

FLIPPIN' OUT

Flippin' Out Your Friends Just Got Easier!

Flippin' Out is a crazy card game that involves each player collecting sets and runs to complete their own melding card list. All player cards are double sided and have different numbers and colors top and bottom! Don't worry if your hand isn't helping you complete your melding card list. There are 4 "Special Cards" to have your opponents Flippin' Out when you play them!

OBJECTIVE

The player who gets rid of all of their cards wins! But don't worry that's just the first round. All games consist of rounds that add up to 1+ the amount of players. After each round is complete all players who have cards left add them up at face value. Once all rounds are complete the player with the lowest score wins!

COMPONENTS



(89) Flippin' Out Cards



(10) Melding Cards

SPECIAL CARDS

Any player using a special card has the choice to adjust their card hand or leave it alone.



Spin It - Players must spin cards in their hand 180°. Bottom of cards become top.



Swap It - Player can take 1 card from another players hand and give them a card from their hand to replace it with.



Flip It - Players must flip cards in their hand over to reveal the other playing side.



Wild - Can be any number as the color shown on the card. A wild red cannot be a blue number for example.



Flippin' Out - Players must flip "Melding Card" that is in front of them over to reveal the other side. Players now must obtain this goal instead of what they were originally working on.

SETUP

- The dealer shuffles the Flippin' Out cards and deals 10 cards, one at a time to each player. Since the cards are double sided, players use face down cards in their playing hand.
- Place the remaining Flippin' Out cards in the center of the player area so that all players can reach. This will be called the Draw Pile. Discarded cards go in a pile next to the Draw Pile. Once the Draw Pile is exhausted, use the Discard Pile as a new Draw Pile without reshuffling. Create new Discard Pile next to new Draw Pile.
- The dealer shuffles the Melding Cards and randomly deals 1 card to each player. Players must use what is showing face up as their objective to win the round.

HOW TO PLAY

Flippin' Out is a game of making different combinations of cards from your playing hand. Each player is given a Melding Card which they must follow to place their Playing Cards down on the play area in front of them. The following are the two types of combinations in this game:

RUN - Consecutive sequence of cards of the same color.

Example:



SET - A group of cards of the same number. The color of the number does not matter.

Example:



STARTING THE GAME

When all players receive 10 Playing Cards and 1 Melding Card, the player to the left of the dealer starts. Game play continues clockwise until the game is over. Game play consists of 4 easy steps:

1.) Draw a card from either the draw or discard pile.

Draw Pile - Always use the card face that is down when picking from this pile.

Discard Pile - Always use the card face that is up when picking from this pile.

2.) Lay down your completed melding card combination if possible. For melding cards with two combinations, the player must have both before laying playing cards down.

3.) If you have completed your melding card combination. Any remaining cards in your hand can be played on other players laid cards or on your own.

4.) Place a card on the discard pile. To play a special card, this must be your card to discard.

Turn is over and player to the left starts their turn.

HOW TO WIN

There are two ways to play and win.

First Out - Play only 1 game instead of a series. The player who gets rid of all their cards first wins.

Lowest Score - Play a series of games for a total of 1 more than the amount of players in the game. After a player gets rid of their cards, the remaining players add up the cards face value left in their hand. All cards are face value except the following:

15 Points - Wild, Flip It, Spin It

20 Points - Flippin' Out

After all games are played, the player with the lowest total wins.

HAND PLAY EXAMPLE

Player 1 has the following Melding Card and Playing Cards:



- Current hand is an 8, 8, Wild, 10, 6, 5, 3, 2, 1, 5.

If a Spin It card is played the players hand is changed to this.



- Players hand was rotated 180° and resulted in a similar hand with two pairs of 8 and 2 with a Wild.

If a Flip It card is played the players hand is changed to this.



- Players hand was flipped over to reveal the other side of the cards. Player now has two pairs of 11 and 5 but lost their Wild card.

CREDITS

Game Concept: Steve Zimmermann

Artwork: Steve Zimmermann

LEGAL

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