RULES

FLIP 7®

THE GREATEST CARD GAME OF ALL TIME!

WITH A VENGEANCE

AGES 8+ • 3+ PLAYERS • 20 MIN.

WATCH HOW TO PLAY HERE!

OVERVIEW

Flip 7 is back—*With a Vengeance!* All the fun of the original game, plus new player interactions and special take-that cards!

In this press your luck game, be the first player to score 200 points to win. You score points based on the total number value of the cards in front of you—but now, your cards are never safe!

The more valuable a card is, the more copies of that card there are in the deck. If you can successfully **Flip 7** different Number cards into your line, you automatically end the round for everyone and score 15 bonus points. However, if you ever draw a second card with the same number as one already in your line, you bust and are out of the round, scoring nothing.

IMPORTANT

THIS IS A SPECIAL DECK OF CARDS.

It has thirteen 13's, twelve 12's, eleven 11's… until you get to one 1. The deck includes three Special Number cards as well as several Modifier and Action cards.

IF PLAYING WITH MORE THAN 18 PEOPLE, WE RECOMMEND PLAYING WITH A SECOND DECK.

ALL NUMBER CARDS

CONTENTS: 108 CARDS, RULES.

x12

x12

x11

x10

x9

x8

x6

x6

x5

x4

x3

x2

x1

SPECIAL NUMBER CARDS
x1

MODIFIER CARDS

x1

ACTION CARDS

x2

x2

x2

x2

x2

IMPORTANT TERMS

- **Hit**—Take a card.
- **Stay**—Do not take a card. Turn your leftmost card **sideways**. Your cards are still in the round.
- **Bust**—Flip a second card with the same Number. Flip your cards **face down**; they are out of play.
- **Active**—Players who have not yet chosen to stay or busted.

- **Round**—The dealing of cards until all players have busted or stayed.
- **Flip 7**—Flip seven different Number cards. This ends the round immediately and scores a bonus 15 points.

*Wait to score until the round ends...**no cards are safe!***

PLAYING A ROUND

It's a race to 200 points. Track your score with a pen and paper, or scan the QR code for scoresheets and the scoring app.

Shuffle the deck **THOROUGHLY** and choose a player to start as the Dealer for the round.

Starting with the player on their left and continuing clockwise, the Dealer gives each player a face up card.

If an **Action card*** or **Modifier card*** is flipped, pause and resolve **immediately**.

*See Action and Modifier cards on pages 9-12.

Some players may have multiple cards, and others may have none, depending on the cards dealt.

Now the Dealer offers each player the option to **hit** or **stay**. Beware! You are not safe until the end of the round. Place Number cards in a row with any Modifier cards above them. The Dealer continues dealing cards until there are no active players.

END OF A ROUND

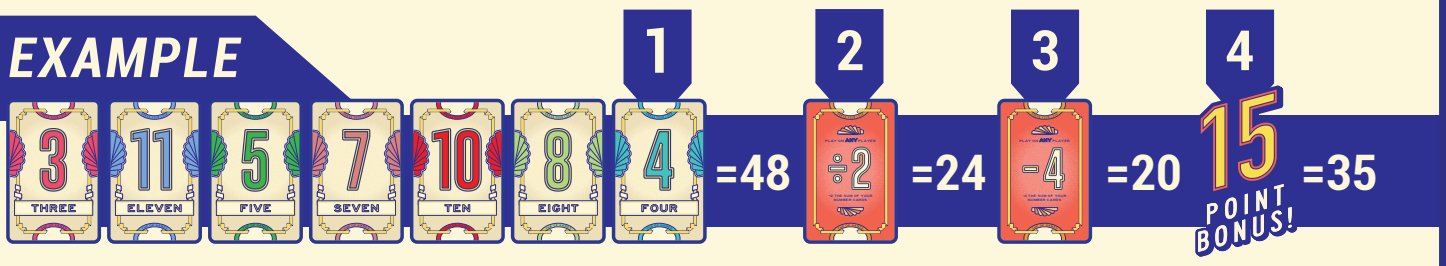
The round continues until one of two end conditions are met:

1. All players have either **busted** or **stayed**.
2. One player can **Flip 7** different Number cards, ending the round immediately.

CALCULATE SCORES AS FOLLOWS

1. Add the value of Number cards.
2. If you have the divide by 2 modifier cut your score in half (round down).
3. Subtract any additional Modifiers (your score can't drop below zero).
4. If you **Flip 7**, score an additional 15 points.

EXAMPLE



STARTING THE NEXT ROUND

Set all cards from the round to the side. **Do not shuffle** them back into the deck. Pass the remaining cards in the deck to the left, that player becomes the new Dealer. When the deck runs out, shuffle all the discarded cards to form a new deck. If you need to reshuffle mid-round, leave all cards in front of players where they are, even if that player has busted.

END OF THE GAME

At the end of a round when at least one player reaches 200 points, the player with the most points wins.

May the cards flip in your favor!

Party of two or less?
How many rounds does it take you to reach 200 points?!

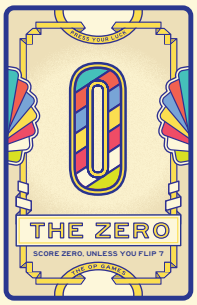
BRUTAL MODE

For a more cutthroat game, use the standard gameplay with the following changes:

- Your round score **can** go below zero.
- You may give **Modifier** cards to **any** player, even if they've **busted**.
- If you reach the **Flip 7**, you may choose to take 15 points or **subtract 15 points from another player.**

SPECIAL NUMBER CARDS

These Special Number cards have unique effects and can be stolen or swapped. Special Number cards with actions affect you when you get them and stop affecting you once they leave your possession.



THE ZERO

Your total score becomes zero, unless you can Flip 7. You must continue to hit on your turn.The zero card counts toward your 7 cards. If you're given a Just One More, it might not be possible to flip to 7 Number cards.

UNLUCKY 7

Discard all Number and Modifier cards in front of you—only keep the 7. If received during a Flip 4, discard all previous cards first, then complete the remaining flips. Good news? You cannot bust on an Unlucky 7 when you get it.

LUCKY 13

If you receive the Lucky 13—Congrats! You now have the chance to break the rules and collect a second 13 without busting. You'll score them both and they count toward the Flip 7 bonus. But be careful—flip a third 13 and you'll bust!

ACTION CARDS

- If an Action card is revealed, it must be resolved **immediately.**
- You may play Action cards on any player who hasn't **busted**—including yourself, and anyone who has chosen (or forced) to stay. If you are the only player who hasn't busted, you must play the Action card on **yourself**.
- If you've stayed and receive an Action card, you **must** resolve it, but you do not re-enter the round.
- Action cards are **single-use** and **discarded** after they are played.

JUST ONE MORE!

Force **any** player to accept the next card. If an Action card is flipped, that player can resolve it. They must stay.

SWAP

Swap **any** two *face up* cards—either one of your own with another player, or cards between two other players.

STEAL

Steal **any** *face up* card on the table and add it to your line.

DISCARD

Force **any** player to discard one card –you decide which one!

FLIP FOUR!

Force **any** player to accept the next four cards, flipping them one at a time. Regardless of how many cards remain

CONTINUED

to flip, stop if the player can successfully **Flip 7** Number cards, or the player **busts**. All Number, Action, and Modifier cards count toward the four cards needed. If an Action or Modifier card is revealed, they are resolved in order **AFTER** all four cards are drawn—*as long as the player hasn't busted.*

If a Swap, Steal, or Discard card is flipped at the beginning of a round and there are no cards to target, discard the Action card.

MODIFIER CARDS

- You may play Modifier cards on any player who hasn't **busted,** including those who have chosen to stay. If you are the only player who hasn't busted, you must keep the Modifier card for **yourself.**

- Modifiers are not Number cards and do not count toward a **Flip 7.**
- You cannot bust on Modifier cards. Nor can your round score go below zero.
- Modifier cards can be swapped or discarded.

÷2 CARD

Divide the sum of all your Number cards by two. If you have additional Modifier cards, first divide the total of your Number cards by 2 (rounding down), then subtract the Modifier cards.

−2 TO −10 CARDS

Subtract the amount from the sum of your Number cards.

See how to calculate scores on page 6.

Printable scoresheets, videos, scoring web app, and more.

RULESET EDITION 1

THE GREATEST CARD GAME OF ALL TIME!

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