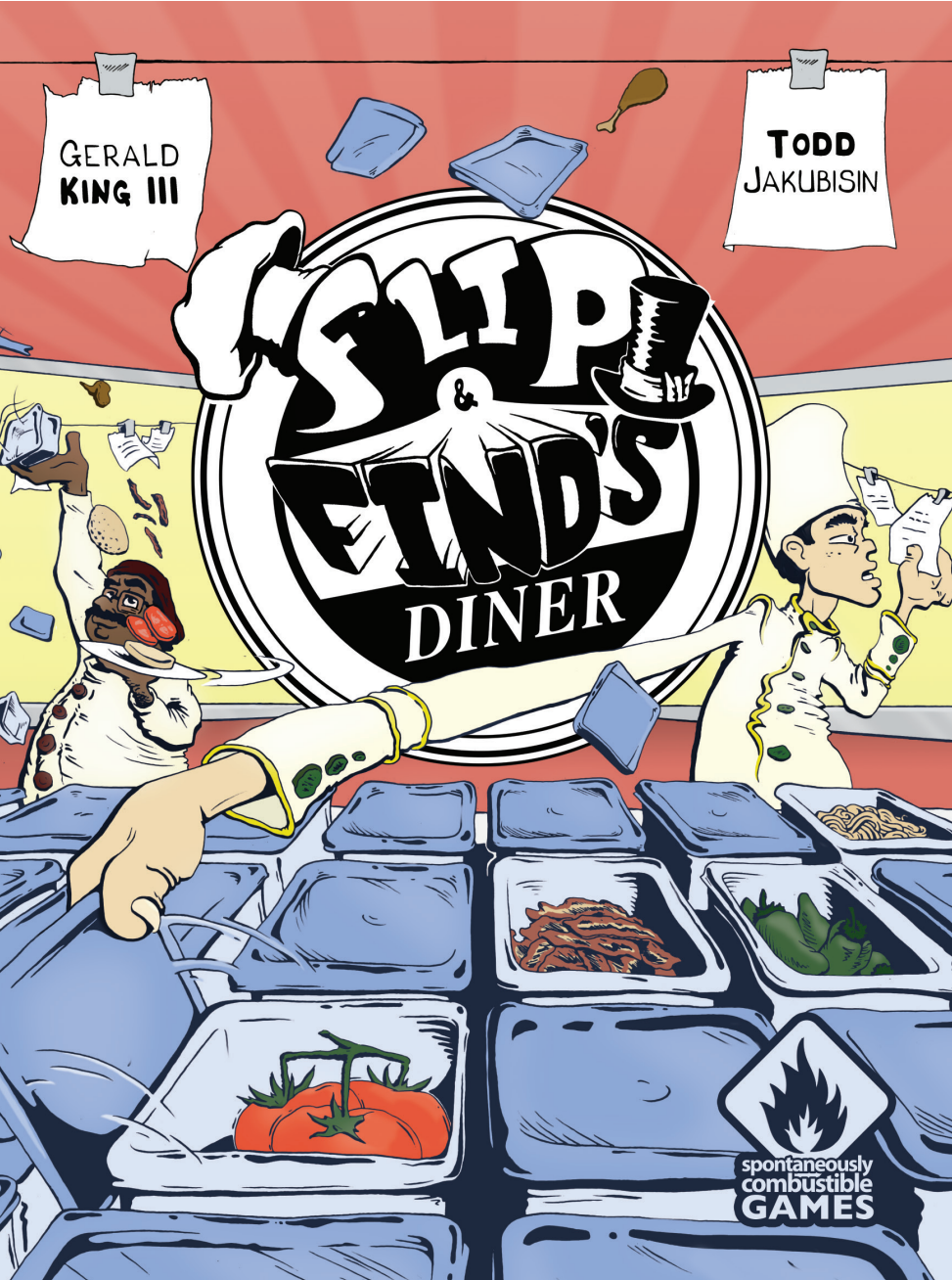


GERALD
KING III

TODD
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SLIP & FIND'S DINER



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Introduction

What's the Game About?

Flip and Find run a Diner that is in complete chaos. Orders are pouring in, and they can't remember where they put their ingredients! In this memory game, players flip tiles to find the ingredients to complete orders. More difficult orders are worth more money, but if you can find a tip tile along with your ingredients, you can pocket some extra cash. Filling an order also gives you a one-time-use special ability, and the tougher the recipe, the better the reward.

How do I win?

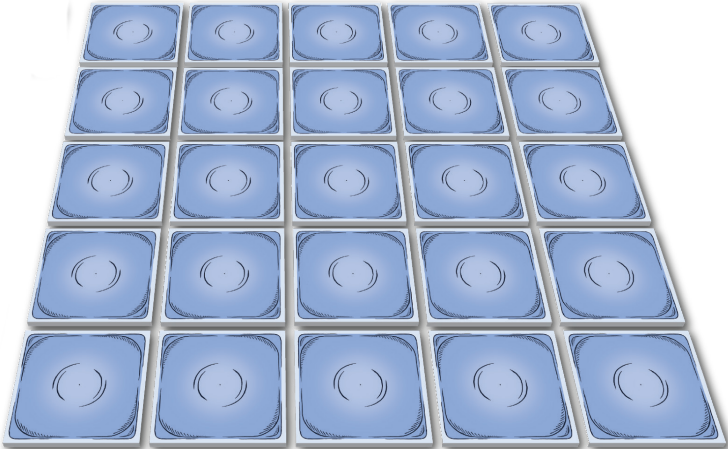
When a player completes 5 orders, the game will end once the current round is complete. Players add up the value of their completed orders and tips. The player with the most money wins!

Game Setup

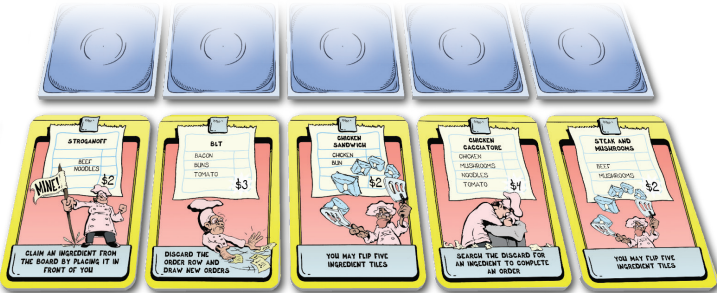
Your game should come with the following pieces:

- **56 Ingredient Tiles**
10 Beef, 10 Chicken, 6 Tomato, 6 Mushrooms,
6 Noodles, 6 Bacon, 6 Buns, 6 Peppers)
- **36 Order Cards**
- **9 Tip Cards**

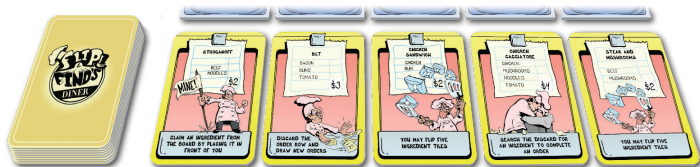
1. Shuffle all the ingredient tiles and lay 25 tiles face down in a 5x5 grid



2. Shuffle all the order cards and lay 5 cards face up below the grid of ingredient tiles.



3. Lay the remaining deck of order cards face down next to the Order Row.



4. Shuffle the tip cards and place them face down somewhere on the table.



Gameplay

Selecting the First Player

The first player is the last player to have sat down to eat at a restaurant. If more than one player has sat down to eat recently, the first player is the one who paid. If multiple players paid, then the first player is the one who tipped the most. If nobody tipped, put away the game and go back to that restaurant and leave a tip right now!

Player Turns

On each turn, the current player must flip over 4 tiles, unless they have an ability that states otherwise. If the player flips over ingredient tiles that match the ingredient list on one of the face-up Order Cards, they can fulfill that Order Card by putting it into their hand. A player can complete no more than two orders per turn. A single tile may not be used on two separate orders. Tiles used to complete orders are placed into the discard pile, and, and new tiles are drawn to replace them. When the draw pile is depleted, shuffle the discard pile and use it as the new draw pile.

If, on a player's turn, they flip over a Tip Tile along with the ingredients to complete an order, the player can then collect a Tip Card when they fulfill that order. The Tip Tile is discarded along with the other Ingredient Tiles. The player can look at the Tip Card, but it is not used until scores are tallied at the end of the game. Players are not required to reveal tip cards to other players until that time.

On their turn, a player may also use the ability from a fulfilled Order Card in their hand. Players can only use one ability per turn, and can only use abilities on their own turn. Once a player uses an ability, that Order Card is placed face up in front of that player. Each ability card can only be used once, unless the ability dictates otherwise.

Turns continue in clockwise order until the game is over.

Ending the Game

Once a player completes 5 orders, the game will end after the current round is complete. All players then add up all the money they made, including tips. The player who made the most money wins!



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