

Flip or Flop

Designed by Ellie Dix

2-8 players | 30 minutes | Age 6+

Overview:

Race to construct buildings according to specification... whilst wearing reversing goggles! Even the simplest towers are hard to construct when your world appears back to front.

Components:

- 2 pairs of reversing goggles
- 64 blueprint cards
- 64 blocks (in a variety of shapes & colours)
- 6 muddle cards
- 1 active team token

Set up:

- Place all the **blocks** in the centre of the table.
- Split the **blueprint cards** into four piles according to the numbers on the back and place these to the side.
- Split the players into two teams - red team and blue team. Teams do not have to have an equal number of players. A team may have 1-4 players.
- Each team takes their **cheat cards** and a pair of **reversing goggles**.
- Randomly decide which team should have the **active team token** first.

Aim:

Win the most blueprint cards as a team by speedily constructing buildings that match the blueprints, despite seeing the world back to front.

How to play:

The game takes place over a series of rounds. On each round:

- Each team elects an active player.
- The active player with the **active team token** chooses a blueprint card number. The higher the number, the more complex the construction. Both teams then take a **blueprint card** from the top of the corresponding pile without looking at them.
- If teams wish, they may now choose to play a **cheat card**. Each **cheat card** may only be played once during the game. (More below).
- When both teams are ready, the **blueprint cards** are revealed simultaneously. The active player studies the **card** for as long as they wish. When they have finished studying the **card**, they must flip it face down on the table. Now they put on their **reversing goggles**.
- Looking through the **reversing goggles**, using the **blocks** the active player must now attempt to construct the building exactly as it appears on the **blueprint card**. But their world will appear reversed, which makes construction much more difficult! They are looking at a mirror image of the world.
- Players may look at their **blueprint card** during construction, but they must remove their **reversing goggles** to do so, which will cost valuable time. The **blueprint card** must always be face down when the player is wearing the **goggles**.
- When one player believes they have constructed their building perfectly according to the blueprint card, they shout “DOWN TOOLS” and the other team must also halt construction.
- The player now removes their **reversing goggles** and flips the **blueprint card** to check the building is identical to the blueprint.
- If the tower is identical to the blueprint, the team wins the **blueprint card**. If the tower is not identical to the **card**, the other team wins their **blueprint card**. The losing team’s **blueprint card** is discarded to the box.
- The **active team token** is passed from one team to the other and a new round begins.

Cheat Cards

Reverse Peek: Once during the round, the player may peek at the **blueprint card** while wearing the **reversing goggles**. They may not touch any **blocks** while the **card** is revealed.

Shout Out: Another team member may assist the active player by giving verbal instructions. This team member may also look at the **blueprint card** when it is revealed, but may not touch any **blocks**.

Level Down: Instead of selecting a **blueprint card** of the chosen level, the team chooses a **card** of the level one down.

NB: Teams may not play cheat cards when Level 8 **blueprint cards** are selected.

End game:

The game ends after 8 rounds. The team with the most **blueprint cards** wins.

In the event of a tie, the teams play one more round with an 8 point **blueprint card**. Whoever wins this tie-break round wins the game.