

Classic Flip – “Classic” Rules

Object of the game

Collect five of a kind in each round and score points. Points accumulate and the first player to reach 200 points wins the game.

Setup

1. Each player draws a card; the player that draws the highest value is the dealer for the first hand. Count any action card as a zero; A (Ace) is the highest. In the event of a tie, the tying players draw an additional card until a winner is determined.
2. The dealer shuffles and deals a single card face down to each player and then a single card is placed in the community area face up. The dealer then deals a second and third card to each player and the community in the same manner.
3. The dealer then places the remainder of the deck face down to form the DRAW pile.
4. At the completion of the hand, the player to the dealer's left becomes the new dealer.

Let's Play!

The player to the left of the dealer starts play. To start your turn, you may do ONE of the following:

- Draw the top two cards from the DRAW pile;
- Take one of the three community cards from the community area and replace it with the top card from the DRAW pile;
- Play an ACTION CARD from your hand by placing it face up in front of you and take the appropriate action(s) See FUNCTIONS OF ACTION CARDS;
- Call "Flip!" to indicate that the other players have one turn remaining in the round, see CALLING FLIP!

Once you have completed one of the starting turn options (except calling Flip which ends your turn), you may:

- Issue a HAND CHALLENGE towards another player;
- Place any ACTION CARD you have played that turn on the top of the DISCARD pile;
- Discard as many cards as necessary to bring your hand to 7 cards unless you have an ACTION card that enables you to have 10 cards, see FUNCTIONS OF ACTION CARDS. Failure to discard extra cards from your hand may result in a HAND CHALLENGE by another player, see HAND CHALLENGE.

Game Contents

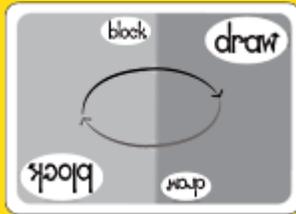
54 Cards as follows (one deck):

- 13 Red/Green cards - 2 to Ace
- 13 Blue/Pink cards - 2 to Ace
- 13 Purple/Orange cards - 2 to Ace
- 7 Gold cards - 2 to Ace
- 8 Action Cards:
 - 1 - Draw/Take
 - 1 - Draw/Steal
 - 1 - Draw/Block
 - 1 - Swap/Reboot
 - 1 - Chaos/+Turn
 - 1 - 2X
 - 1 - 7 >>> 10
 - 1 - Any

Note: One classic flip deck is ideal for a 2 to 4 player game. For a 5 to 8 player game, just add a second deck.

FUNCTIONS OF ACTION CARDS

Actions cards described below - Discard once they are played.



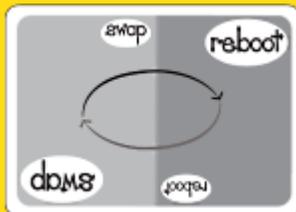
Draw

Draw three (3) cards from the DRAW pile. May be played before or after "Flip!" has been called.



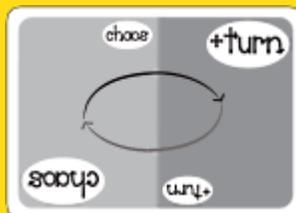
Swap

Exchange your hand with any other player. Can't be played if "FLIP!" has been called. Can't use BLOCK against this card.



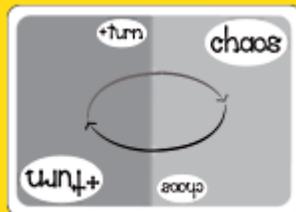
Reboot

Discard your entire hand and draw the same number of cards from the DRAW pile. May be played before or after "Flip!" has been called.



+Turn

When you play this card, you receive one (1) extra turn. May be played before or after "Flip!" has been called.



Chaos

When you play the Chaos action card, all three (3) community cards and all player hands are collected, shuffled, and dealt back out to the players (starting with you). Replace

the community cards from the DRAW pile. Can't use BLOCK against this card.

Ending the Round

In order to end a round, a player calls out "Flip!" at the beginning of their turn. Play then immediately moves on to the next player.

The player calling "Flip!" does not get to draw, play, or discard any cards as the calling of "Flip!" starts and ends their turn. Each of the other players then have one last turn where they play as they would during any other turn except that community cards may not be removed or altered as the calling of "Flip!" prevents them from being changed. In addition, the calling of "Flip!" also prevents any player from playing the Chaos, Swap, Steal, or Take cards (or the "Any" card being played as such). Draw, Reboot, or +Turn action cards (or the "Any" card being played as such) may be played during a player's final turn.

"Wild 8" Cards

Four (4) of the standard classic flip cards are "WILD 8s". These cards may be used to represent any of the other values in their color's suit (2, 3, 4, 5, 6, 7, 9, 10, J, Q, K, or A). For example, the red "8" may represent any of the red cards, even if it duplicates a card value already held by the player. If the player holds the blue "Q" and the blue "Wild 8", the blue "Wild 8" may represent the blue "Q" as well.

Note: The "Wild 8" cards may not represent any of the eight (8) classic flip action cards.

Calling Flip!

There are many strategies as to when to call "Flip!" however, it is required that the player calling "Flip!" have a minimum of 5 of a kind (in their hand or when their hand is combined with one or more community cards) at the moment they call "Flip!" Each of the other players is entitled to one last turn once "Flip!" has been called. See ENDING THE ROUND.

Winning the Game

The first player to reach 200 points wins the game. In the event that more than one player reaches 200 points at the end of a round, the player with the highest point total wins. In the event of a tie, one final round should be played to determine the winner. For a game longer than 20-30 minutes, increase the winning score to 500 points.

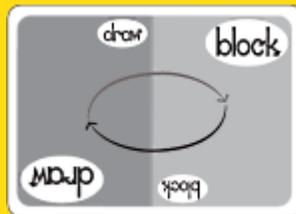
FUNCTIONS OF ACTION CARDS (cont)

Actions cards described below - Discard once they are played.



Steal

Blindly steal one (1) card from each player, up to three (3) cards total. Can't be played if "Flip!" has been called. BLOCK may be used against this card. *



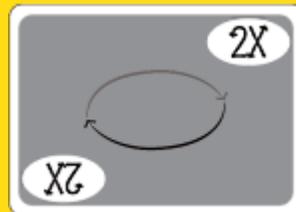
Block

BLOCKS another player from taking a card from your hand when they play the STEAL or TAKE card. **



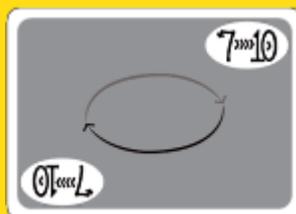
Take

Look at another player's hand and TAKE the one (1) card you want. Can't be played if "Flip!" has been called. BLOCK may be used against this card.



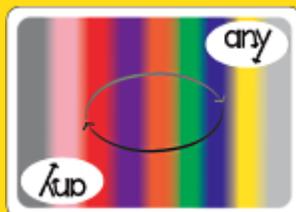
2X

When you play this card (at the end of a round), the "base score" of your hand is doubled, see SCORING.



7 >>> 10

Enables you to keep up to ten (10) cards total without discarding (instead of the usual limit of seven cards).



Any

The most powerful card in Classic Flip - This card may be played as any card in the game.

Hand Challenge

During their turn, a player may declare a HAND CHALLENGE against any other player, thereby issuing a challenge to that player to prove to them that they have not kept more cards in their hand than permitted. If a challenged player has seven (7) or fewer cards, the challenge is immediately lost. If a challenged player has eleven (11) or more cards, the challenge is immediately won. If the challenged player has 8, 9, or 10 cards but shows the challenger the "7 >>>10" action card (or the "Any" action card "acting" as the "7 >>> 10" action card), the challenge is lost.

If the hand challenge is successful, the player caught with too many cards must immediately discard as many cards as necessary to reduce their hand to six (6) cards total. As a penalty, that player is only allowed a maximum of six cards in their hand for the remainder of that round. In addition, the player who successfully challenged may take up to two (2) cards from those discarded by the player caught with too many cards.

If the challenge is not successful, the challenging player must immediately discard as many cards as necessary to reduce their hand to six (6) cards total. Starting with their next turn, that player's six card restriction is lifted and they may then hold the maximum number of cards permitted.



*In a two player game, in addition to the card "stolen" from the other player, two (2) community cards may also be "stolen". In a three player game, one (1) community card may also be "stolen" in addition to the two (2) cards "stolen" from the other players.

**The BLOCK is always played during another player's turn and then discarded.

Scoring

To determine your score, combine the cards in your hand at the conclusion of the round with the three community cards to make the best hand possible. Determine your score in 2 steps as follows:

STEP 1—Determine Your Points Awarded for the Round

If the best hand you can make is:

4 of a kind (or less)

5 of a kind

6 of a kind (or more)

Your Points Awarded are:

0 points

10 points

20 points

STEP 2—Multiply Your Points Awarded using Score Multipliers

If your hand includes any of the following cards, double your score from STEP 1 for each card you have:

- The **2X** action card
- The **Gold Wild "8"** card
- The **Gold Card** matching the value you collected (i.e., Gold K)
- The **Any** action card being used as any of the three cards listed above



0 points: 4 of a kind (3 Aces + Any as 4th Ace)



10 points: 5 of a kind (4 Aces + Wild 8 as Ace)

Sample Hands



40 points: 5 of a kind (Gold Ace + Gold 8)
10 points x2 (Gold Ace) x2 (Gold 8 as Ace)



320 points: 6 of a kind (Any + Gold Ace + Gold 8)
20 points x2 (Any) x2 (Gold Ace) x2 (Gold 8 as Ace) x2 (2X)