

Flip 7 – FAQ / Edge Cases

Case 1: You are dealt a matching number card and go bust, so you are out of the round. What do you do with your cards?

Answer: Leave your cards in front of you, but turn them face-down to signify that you are out of the round. At the end of the round (i.e. when there are no active players left), place all of your cards in the discard pile.

Case 2: During the initial deal of one card to everyone, you are dealt a Freeze card. Do you give this card to another player right away? If so, can you give it to a player who hasn't yet been dealt any cards?

Answer: Yes, you must use it right away, and yes, you can give it to any player, even one who has not yet been dealt their first card by the dealer. This means that a player can be out of the round before even getting started in the round. (But don't worry – there will be many other rounds!)

Case 2: You get dealt a Freeze card. Can you use a Freeze card on yourself if you wish?

Answer: Yes.

Case 2: You are assigned a Freeze card and hence, you are frozen and out of the round. What happens to the Freeze card now? Is it discarded right away, or is it left face-up on the table? And, what happens to your other cards? Are they turned face down until the end of the round or left face-up?

Answer: Both the Freeze card and your other cards remain face-up on the table in front of you for the rest of the round. At the end of the round you will score your cards. (This answer is confirmed in [this BGG thread](#).)

Case 3: You have used a Second Chance card to neutralize a number card that would have busted you. Is your turn done? Or does the neutralization make it as if you never received the busting card at all, so the dealer should again ask you "Hit or stay"?

Answer: Your turn is done. The dealer should ask "Hit or stay?" to the next person in line.

Case 4: You have used a Second Chance card to neutralize a number card that would have busted you. What happens to the Second Chance card and the duplicate number card?

Answer: You immediately place both the Second Chance card and the duplicate number card on the discard pile.

Case 5: You have a Second Chance card but you never get to use it. (This could happen, say, if you are assigned a Freeze card, or if another player achieves a round-ending Flip 7.) Do you get to keep this Second Chance card so you can use it in the next round?

Answer: No. Your unused Second Chance card is discarded at the round's end.

Case 6: There is a tie for highest score greater than or equal to 200. What do we do?

Answer: Everyone (not just the tied players) plays another round. The person with the highest score after this new round wins. (The winner can be a player who was not tied for high score in the previous round.) If there is a new tie, play yet another round. Keep playing rounds until there is a unique high score greater than or equal to 200.

Case 7: You receive the orange “x2” modifier card. Does this card also double your “+” modifier cards?

Answer: No. The “x2” only doubles the usual number cards (i.e. the cards you can go bust with). It does NOT double the “+2”, “+4”, etc., cards. (In practice, when computing your score, you should sum your usual number cards first, then apply the “x2” modifier card if you have it, and only after this add any “+x” orange modifier cards that you also have.)

Case 8: Your round ends with you possessing *only* modifier cards (the orange “+” cards and the “x2” card). That is, you possess none of the usual number cards 0-12. (This could happen, say, if you receive a Freeze card or if another player achieves a round-ending Flip 7.) Do you score anything for this round?

Answer: Yes, you get to score all orange “+” modifier cards you have. The “x2” card, however, scores nothing, since it only applies to the usual number cards (see Case 7 above), and you have none of those. (*Example:* You end the round with only the +2, +6, and x2 cards. Your score for the round is 8.)

Case 9: You receive and resolve a Flip 3 card. What happens to this Flip 3 card? Is that card discarded now, or is it left face-up on the table for the rest of the round?

Answer: A Flip 3 card is placed in the discard pile immediately after resolving the Flip 7 process (whether this process ends with a bust, a Flip 7, or three non-busting cards). (This rule is confirmed in [this BGG thread](#).)

Case 10: You receive a Freeze or Flip 3 card, but you are the only active player left in the round. Do you have to apply this card to yourself?

Answer: Yes.

Case 11 (a “*Chained Flip 3*” scenario): While flipping cards during the resolution of a Flip 3 card, you draw another Flip 3 card. What happens to this new Flip 3 card?

Answer: The new Flip 3 card is set aside until the initial Flip 3 has been completed, i.e. until three cards have been successfully drawn, or the flipping player goes bust or achieves a Flip 7. (The newly drawn Flip 3 card counts toward the target of three cards drawn.) If the player goes bust, then the newly drawn Flip 3 card is NOT used; discard it instead.¹ If the player completes a Flip 7, then the round ends immediately for all players and the newly drawn Flip 3 card is discarded. If the initial Flip 3 card is completed without busting or achieving a Flip 7, then the second Flip 3 card that had been set aside is now used. The player can choose to

¹ This is an official rule change from the original printing of the game. See the BGG post from the publisher [here](#).

resolve the second Flip 3 card himself or herself straight away, or the player can choose to give the card away to another active player, who then resolves it immediately.

Case 12: While flipping cards during the resolution of a Flip 3 card, you draw a Freeze card. What happens to this?

Answer: This is handled in the same manner as drawing another Flip 3 card during a Flip 3 resolution (as explained above in Case 11) – namely, the Freeze card is set aside until the Flip 3 has been completed. If the player goes bust or completes a Flip 7, then the Freeze card is discarded. Otherwise, after the Flip 3 is completed, the player assigns the Freeze card to any active player. (If this player is the only active player remaining, then this player must give the Freeze card to himself / herself.)

Case 13: While resolving a Flip 3 card, you draw more than one Freeze or Flip 3 card; you set each of these aside temporarily. You successfully complete the Flip 3 process without busting or Flipping 7. It's now time to assign the action cards that you set aside. In what order are these cards assigned?

Answer: You hand out the cards in the order in which they were flipped. (This answer is confirmed by a representative of the publisher [Alyssa] in [this BGG thread](#).) You may give multiple cards to one active player, or to multiple active players as you see fit. (If you are the only active player remaining, then you must give all the cards to yourself.) No card takes effect until after they have *all* been assigned. After all the cards have been assigned to their owners, they are then resolved in the order in which they were handed out. *Special cases:* (a) If a single player receives, first, a Freeze, and second, a Flip 3, then after Freezing, that player discards the Flip 3. (b) If a single player receives two Flip 3 cards, proceed as follows: If there is a Bust or Flip 7 with card #1, then discard card #2. If there is no bust or Flip 7 with card #1, then that player must now resolve card #2 by getting dealt new cards, i.e. this player does NOT get to assign card #2 to someone else.

Case 14: During the initial deal of one card to everyone, you are dealt a Flip 3. How is this handled?

Answer: You must use the card right away. You can keep it for yourself if you wish, in which case you resolve the card immediately (i.e. you flip new cards until you reach three cards or you go bust). Or if you wish, you can give the Flip 3 to any other player, in which case that player resolves the card immediately. As usual, if the player who is drawing the cards goes bust, they are out of the round. Also as usual, if one of the newly flipped cards is itself a Flip 3 card, then the player should use this second Flip 3 card as described in the “Chained Flip 3” scenario above in Case 11.

Case 15: At the start of the game, you got assigned a Flip 3 card by another player before you even got dealt your initial card by the dealer. You did not go bust in the Flip 3 process. When the initial deal resumes and the dealer reaches you, must you automatically be dealt an additional card whether you want one or not, namely, must you be dealt the “initial” card you have not yet been dealt by the dealer?

Answer: In [a BGG forum thread](#), two people from the publisher [Alyssa and Matthieu] said “No”; the dealer should instead ask you, “Hit or stay?” Taking a card during the initial deal is optional for you, since you have already acquired cards via the Flip 3 process, i.e. you can say “Stay” if you wish.

Case 16: A Flip 3 card is given away and resolved. Whose turn is it next to be asked by the dealer “Hit or Stay”? Is it the turn of the player who is clockwise after the player who just finished flipping the three cards? Or is it the turn of the player who is clockwise after the player who initially got dealt the Flip 3 card?

Answer: It is the turn of the player who is immediately clockwise after the player who initially got dealt the Flip 3 card. That is, the dealer should remember which player initially got dealt the Flip 3 card; after the Flip 3 card is resolved, the dealer should then ask “Hit or stay?” to the player who is clockwise next in turn after the player who initially got dealt the Flip 3 card. This is the case even in a “Chained Flip 3” scenario (see Case 11 above). For instance, imagine a game between players A, B, C, and D. Player A receives a Flip 3 card and gives it to C. During the flipping of three cards, C receives a Flip 3 card. C resolves the first Flip 3 card without busting or completing a Flip 7, and then gives the second Flip 3 card to D. After D resolves this second Flip 3 card, the dealer asks “Hit or Stay?” to B, who was next in turn after Player A, the player who got dealt the first Flip 3 card.

Case 17: While flipping cards during the resolution of a Flip 3 card, on your first or second draw, you draw a number card that matches a card that you already possess, and thus you go bust. Do you go ahead and draw further cards, so that three cards in total are still drawn?

Answer: No. You go bust *immediately*. You draw no further cards. You participate no further in the current round.

Case 18: While flipping cards during the resolution of a Flip 3 card, on your first or second draw, you draw a card that completes a Flip 7 for you. Must you still draw further cards, so that three cards in total are drawn?

Answer: No. Upon completion of a Flip 7, the round ends *immediately* for you and everyone else. No further cards are drawn.

Case 19: You are resolving a Flip 3 card. Before the start of the Flip 3 resolution, you already possessed a Second Chance card from a previous turn. While resolving the Flip 3 card, you draw a number that matches an existing card. Can use the Second Chance card against the matching number card, to stop yourself from busting?

Answer: Yes.

Case 20: You are resolving a Flip 3 card. Before the start of the Flip 3 resolution, you already possessed a Second Chance card from a previous turn. While resolving the Flip 3 card, you draw a Second Chance card as one of your three cards. What happens to this card?

Answer: Since you already have a previous Second Chance card, you cannot keep the newly drawn Second Chance card – a player can never have more than one Second Chance card. (The drawn card still counts toward the target total of three cards, however.) You must give the card away immediately to another active player. If you are the only active player left in the round, then you must discard the newly drawn Second Chance card. (This answer is confirmed by a representative of the publisher [Alyssa] in [this BGG thread](#).)

Case 21: While resolving a Flip 3 card, you draw a Second Chance card. You do not have a Second Chance card already from a previous turn. May you keep the newly drawn Second Chance card? And if so, may you use this Second Chance card later in the same Flip 3 resolution to stop yourself from busting if you draw a number that matches an existing card?

Answer: Yes, you may keep the newly drawn Second Chance card, and yes, you may use this card if needed later in the same Flip 3 process to stop yourself from busting. (Note, then, that unlike a Flip 3 or Freeze card that is drawn during a Flip 3 resolution, a Second Chance card that is drawn during a Flip 3 resolution does NOT have to be set aside until after the Flip 3 process concludes.) If no matching number card is drawn in the Flip 3 process, then you may still keep the drawn Second Chance card for possible use later in the round.

As you can see, most of the edge cases arise in conjunction with Flip 3 cards. Below is a summary of play for Flip 3 cards that compiles together in one place the procedures for handling all the various edge cases.

A Step-by-Step Flip 3 Procedure List

You are dealt a Flip 3 card by the dealer. You can choose to assign this card to yourself or to any other active player. (If you are the only active player left in the round, then you **MUST** assign the Flip 3 card to yourself.)

Whoever is assigned the Flip 3 card should then follow the procedure below. (Note that *all* flipped cards – even flipped action cards and orange modifier cards [“+2”, etc.] – count toward the target of flipping 3 cards.)

1. Flip three cards, one at a time. Stop immediately if you Bust or Flip 7. Put the Flip 3 card on the discard pile. If you Flip 7, the round ends immediately for ALL players. Go straight to scoring.
2. If you draw a Second Chance card, then:
 - If you don't already have one, immediately assign it to yourself.
 - If you do already have one, then immediately assign the new one to another active player. (If you are the only active player left, then discard it.)

During a Flip 3 procedure, you are allowed to use a Second Chance card in your possession – whether newly drawn or previously owned – to neutralize a number card that would otherwise bust you.

3. Temporarily set aside any Flip 3s or Freezes you draw. Discard them if you subsequently Bust or Flip 7.
4. After flipping all three required cards without Busting or Flipping 7, discard the original Flip 7 card. Then hand out all set-aside Flip 3s and Freezes in the order they were flipped, and to whomever you choose. (You may give multiple cards to the same player, or to different players at your discretion. If you are the only active player remaining, however, then you must give all set aside cards to yourself.)
5. The player(s) will then resolve those action cards in the order in which you handed them out. (If a single player receives, first, a Freeze, and second, a Flip 3, then after Freezing, that player discards the Flip 3.)
6. After the original Flip 3 and any other subsequent Flip 3 and Freeze cards are all resolved, the Dealer then moves along to the next active player clockwise from the player who got dealt the original Flip 3 by the Dealer, and asks that next player if they wish to "Hit or Stay?"

Some general principles to help with resolving edge cases:

- The dealer always asks “Hit or stay?” *strictly in turn order*, i.e. no one’s turn is ever skipped.
 - All action cards are fully resolved *prior* to the next asking of “Hit or stay?” by the dealer.
 - If you must assign a Freeze or Flip 3 card, and you are the only active player left, then you *must* assign the card to yourself.
 - The assignment of a Freeze or Flip 3 card that is drawn during the resolution of a Flip 3 card takes place *after* the resolution of the initial Flip 3 card, and only if that player did not go bust or achieve a Flip 7. By contrast, the assignment of a Second Chance card drawn during a Flip 3 process takes place right away.
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Official FAQ: <https://theop.games/pages/flip-7> (scroll down to the bottom of the page, and toggle through the entries).