

FLIPPIN' OUT!

The Chip Flippin' Name Game

Flippin' Out!

the outrageous party game
where a Letter or Player is
eliminated with each Flip of a Chip!



Can you come up with
a Rock Band beginning
with the letter "P"?
How 'bout a board game
beginning with "N"?

Once a Letter is Flipped, it cannot
be used again for that round.
You're either FLIPPIN'
or you're OUT!



© 2011 3BV5 LLC. All Rights Reserved.
Distributed by Endless Games, Inc.
Freehold, NJ • 732-414-2213
Visit Our Website at: www.endlessgames.com
The Endless Games Logo is a Registered
Trademark of Endless Games, Inc.
Made in USA

Item #385

FLIPPIN' OUT!

The Chip Flippin' Name Game

Instructions

2 or more players

Ages 10 +

CONTENTS:

- Game Board
- Spinner
- 220 cards (880 Categories)
- 4 Pawns
- 1 10-second timer
- 24 Letter Chips (Letters A-Z; "Q, X, Z" on same Chip)
- Instructions

SET UP:

FLIPPIN' OUT! is designed for up to 4 players or teams.

The game can be played with as few as 2 players, or as many players as you'd like – divided into teams.

PUNCH OUT the 24 Flippin' Out Letter Chips and place them letter-side-up within reach of all players. **Mix them around so they are not in any order.** Place the spinner, sand timer, and card deck within reach of all players. To Start, each player or team places his pawn on the **START** Space on the Game Board.

WINNING:

The first player or team to advance his pawn up the game board to the **FINISH** space is the **WINNER**.

TO PLAY:

1. The youngest player spins the spinner first to choose a category. Draw a card and read aloud the category corresponding to the color the spinner has landed on. Then flip the 10-second timer.

2. Once the category is read, the **first player/team to the spinner's left** is on the clock. This player now has 10 seconds to name a word or phrase which fits into the chosen category and **FLIP** over the Letter Chip this answer starts with.

Upon Flipping a Chip and stating his answer, play moves on to the next player or team.

NOTE: Flip the timer after each response to put the next player/team on the clock.

As long as the Letter Chip is still letter-side-up, it is in play.

Once a letter has been flipped, however, it may no longer be used.

FOR EXAMPLE: If the category is **SHARP THINGS**, this player might say "Scissors" and flip over the Letter "S" Chip. No other player may give an answer beginning with this letter.

NOTE: The "Q/X/Z" Chip may be flipped for any answer beginning with either Q, X, **OR** Z.

3. Play continues clockwise with players saying their answers and flipping over the appropriate Letter Chip.

EXAMPLE: Player/Team 2 says "Knife" and flips the "K" chip. Next player (3) says "Cheddar Cheese" (also something that is "Sharp") and flips over the letter "C". Player 4 may then say "Pairing Knife" since this begins with "P" and not "K". He would then flip over the "P" chip.

NOTE: When playing in teams, anyone from the team may give an answer on that team's turn. The first answer given is the one that counts, whether it is wrong or right!

EXAMPLE 2: If the category is ALICE IN WONDERLAND, anything relating to the story or movie is appropriate, for example: "Mad Hatter," "White Queen," "Drink Me," "Rabbit," "Lewis Carroll," "Tim Burton," or "Johnny Depp" would be allowed.

4. When a player/team can NOT come up with an answer before the 10-second timer runs out, that player/team is OUT for the remainder of that round.

5. If a player/team gives an answer using a letter that has already been flipped over, that player/team is OUT for the remainder of that round.

EXAMPLE: Player 1 is back up. The category is still SHARP THINGS. As time winds down, she blurts out "Pocketknife". Since "P" has already been flipped, it is no longer available and Player 1 is OUT for the remainder of the round.

6. Play continues around the circle in this elimination format until only ONE player/team remains. This player/team moves his pawn up one space on the game board and a new round begins.

NOTE: To settle any arguments over who is the Last Player/Team IN the round, it is ALWAYS the last player/team to have Flipped a Chip!

The winning player/team spins the spinner and reads the category, and the team/player to the spinner's left is the first to answer

THE FLIP-FLOP ROUND:

Certain instances may lead to all of the Letter Chips being Flipped over before all but one player has been eliminated. This situation results in a FLIP-FLOP. Remaining players in the round then mix up the Flipped Chips and the round continues only this time players **Flip the Chip first** and must give an answer that begins with the letter flipped.

Players DO NOT KNOW WHAT LETTER THEY ARE FLIPPING until after they have Flipped the Chip. The 10-second rule is still in effect, and any repeat answers from the original round will lead to elimination.

ISSUING A CHALLENGE:

If a player gives an answer that doesn't make sense to the other players, they may challenge that player to explain. He has 10 seconds to explain his reasoning. All players then vote with a thumbs-up or down whether the answer is acceptable. Only a unanimous thumbs-down vote will cause the player to be OUT. Otherwise, the round continues.