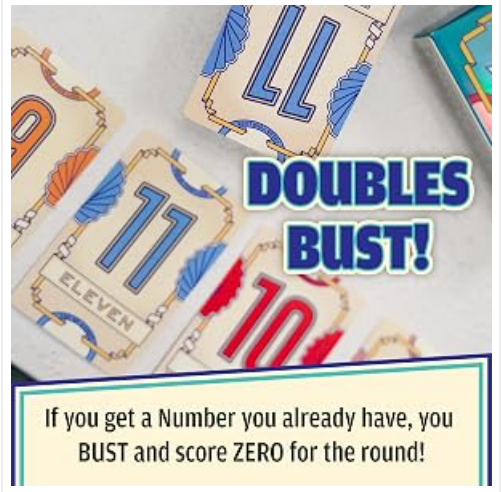
USAOPOLY CSGFLIP7HANG

Flip 7™ Card Game Instruction Manual

By USAOPOLY

Introduction

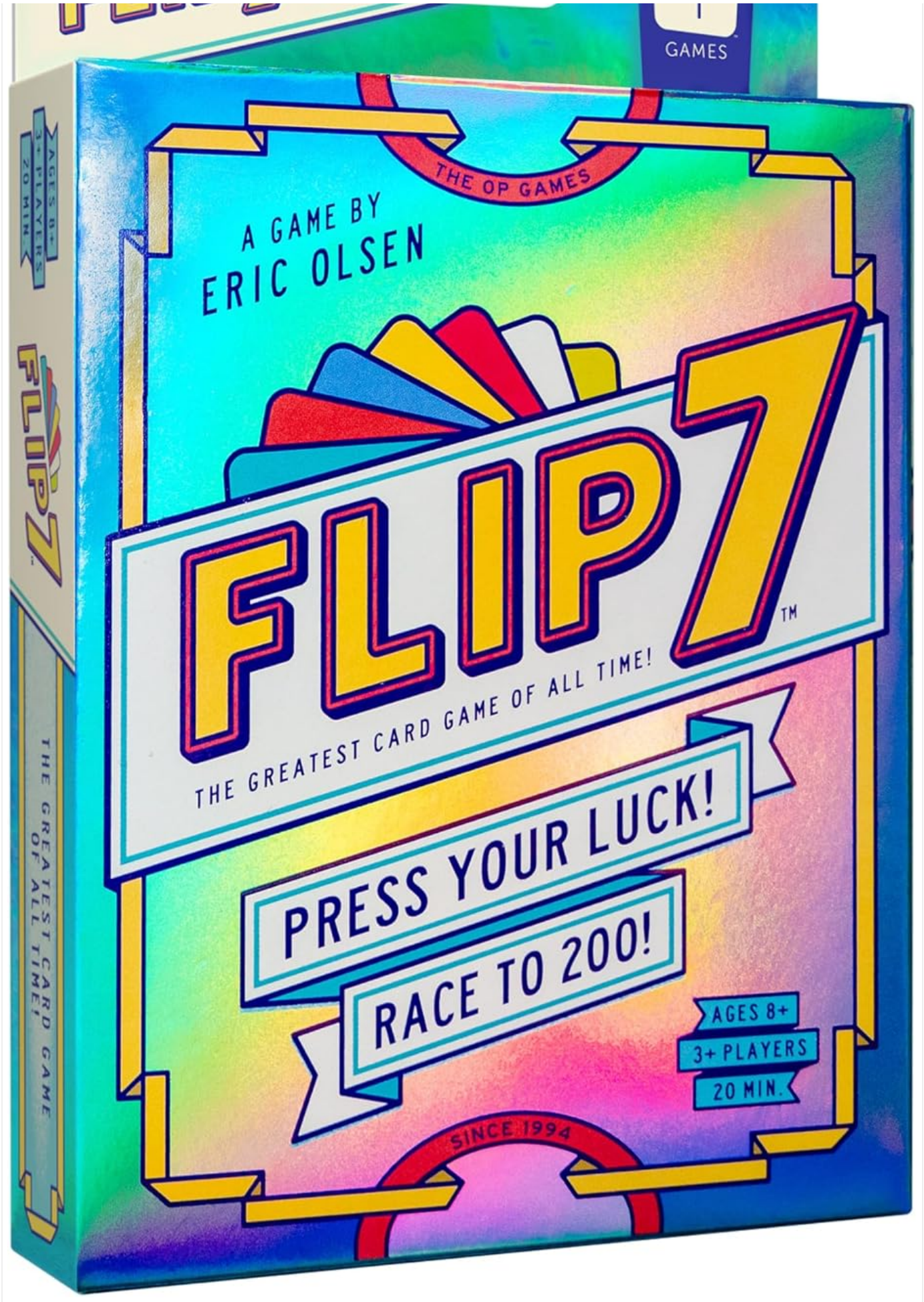
Flip 7™ is a fast-paced, addictive card game that blends press-your-luck mechanics with strategic decision-making. The objective is to be the first player to reach 200 points by flipping cards without revealing the same number twice. This manual provides comprehensive instructions to help you learn and enjoy the game.



The Flip 7 game has received multiple awards and recognitions for its engaging gameplay.

What's In The Box





The Flip 7 game box, showcasing the vibrant design and game title.

Your Flip 7™ game includes:

- 94 cards
- Rules

Setup

To begin a game of Flip 7™:

1. Shuffle all 94 cards thoroughly to form a single draw pile.
2. Place the shuffled draw pile face down in the center of the playing area, accessible to all players.
3. Each player should have a clear space in front of them to lay out cards.
4. Determine the first player. This can be done by any method, such as the youngest player or drawing the highest card.

Operating: How to Play

Game Objective

The goal of Flip 7™ is to be the first player to accumulate 200 points or more. Points are scored at the end of each round based on the cards you have successfully collected.

Card Types

The deck consists of Number Cards (1 through 12) and Special Action Cards. There is one '1' card, two '2's, three '3's, and so on, up to twelve '12's. This unique distribution is key to the game's press-your-luck element.

Gameplay Overview

Players take turns drawing cards from the draw pile. On your turn, you decide whether to continue drawing cards to increase your score or to stop and bank your current points for the round. The risk lies in drawing a duplicate number card, which results in a "Bust" and zero points for that round.

Player Turn

During your turn, you will perform the following actions:

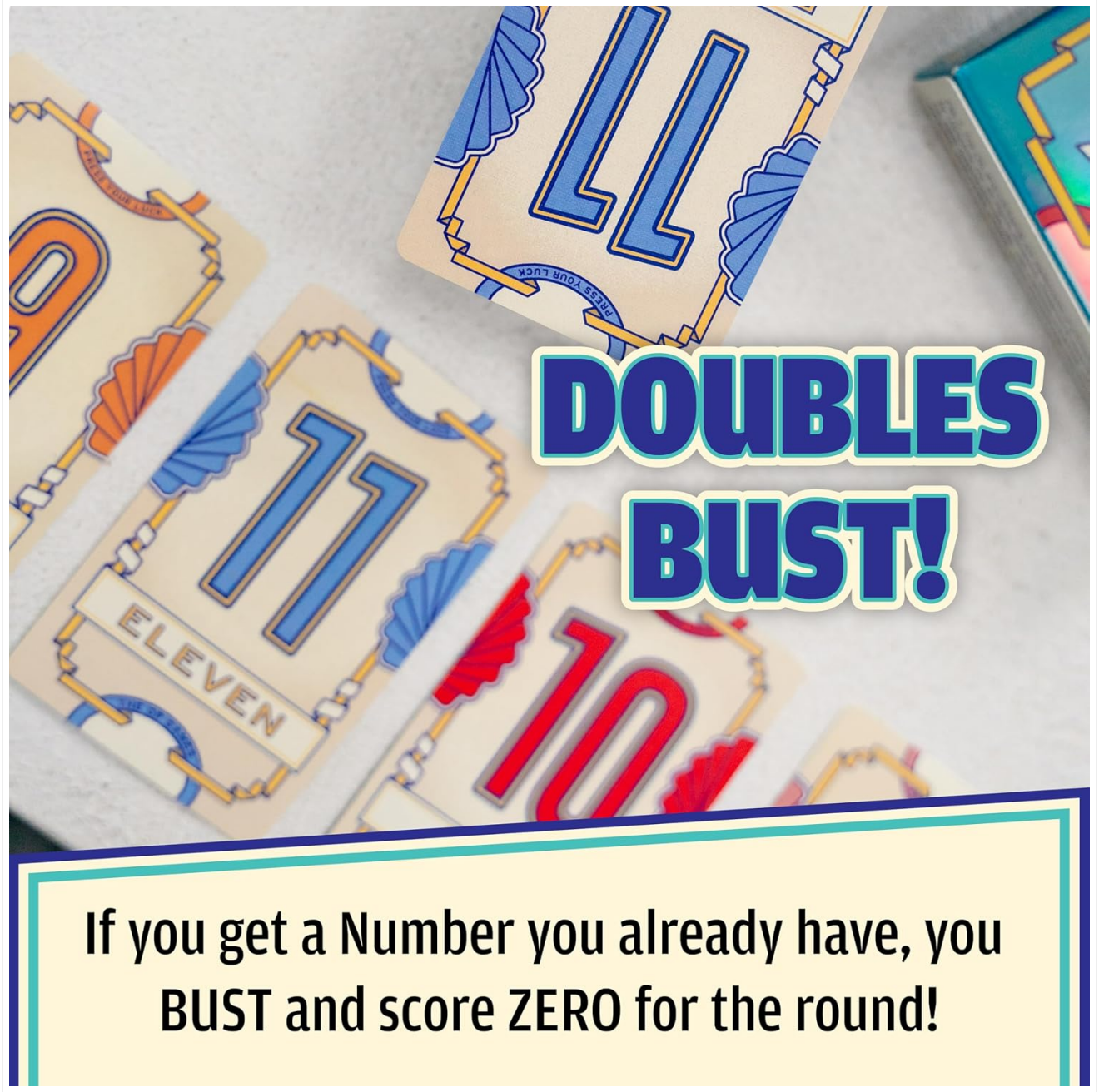
1. **Draw a Card:** Draw the top card from the draw pile and reveal it.
2. **Check for Duplicates:** Compare the drawn card to any Number Cards you have already collected this round.



An example of a "Doubles Bust" where a player draws a duplicate number, resulting in zero points for the round.

- If the card is a **new number** (not already in your collection this round), add it to your collection face-up.
- If the card is a **duplicate number** (you already have that number in your collection this round), you immediately **BUST!** Your turn ends, you score zero points for the round, and all cards you collected this round are discarded.

3. **Decide to Continue or Stop:** If you did not bust, you must decide:



Players decide to "Hit or Stay" by either drawing another card or banking their current points.

- **Continue:** Draw another card from the pile, repeating step 1.
- **Stop:** End your turn. You successfully bank the points from all Number Cards you collected this round. Add these points to your total score. All cards collected this round are then discarded.

Special Action Cards

Some cards are not numbers but special action cards that can alter gameplay. When drawn, follow the instructions on the card. These cards do not count towards your score or bust condition.



Examples of special action cards like "Flip Three," "Freeze," and "Second Chance" that add strategic depth.

- **Flip Three:** When drawn, immediately draw three more cards. Resolve each card individually. If any of these cause a bust, your turn ends.
- **Freeze:** Play this card on an opponent. That opponent cannot draw any more cards on their next turn.
- **Second Chance:** Keep this card until needed. If you bust, you may discard this card to negate the bust and continue your turn as if you had not busted.
- **Score Modifier Cards (e.g., +10):** These cards add points to your score at the end of the round if you successfully bank your points. They do not count as number cards for busting.



A Score Modifier card, such as "+10", which boosts your score if you successfully complete the round.

Scoring

If you successfully stop your turn without busting, you score points equal to the sum of all Number Cards you collected this round, plus any points from Score Modifier cards. For example, if you have a 5, a 10, and a +10 card, you score 5 + 10 + 10 = 25 points for that round.

Flip 7 Bonus: If you successfully collect exactly seven unique Number Cards in a single round (e.g., 1, 2, 3, 4, 5, 6, 7), you earn a special "Flip 7 Bonus" in addition to the sum of the cards. The rules do not specify the bonus amount, so players may agree on a bonus (e.g., 25 or 50 points) or refer to the official rulebook for clarification.

Winning the Game

The game ends when at least one player reaches or exceeds 200 points at the end of a round. The player with the highest total score wins the game. In case of a tie, the tied players can play one more round to determine the winner.



The game objective is to reach 200 points to win.

Maintenance

To ensure the longevity of your Flip 7™ card game:

- Store cards in a cool, dry place away from direct sunlight and moisture.
- Keep cards clean by handling them with clean, dry hands. Avoid eating or drinking directly over the playing area.
- If cards become slightly dirty, gently wipe them with a soft, dry cloth. Do not use abrasive cleaners or excessive moisture.
- Return all cards to the game box after each use to prevent loss or damage.

Troubleshooting

Here are some common questions and their resolutions:

Issue	Resolution
Missing Cards	Carefully check the game box and playing area. If cards are genuinely missing from a new set, contact USAOPOLY customer support.
Rule Discrepancies	Refer to this instruction manual or the official rulebook included with your game. For further clarification, visit the USAOPOLY website or contact their support.
Game Balance Issues	Ensure all players understand and are following the rules correctly. The game's design incorporates luck and strategy; consistent play will reveal its balance.

Specifications

Feature	Detail
Product Dimensions	0.88 x 3.69 x 0.1 inches
Item Weight	5.9 ounces
Model Number	CSGFLIP7HANG
Manufacturer Recommended Age	8 years and up
Number of Players	3+ Players
Play Time	20 Minutes
Language	English
Release Date	April 7, 2025



Key game specifications including player count, age, and play time.

Warranty and Support

For product support, inquiries, or information regarding any potential warranty, please contact USAOPOLY directly through their official website or customer service channels. Keep your purchase receipt as proof of purchase. USAOPOLY is committed to providing quality products and customer satisfaction. For the most up-to-date information, please visit their official website: www.usaopoly.com

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Ask a question about this manual

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

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Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question