

FLIP'D – GAME INSTRUCTIONS



OBJECTIVE:

- Be the first player to play all of your cards.
 - If you play multiple rounds for points, choose a target score before starting the game. Smaller groups (2–4 players) often choose 100 points; larger groups may choose 250+.
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SETUP:

1. Remove any **Instruction Cards** before shuffling. Shuffle all four decks together. After dealing, set remaining cards aside as the “leftover deck”.
2. Deal each player 20 cards, face-down. **DO NOT** look at any of these cards.
3. Each player places 4 of their dealt cards face-down in front of them as their **Mystery Cards**. These remain hidden until played. (No peeking!)
4. Each player places 4 additional cards **Face-Up** directly on top of their **Mystery Cards**. These face-up cards should be visible to all players.
5. Each player puts the remaining 12 cards in their hand, sorted in numerical order (lowest to highest).
6. Place the **Disc** in the center of the table. This will now become the **FLIP'D** play area!



LUCKY CARDS:

Lucky Cards add extra fun and special actions to the game! Follow the instructions on each **Lucky Card**; they change what any player can do on their turn.



FREE FLIP (Flips the Disc)

This card is played in the **Disc**. This **Lucky Card** will automatically allow the player to flip the **Disc** (no matter what number card is in the **Disc**) and start a fresh round of cards. The player who uses the **Free Flip** starts the new round with any card of their choice.



SIT THIS ONE OUT (Loses a Turn)

Play this card by placing it in front of any player you would like to lose their turn. This is the only card the player can play on their turn. The player that loses their turn must place this card in the discard pile on their turn. They do not get to play any additional cards. Only one **Sit This One Out** card can be placed in front of a player at a time.



TURN AROUND (Changes Direction of Play)

This card **Changes** the direction of the play. Play this card by showing it to the player who just played; it will be their turn again, then place it in the discard pile. This will be the only card you can play for your turn.



STARTING THE GAME:

The dealer flips the top card from the leftover deck:

- If it is a number card, place it in the Disc. Game begins with person on dealers left.
- If it is a **Lucky Card**, return it to the bottom of the deck and flip again until a number card is revealed to use.

The player to the dealer's left goes first.

On their turn, the player may play:

- A card that is equal to **OR** lower than the top card in the **Disc**.
- The player may play multiple cards of the same number from their hand and/or their **Face-Up** cards.
- The player may also choose to play a **Lucky Card** (see Lucky Card section).



PLAYING THE GAME:

Turns continue to the left of the dealer, unless a **TURN AROUND** card is played.

Face-Up and Mystery Cards on the Table

- The player must play all **Face-Up** cards before they can play a **Mystery Card**.
- Mystery cards are played blindly with no peeking.
- They are placed face-up into the Disc and revealed only as being played.
- A **Mystery Card** cannot be combined with any other cards from your hand. It **MUST** be played as a single card.
- If the **Mystery Card** that is played is higher than the top card in the disc, they collect all cards in the disc and place in their hand.
- If a player flips a **Mystery Card** into an empty **Disc** and it's a **Lucky Card**, they must play the **Lucky Card** as they would (see **Lucky Cards** section), and the empty **Disc** goes to the next player to play their card of choice.

FLIPPING THE DISC:

If **4 OR MORE** cards of the same number have been played (including cards already in the **Disc**), the **Disc** is **FLIP'D!**

The player who completed the flip starts a new round with any card of their choice (including a **Mystery Card**, if allowed).



IF YOU CAN'T PLAY:

The player has two options:

1. Play a **Lucky Card**. (see **Lucky Cards** section for more information)



2. A card must be played, no matter the number even if the number is higher than the card in the **Disc**. **However**, if it is **NOT** equal or less than the number in the **Disc**, the player must pick up all cards in the **Disc**. **OUCH!** The next player then starts a fresh round with any card in the empty **Disc**.



EXAMPLE TURN:

Card in the Disc: 7 The player may play:

- 7, 6, 5, 4, 3, 2, 1, 0– The player can play multiple cards of the same number on their turn.

If the player cannot play:

- Use a **LUCKY CARD**.
 - Play any card (even if it's higher). If it doesn't qualify, take all the cards in the Disc.
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ADDITIONAL RULES:

- If the player forgets to include a card in their play and the game moves on to the next player, they **CANNOT** go back and play that card.
 - A **Lucky Card** must be played by itself.
 - If you play a **Mystery Card**, the player may not add additional cards of that number from their hand.
 - The player may not stack **Lucky Cards**, for example; there cannot be two **SIT THIS ONE OUT** cards in front of the same person. However, if someone plays a **FREE FLIP** card and after flipping the **Disc** they **CAN** play another **FREE FLIP** card.
 - It's not required to use every number card and/or **Face-Up** card in hand for one play. Example: holding a lower number card(s) as part of a strategic play.
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WINNING THE GAME:

The first player to get rid of all their cards is the **FLIP'D** Champion! 🎉

SCORING (is optional):

All remaining players count the cards left in their hand including ones on the table. Points are awarded to the winner who got rid of their cards first. Keep track of scores and the first person to the designated high score wins.

- 1 point for each remaining card number card 1-10
 - 2 point for each remaining card number card 0
 - 3 points for any LUCKY cards remaining.
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