



The Press, Flip,
and Score Game!



Family

AGE
7+



15-30



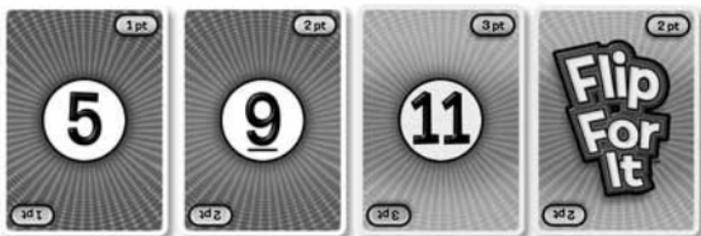
2-5
PLAYERS

OBJECT OF THE GAME

To score the most points by claiming cards that match numbers on your dice rolls.

CONTENTS

Plastic dice flipper (nicknamed "Flippy"), deck of 52 cards and illustrated instructions. The deck includes forty-four numbered cards, eight Flip For It cards and the Flip For It "launching pad." Cards numbered 1 through 8 score one point each; 9's, 10's and Flip For It cards score two points; 11's and 12's score three points.



SETUP

1. Place the dice flipper in the middle of the playing area on one of the circles on the Flip For It launching pad.
2. Shuffle the deck and deal twelve cards face-up in a circle around the flipper. Place the remaining deck face down.



HOW TO PLAY (Rules for 4 or 5 Players)

1. High roll goes first.

Hold down the flipper's dome with a forefinger and thumb on each side, make sure the suction cup takes hold, then let go. Flippy will do a back flip and land on his feet.

Note: Always operate Flippy on the launching pad.

Don't use on a slippery surface. If Flippy doesn't land on his feet, flip him again. If the dice inside are leaning, shake gently to level them.



2. Flipping and Claiming a Card.

The first player presses Flippy to flip the dice.

He takes any **one** card among the face-up cards in the circle that either matches the total or one of the numbers showing on the dice. For example, this player rolls a six and a four. There happens to be a "6" card, a "4" card and a "10" card available. He may take **any one** of these cards. *Since the 10 card is worth two points, he decides to take it.*



He places the card **face-down** in front of him (starting his score pile). If only the 4 and 6 were available, the player would be limited to taking one or the other. If no 4, 6 or 10 were showing, the player would be "out" of the current round unless a Flip For It card was available in the circle (see below).

Players take turns flipping Flippy and trying to claim a card. Play always passes to the left.

3. Flip For It cards.

These cards, if present, enter play whenever a player cannot take a number card (in the example above, if no 4, 6, or 10 were available). The Flip For It card is now "up for grabs".

How to claim a FLIP FOR IT Card:

Starting with the player who put this card in play, each in turn flips Flippy. The player with the highest dice total claims the Flip For It card and adds it to his scoring pile.

Note: If two or more players have a tie there is a Flip Off between these players; high number flipped during the Flip Off wins the card! Play now resumes with the player to the left of the one who put the Flip For It card in play.

4. Getting Knocked Out of a Round.

As the round progresses there will be fewer and fewer cards available, so things will get a bit “dicey!”

Whenever a player cannot claim a card on his turn, or place a Flip For It card in play, he is **out** for the remainder of the round and no longer takes a turn.

5. Doubles.

When you roll doubles, you may either keep your roll or roll again.

- If you keep the doubles, take a card or go out of the round as usual according to the numbers showing.
- If you keep the doubles while flipping for a Flip For It card, your “doubles” serves as your total.
- If you feel you can do better in either situation, ignore the doubles, roll again, and live with the new number rolled.

Note: If, after rolling doubles, you roll doubles again, you have the same choice—either keep the doubles or roll again.

6. Ending the Round.

The round ends after all twelve cards are claimed or all players are knocked out. Leave in play any cards that were not claimed and replenish the circle of cards back to twelve by drawing cards from the top of the deck. (When the deck nears exhaustion, you may need to start the final round with fewer than twelve cards, perhaps only one!)

7. Play Another Round.

Play a new round, with the next player in order playing first.

ENDING THE GAME/ WINNING

Continue playing until the final round is completed. Discard any unclaimed cards; they are not scored. Each player tallies the point value of the cards in his scoring pile. Whoever has the highest score wins the game!

Ties: In the event of a tie, the player with the most Flip For It cards in his scoring pile wins. If still tied, players involved hold a flip off to break the tie.

OPTIONAL RULE FOR EXPERIENCED PLAYERS

Experienced players may wish to include this optional rule.

Risking a Flip For It Card

Before you are officially out of a round, you have the option to try to stay in by risking one of the Flip For It cards you've claimed. If you decide to do so, place the card aside from your scoring pile and announce, "I'm taking a risk." Now flip Flippy. If your roll permits you to claim a card, good news: you're not out! Return your Flip For It card to your scoring pile along with the card you won and end your turn. However, if you cannot claim a card it's bad news! Not only are you out of the round; you've also lost your Flip For It card (which is returned to the bottom of the deck).

Note: If you lose a Flip For It card during the final round, it is placed out of play and cannot be claimed by any player.

RULES FOR 2-Player and 3-Player Games

Shuffle the deck and remove 13 cards. Place these out of play. Use only the remaining cards in the deck. To start each round, place 9 cards in a circle around Flippy. Play is otherwise the same.



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