

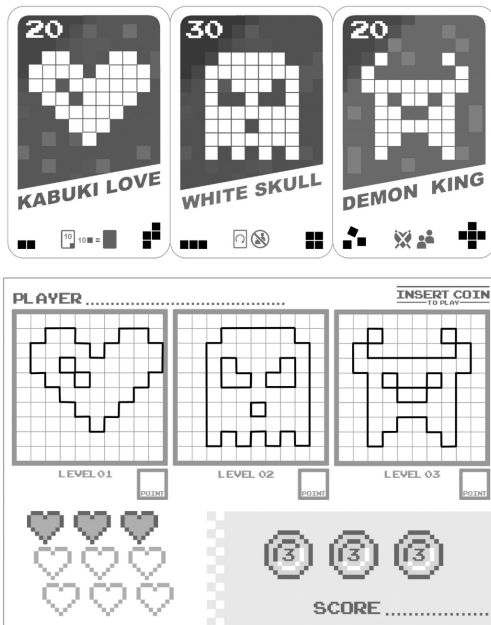
INSERT COIN TO PLAY

Flip & Write
 Players 2 - 6
 Age 8+
 Playtime ~15

Insert a coin to play!
 Complete levels and unlock bonuses to make the highest score and win the game.

SETUP

Each player takes 1 game sheet. We will call it GamePad.
 Shuffle the cards and deal 5 to each player.
 Each player chooses 3 cards and draws the shapes of the cards on the three boxes (Levels) of their GamePad. Be careful not to make mistakes when you draw them!



Shuffle again all cards and divide them into 2 piles of 15 cards each. Shuffle 1 GAME OVER card in each pile and then place the two piles on top of each other in the middle of the table (where you can reach it) to form a single deck.

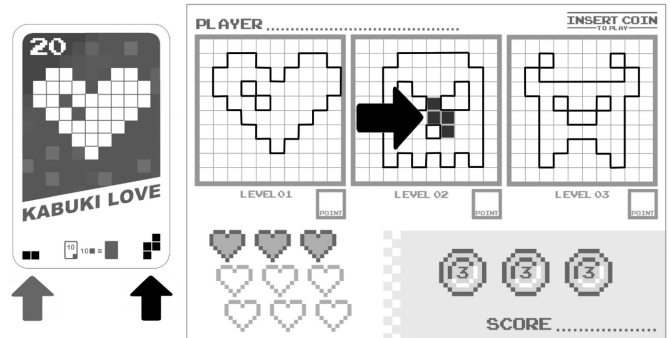
You start the game with 3 Lives (already highlighted) and 3 Coins.

GAMEPLAY

At the beginning of each turn, flip the top card of the deck and place it where all players can see it.

Each player must choose one of the two symbols shown on the bottom corners of the card and draw it inside of one of the shapes in any Level of their GamePad by filling the empty squares.

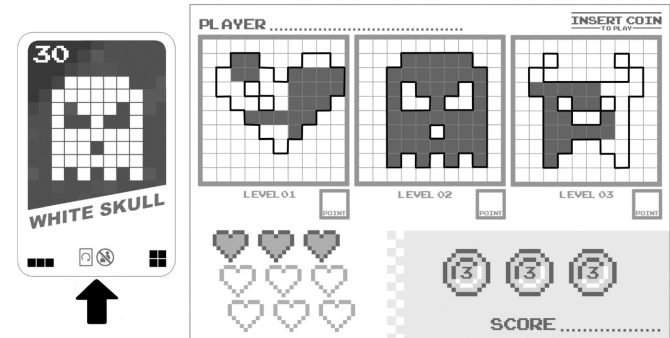
The chosen symbol can be rotated or mirrored (horizontally and/or vertically) and must be drawn within the contours of the chosen shape.



You can decide to lose 1 Life and don't use any symbol of the flipped card. If you do so, fill 1 square of the chosen shape.

COMPLETE A LEVEL

When you entirely fill a shape on your GamePad, you complete the Level and you can activate its ability.



Note: You can find the description of all abilities at the end of the rules.

GAME OVER CARD

When you flip the first GAME OVER card all players have to insert 1 Coin unless they already completed 1 Level (any level).
 When you flip the second GAME OVER card all players have to insert 1 Coin unless they already completed 2 Levels (any levels).



COINS AND LIVES

If you lose all your 3 Lives, you have to insert 1 Coin and highlight the 3 Lives of the row below (to show you are using these now).

When you insert Coins or lose Lives, just cross them off with your pencil.

END OF THE GAME

The game ends when one of the following condition is met:

- A player completes all 3 Levels
- You cannot draw any more cards
- A player has no more Lives and Coins left
- A player can't use a Coin when you flip the GAME OVER card

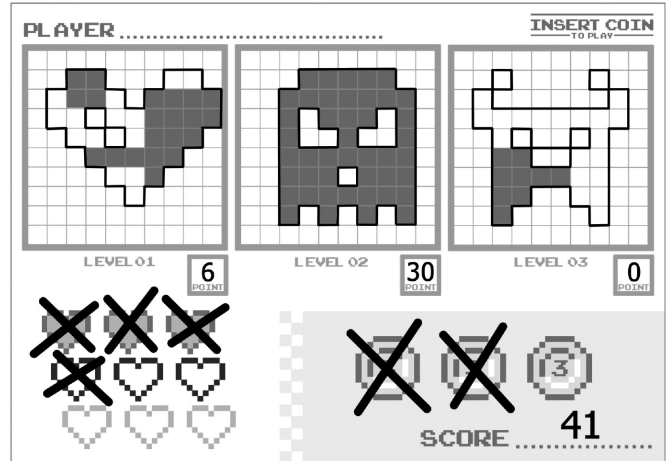
SCORE

The score value of each shape is shown on the top left corner of the corresponding cards. At the end of the game, you score that amount of points -1 point for each unfilled square in the shape. You cannot score negative points.

Unused Coins are worth 3 points each.

Highlighted and not crossed Lives are worth 1 point each.

Example:



Level 1: 20 points -14 unfilled squares => 6

Level 2: 30 points

Level 3: 20 points -23 unfilled squares => 0

Unused Coins: 1 Coin => 3 points









Spare Lives: 2 Lives => 2 Points

Tot. 41 Points

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20 	ULTRA ROBOT Gain 1 Life. Your opponents lose 1 Life if you completed Alien Invader.	20 	KABUKI LOVE Complete a 10 Points shape with at least 10 filled squares.
10 	SPACE SHIP You can use both symbols of the next card.	20 	MAGIC SHIELD Opponents attacks have no effect on you.
20 	DEMON KING Your opponents lose 1 Life.	20 	ALIEN INVADER Fill any 3 squares. Fill any 3 squares if you completed the Robot.
30 	WHITE SKULL Your opponents skip the next turn.	10 	POWER CHERRY Fill any 3 squares.