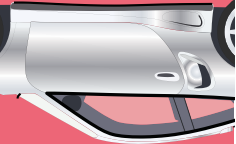






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7	8	6	10	0	1

2	3	4	5	6	7
					
					
2	3	4	5	6	7


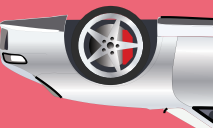
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8	6	10	0	1	2

3	4	5	6	7	8
					
					
3	4	5	6	7	8

9	10	0	1	2	3
					
					
9	10	0	1	2	3



4	5	6	7	8	9
					
					
4	5	6	7	8	9

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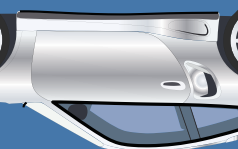
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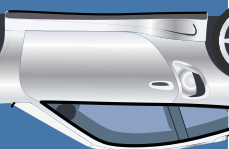
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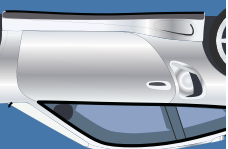
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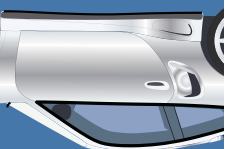
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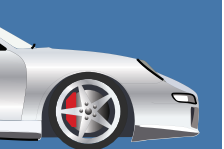

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