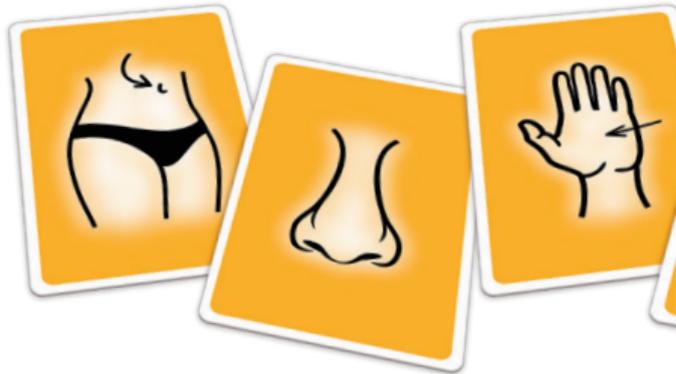


FLEX



Game components:

54 double-faced cards, game rules

Purpose of the game:

The purpose of the game is to get first 10 points in teams of 2 players. The pairs' task is to connect their body parts in as many combinations displayed on the cards possible.

Preparation for the game:

Shuffle all cards and place them face down on the table forming a pack. Players divide into pairs. If there is an uneven amount of players, each player forms two pairs, one with the player on his left and one with the player on his right. In this way, each player is a member of two teams (for example, if there are three players A, B and C, they will form teams AB, BC and CA). In case of an uneven number of players, each player gets points, so that in the end players compare their score with each other as individuals. Take a pen and a sheet of paper or possibly a calculator, so that you can note how many points each player has.



Author of the game:

Martin N. Andersen



