

FLIP 7 Variant 1

OBJECTIVE

Co-Op: Clear the bowl of BITS before all the BUST token get tossed in.

Competitive: Claim all of your color BITS from the bowl before all the BUST tokens get tossed in.

CONTENTS

- Deck of Flip 7 Cards
- 12 **BITS** per player (*we use bones, but candy works too*), each player's tokens need to be unique if playing competitively
- 3 **BUST** tokens per player (*we use skulls*)
- A bowl or container

SETUP (co-operative)

Put all the allotted BONES (**bits**) in the bowl and all SKULLS (**bust** tokens) outside the bowl.

Difficulty settings:

CASUAL: 3 **BITS** per player & 7 **BUSTS** per player

MODERATE: 2 **BITS** per player & 10 **BUSTS** per player

HARD: 1 **BITS** per player & 12 **BUSTS** per player

GAMEPLAY

Play Flip 7 as usual. The game ENDS when all the BUST tokens are added to the bowl or all the player BIT tokens have been removed.

In order to remove BITS from the bowl you must have flipped/drawn 4 or more numbered cards by the time you either PASS or BUST.

Flip 1-3 cards = zero **BITS** removed

Flip 4-6 cards = 1 **BITS** removed

Flip 7+ cards = 2 **BITS** removed

BUST = add 1 **BUST** token to the bowl; add 2 **BUSTs** if you busted with your first 2 card flips

BONUS BIT REMOVAL:

Your non-bust score = 13-24 [remove 1 additional BIT]

Your non-bust score = 25-47 [remove 2 additional BITS]

Your non-bust score = 48+ [remove 3 additional BITS]

COMPETITIVE PLAY

Choose to remove **BITS** of your own color *from* the bowl or *return* other player's **BITS to** the bowl. You may use a combination of these options

{e.g. You score 26 on your turn and flipped over 5 cards; you are allowed to take/return a total of 3 BITS, therefore you can take 3 of your own from the bowl or return 3 BITS from among the other players or take 2 and return 1 or vice-versa}.

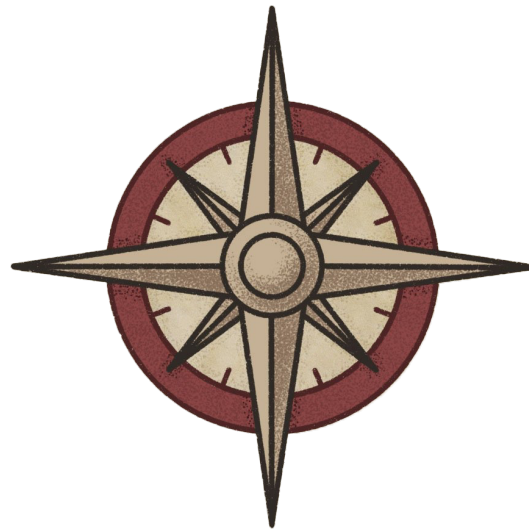


Flip 7 VARIANT 2 • “Cardinal 4-way”

2-6 players

OBJECTIVE (competitive)

Have the highest score total. You will Flip and add cards to 4 lines of possible scoring - try not to Bust all 4 directions. Play one round or keep a running total over multiple games.



CONTENTS

Deck of Flip 7 Cards

4 **BITS** per player

4 **BUST** tokens per player

SETUP (co-operative)

Set all tokens near to hand. Shuffle the full Flip 7 deck.

Each player is dealt **1 starting card** (it must be a numbered card, re-deal if needed)

GAMEPLAY

In turn order each player is dealt 1 card.

They add the card to one of their four cardinal direction lines (north/south/east/west) **up/down/left/right** as measured from their starting card.

A line BUSTS if it receives a duplicate numbered card and gets marked with a BUST token.

Each line can have a **MAXIMUM of 7** numbered cards in it.

The game **ENDS** when all players have passed and/or busted on all lines.

SCORING

All non-BUSTED line gets added together. Each line's score starts with and includes the center card. Busted lines score nothing.

Each line that has 7 numbered cards earns an additional **+15 points**.

Highest total wins the game.

NOTES:

Freeze: does not get added to a line.

Flip 3: all three cards must be added to the same line.

Second Chance: does not get added to a line.

Scoring Additives (+X/x2): get added to a line but DO NOT count against the 7 card limit per line.