OBJECTIVE

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.

The more valuable a card is, the more copies of that card there are in the deck. If you can successfully **Flip 7** unique 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 twelve 12's, eleven 11's, ten 10's... until you get to one 1; there is even one 0. There are also a few Action and Modifier cards: Flip Three, Freeze, Second Chance, and Score Modifiers. When playing the game, it is important to keep the card count in mind.

NUMBER CARDS

CONTENTS: 94 CARDS, RULES.



THE ZERO IS A NUMBER CARD WORTH NO POINTS.
- However, it increases your chances of earning the 7-card bonus!

SCORE MODIFIER CARDS



ACTION CARDS



If playing with more than 18 people, we recommend playing with a second deck.

HOW TO PLAY

Have a pen and paper ready to keep track of your scores as you race to 200 points! Use our QR code on the front of these rules or page 11 to access printable scoresheets, videos, scoring web app, and more.

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

In turn order, the Dealer, deals one card face up to each player including themself. If an Action card* comes up in dealing, pause dealing ***immediately*** to resolve it. Once any Action cards are resolved, continue dealing until everyone's been dealt a card.

IMPORTANT!

Not everyone will have a Number card at this point. Some players may have a Number or Modifier card, but others may have no cards or even three or four cards depending on what Action cards are dealt.

*See Action and Modifier cards on pages 6-8.

The Dealer, now offers each player in turn the option to **"Hit"** (get dealt another card) or **"Stay"** (exit the round and bank their points). If you Hit, put the Number cards in a single row with Score Modifier cards above them as shown on page 5. You may "Stay" as long as you have a card in front of you.

+4 BONUS POINTS



Stay and secure the points! Or push your luck and risk it all!



Number card score:
*11+5+12=**28 points***
With the +4 bonus:
32 points

*After 4 rounds, this player has chosen to **"Hit"** four times. They have three Number cards and one Score Modifier card. If they choose to **"Stay"** next time, they will end the round with **32 points.***

REMEMBER

Action or Modifier cards do not count toward the seven card bonus. The only way to achieve the **Flip 7** bonus is by having seven unique Number cards face up in front of you.

THE ACTION CARDS

Action cards can be played on **any active player** including yourself. If you are the only active player in the round, you **must** play the Action card on yourself. Set these cards above your Number cards.

*What is an **active player**? If you haven't **Busted** or decided to **Stay**, you're an active player!*



FREEZE!
The player receiving this card, banks all the points they have collected and is out of the round.



FLIP THREE!
The player who receives this card must accept the next three cards, flipping them one at a time.
Regardless of how many cards remain to flip, stop if the player can **Flip 7** number cards, or the player **busts**. All number cards, action

cards and modifier cards count toward the three cards needed. If, a Second Chance card is revealed, it may be set aside and used. If another Flip Three or Freeze card is revealed they are resolved **AFTER** all three cards are drawn (but only if the player hasn't busted).



SECOND CHANCE!
Keep this card. If the player with this card is given another card with the same number, discard Second Chance and the duplicate number card. A player may only have one Second Chance card in front of them at a time. If they are dealt another Second Chance card, they then choose another active player to give it to. If there are no other active players or if everyone else already has one, then discard the Second Chance card. Additionally, all Second Chance cards get discarded at the end of a round even if they were never used. This could happen if the player who drew it got a Freeze card played on them or if they successfully **Flip 7** Number cards.

THE MODIFIER CARDS

Modifiers are not Number cards and do not count toward achieving a **Flip 7**. You cannot bust on Modifier cards. You can end your turn with just a Modifier card and no number cards, and you would still score those points, unless it's a x2 card.



+2 TO +10 CARDS

Add the amount shown to the sum of your Number cards.

x2 CARD

Double the points for all your Number cards.

***NOTE:** First multiply the sum of your Number cards x2, then add the additional Modifier cards.*

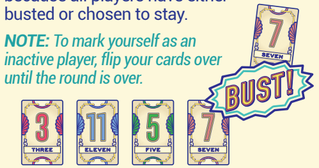
See how to calculate scores on pages 10-11.

END OF A ROUND

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

1. There are no active players because all players have either busted or chosen to stay.

   ***NOTE:** To mark yourself as an inactive player, flip your cards over until the round is over.*



2. One player can **Flip 7** unique Number cards ending the round immediately.





CALCULATE SCORES AS FOLLOWS:

1. Add the value of Number cards.



2. If you have the x2 multiplier, double your score for the round.



3. Add any additional bonus points.



4. If you **Flip 7** Number cards, score an additional 15 points.



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

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 and is out of the round.

END OF THE GAME

At the end of the 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?!

RULESET EDITION 3.1

FLIP7 — A GAME BY ERIC OLSEN

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