

フリップオーバー (Flip Over)

Designer: sirou

Players: 3-5, Time: 20-40 Minutes, Ages: 8+

OUTLINE OF THE GAME: Play cards one by one in turn to see who has played the strongest card. The person who played the strongest card will take the disc. The winner of the first trick takes the 1 disc, the winner of the second trick takes the 2 disc, etc. The blue discs score positive points, and the red discs score negative points, so let's play our cards carefully to avoid taking negative discs!

PREPARATION: Prepare the cards and discs for the number of players according to the table below. Shuffle the cards and deal them face down evenly to each of the players.

No. of Players	Cards Used	Discs Used
3	24 (1 to 8 in 3 suits)	1 to 8
4	40 (1 to 10 in 4 suits)	1 to 10
5	60 (1 to 12 in 5 suits)	1 to 12

Determine how many rounds you wish to play in advance, and decide on a start player. During the game, the player who wins a trick will lead the next trick. One trick involves each player playing a card, comparing the strength of the cards, and a player winning a disc. Trying playing at least 2 rounds.

HOW TO ARRANGE THE DISCS: Place the discs in a row in numerical order with a random side up, and turn discs over according to the following conditions. (You may arrange the first time you play such that red and blue are intentionally alternated.) We want to make sure that the number of red and blue discs is the same.

- If there are 3 or more consecutive discs of one color, turn over the second largest one.
- If the number of discs for both colors is not the same, find the consecutive pair of discs with the largest value and flip over the larger of the two.

TRANSLATOR'S NOTE: Here, for the second time, the rules offer a "hint" that "you" can play well if the discs alternate red and blue, but that when the players are used to the game, you can freely play with a random setup.

HOW TO PLAY A CARD: The cards are played face up one by one in a clockwise direction. The start player can play any card. Subsequent players must play a card of the same suit as the start player if they can; if they do not have any of the led suit, they may play any card.

CARD STRENGTH: Cards with the same number as the round number (the smallest available disc) are the strongest: these are the trump cards. If more than one trump card is played in a round, the one played later in the turn is considered higher.

If no trump cards are played to the trick, the highest ranked card in the suit led wins the trick.

Each player takes back the card they played and sets it face down to the side. (Players will use the same hand of cards for each pair of rounds. That is, for rounds 1 and 2, you will have the same hand. For round 3, gather the cards, shuffle, and deal as during setup.) The winner of the trick takes the round disc. Be careful not to turn the disc over.

If people are playing for the first time, you may play without the rules regarding trump cards.

POINT CALCULATION: When the last disc is won, scores are calculated. Blue discs are positive points, and red discs are negative points. Players may score negative points. Record each player's score on a sheet of paper.

NEXT ROUND: Return the discs to the center and arrange them in numerical order. For even rounds (2, 4, 6,...) turn over all the discs to reverse their color. For odd rounds (3, 5,...) prepare the discs again as during setup. For even rounds, the players pick up the cards they played in the previous round to use as their hand. For odd rounds, gather the cards, shuffle them, and deal as during setup. The person who won the last disc of the previous round will lead the next round.

After playing a predetermined number of rounds, the scores of all rounds are summed. The player with the most points wins and those who have lost will praise those who have won.

VARIANT: When playing with 4 players, try playing a 2 vs 2 team game. The acquired discs are totaled among the team. In the even-numbered games, after the cards have been dealt, you exchange 1 card with each player.