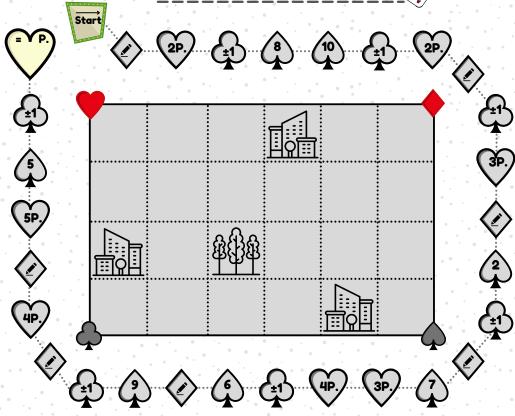
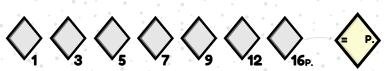
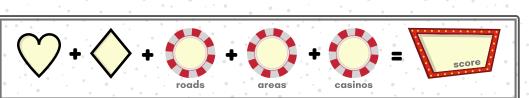
ROYAL FLIP





Cross out when bonus is used.





GAMEPLAY

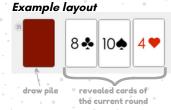
= wild card

Shuffle the deck of cards & place it as a draw pile.

- 1.: Reveal 3 cards* (side by side). They apply to all players.
- 2.: Select 1 color, 1 number & 1 suit, each from a different card and use it.
- 3.: Start again at 1. until 12 rounds have been completed. -> Then scoring!

CARD SELECTION

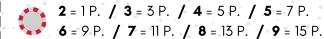
You have to select 1 color, 1 number & 1 suit, each from a different card and use it: e.g. the color of (red), the number of 8.4 (8) and the suit of 10.4 (spade). **Result**: a red $\mathbf{8}$ (-> city map) $\mathbf{\&}$ a $\mathbf{\spadesuit}$ (-> bonus track).



CITY MAP

Build roads from consecutive numbers of one color and create areas from same numbers. Numbers have to be orthogonal adjacent. Score points (P.) per number. Connect any 2 casinos for an add. 1 per number in the connecting road.

Road: A number can only be part of one road.



Area: The color of the numbers does't matter.





BONUS TRACK

Beginning at "Start", circle the suit you chose in step 2. on the track and receive it's corresponding bonus. You can only go foreward, but never backwards. You have to do this step, unless you cannot choose a suit. In this rare case, you do not get a bonus this round.



Effect: +1/-1 to card value. Mark on page 1.



Effect: Use this number (e.g. 7) on the CITY MAP in the color you chose in 2.



Fill the leftmost empty diamond on p. 1, to earn points in the amount of the last marked (final scoring).



Effect: You earn **x** points (P.) in the final scoring (e.g. 3 points).

SCORING

Summarize the scores of every part in the final scoring box on page 1. The player with the highest final score wins! Rock, paper, scissors breaks ties!! 2

GAME MODES

Solo: Compete with yourself and try to exceed your personal high score or even hit the jackpot at 50 points. Play according to the standard rules (-> page 2) with no further changes.

Multiplayer Solitaire: Compete with friends and try to get the high score. Play according to the standard rules (-> page 2) with no further changes.

PvP (Player VS Player): Compete with friends and try to get the high score. Play according to the standard rules (-> page 2) with the following changes.

- 1. Choose a first player. He/She starts the round by revealing 3 cards (see 1.)
- 2. The first player chooses number, color and suit first (see 2.).
- 3. The remaining players take turns in clockwise order.
- 4. But they may not choose the same combination of the three card's attributes as the first player.
- 5. Extra scoring of the diamonds:
 - a. Ignore the points noted under the diamonds.
 - b. During the final scoring, player score points according to the amount of diamonds marked: The player with the most diamonds earns 10 points and the player with the second most diamonds gets 6 points. Every other player doesn't score at all (see box below).
 - c.In case of a tie for the most diamonds, the tied players get the points of the second place (6 P.). In this case every other player get's no additional points for diamonds.
 - d.In a 2 Player game, the player with the most diamonds gets 6 P. and the opponent none. In case of a tie, both players get 6 points.

SPECIAL THANKS

I want to thank all playtesters and rule readers, that took their time to support the development of Royal Flip, especially to Michel H.

Of cause a big thank you to the whole team behind the 10th ROLL & WRITE GAME DESIGN CONTEST on BGG!

> **GRAPHICS** GAME DESIGN

Michael Arnold

from canva.com



It's a one sheet flip & write game, where all players simultaniously combine color, numb3r and ♠♥♠♣ of 3 cards to create streets (straights) and areas, connect casinos and unlock bonuses, to reach the highest score and win the game.

Play solo, multiplayer solitaire or more competetive in the Player VS Player (PvP) mode.

On your turn you'll select 3 attributes (number, color, suit) to place red or black numbers on the city map, in order to create streets (straights) and areas. Furthermore you select bonuses on a bonus track according to the suit you've selected. But be careful: you can go as far ahead as you want though, but never back! ... So choose your suits wisely!









