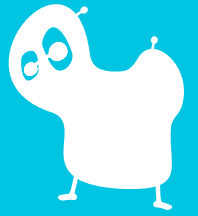


8D00DLES®



FLIPIT

BOARD GAME



ADVENTURE
IN EVERY TURN

+ 
**PLUS ENTIRE SET OF
72 CARDS**



MANUAL



CARDS



SCORE SHEET



ANETTA G. HELLER

ARTUR J. HELLER



FEW WORDS OF INTRODUCTION...



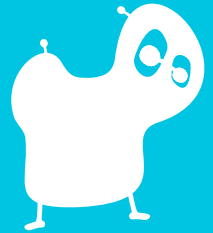
Board games have a unique way of connecting people – blending fun, logic, and friendly competition into one engaging experience. With simple rules and thoughtful design, they spark creativity and bring out everyone’s strategic side, whether around the kitchen table or out on an adventure.

FLIP IT takes these classic elements and adds a clever twist – quite literally. Using double-sided tokens, dice-driven placement, and smart flipping mechanics, players race to line up tokens, outmaneuver opponents, and earn FlipCoins. With each round, the action die introduces surprising moves that keep the gameplay exciting and unpredictable.

Designed for quick setup and maximum portability, Flip It is perfect for travel, family gatherings, or relaxed evenings at home. Available exclusively as a Deluxe Edition, the game comes with beautifully crafted components and optional personalization, including access to the interactive Explore & Play hub with online cards, score sheets, and more.

As creators and publishers, we guarantee joyful moments spent together and lots of fun!
ARTUR J. & ANETTA G. HELLER

BENEFITS



- Easy-to-learn gameplay that’s fun for all ages
- Exciting flipping mechanics keep every move impactful
- Action die and online cards add variety and surprise
- Portable design makes it perfect for on-the-go fun
- Encourages strategic thinking and quick decision-making
- Brings players together for engaging, friendly competition
- Customizable Deluxe Edition for a unique game experience

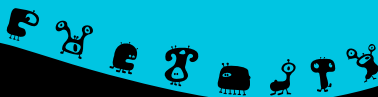


The online cards for the FLIP IT board game are available online on the 8doodles.com platform. Did you know that with a membership, you can create your custom cards for this game?

WHAT & WHERE

- Introduction
- Game information and manual
- Score sheet template
- 72 offline game cards
- Game licenses

2
3
7
8
13





THINGS TO KNOW



- 📌 **Age:** 7+ (family friendly)
- 📌 **Number of players:** 2
- 📌 **Average time:** 20-40 minutes
- 📌 **Difficulty level:** easy - medium
- 📌 **Dice for the game:** 3 (2 white, 1 black)
- 📌 **72 Game cards:** online or printable
- 📌 **16 Pawns:** 8 pawns per player (4x white, 4x black)



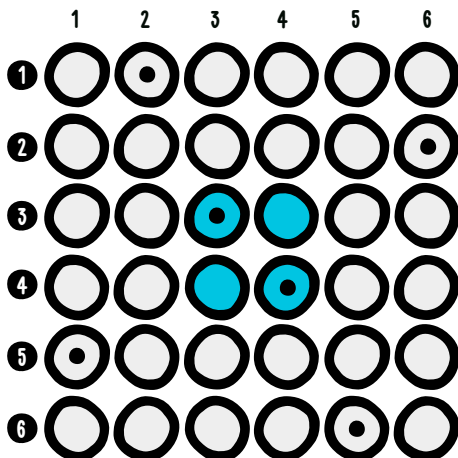
Do you know that games of this type are great as promotional material, thanks to their ability **to be customized!**

OBJECTIVE OF THE GAME

Earn points, called FlipCoins, by forming lines of your tokens and flipping your opponent's tokens. The first player to reach the agreed number of FlipCoins wins the game.

GAME COMPONENTS

The game includes a board with 36 spaces (6 rows and 6 columns), 16 double-sided tokens (8 for each player), two dice for choosing spaces (black and white), and one white action die for special moves. There is also one red token used to block spaces. Printable score sheets are available at 8doodles.com.



GAME FLOW

Flip It is played in two phases.

PHASE 1 Placing Tokens

Players take turns rolling two dice (black and white) to determine the space where they will place their token. Tokens are placed with the player's assigned color (black or white). If the rolled space is occupied, place the token on the nearest free space. No points are earned, and no flipping occurs in this phase. Placement continues until both players have placed all 8 tokens on the board.

PHASE 2 Main Gameplay

Each player rolls three dice: one black and one white (to choose the space) and the action die.

If the rolled space is empty or has an opponent's token, proceed with the move and perform the action die result, possibly flipping tokens.

If the space has your own token, it is captured, and your opponent earns 5 FlipCoins. Captured tokens always return to the board on your next turn.

FLIPPING TOKENS



An opponent's token can only be flipped if it is positioned between two of your tokens in a straight line (horizontal, vertical, or diagonal). Multiple tokens can be flipped at once if all meet this condition. Each flip changes the token's color and awards points to the player making the move.

ACTION DIE

Each result on the action die brings a surprise:



Block a space – place the red block token on any free space.



Push – move an opponent's token by one space. If the space is occupied, move it to the nearest free space.



Online card – draw a card and complete the challenge.



Swap places – switch places with an adjacent opponent's token.



Jump – jump over an adjacent opponent's token in any direction.



Capture – remove an adjacent opponent's token from the board – it returns next turn.

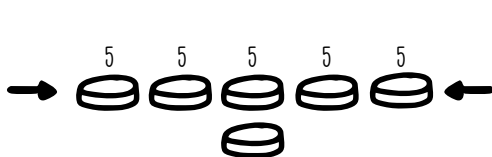
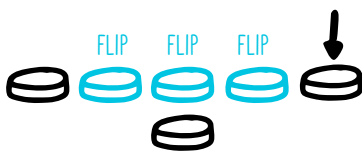
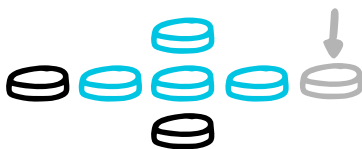
TELEPORTATION QUICK MOVE!



There are 6 teleportation spaces on the board (marked with dots). When your token lands on one, you may move it to another free teleportation space.

Teleportation fee: 5 FlipCoins deducted from your score.

SAMPLE: BLACK TOKEN FLIPPED 3 WHITE TOKENS AND EARNED 25 FLIPCOINS (5X5)



SCORING (FLIPCOINS)

- For each token in a line (3 or more) = 5 FlipCoins per token
- Capturing an opponent's token = 5 FlipCoins
- Capturing your own token = 5 FlipCoins for the opponent
- BONUS**
Rolling 3 identical dice values = 30 FlipCoins

END OF THE GAME

The game ends when a player reaches the agreed point limit, for example, 50 FlipCoins. After tallying points, the winner is declared.

SAMPLE: BLACK TOKEN SWAPED PLACE WITH TOKEN



SAMPLE: BLACK TOKEN JUMPED OVER WHITE



SAMPLE: WHITE TOKEN PUSHES BLACK TOKEN TO ONE OF 5 POSSIBLE SPOTS.

SAMPLE: BLACK TOKEN CAPTURED WHITE TOKEN

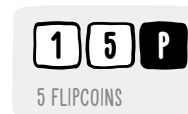


OFFLINE PLAY WITH THREE DICE AND CARD INTERACTION

When playing offline, use three dice: two white numeric dice and one black die. This method allows you to draw cards and perform tasks seamlessly, even without internet access.

Roll all three dice together The two white dice generate numbers from 1 to 6. The black die indicates the card type based on the rolled number:

- P** - for even numbers (2, 4, 6).
- N** - for odd numbers (1, 3, 5).



Combine the results Use the white dice to choose a number that corresponds to a card. Refer to the black die to determine the card category (P or N).

Perform the task Draw the corresponding card, follow its instructions, and complete the assigned task.

If you choose to play with a point system, collect FLIPCOINS based on the tasks completed on the cards to enhance your gameplay and compete for the highest score.

This method ensures uninterrupted play and provides the same exciting challenges as the online version. All you need is the PDF cards and three dice to keep the fun going!

As a member, you can create your own set of custom cards for this game to add a personal twist to gameplay.

Enjoy the game!
8DOOLES TEAM



Game Updates

Stay in the loop with our latest game updates! You can find all the details on our message board. It's a good idea to check this board often, as we may sometimes post additional card sets along with special codes to unlock them. Don't miss out on these exclusive extras!



Lost Pawns?

No need to worry! You can order replacement pawns online. We offer all kinds of sets to match your needs, available 24/7 in our online store.

Online Platform

Don't forget to visit our online platform for updates, downloadable game manuals, and exclusive content. Log in anytime to access additional features and tools.



Need Dice?

We've got you covered! Check out our selection of dice in stock and ready to ship. Perfect for any game night.



Share Your Set of Cards

Create and share! As an active member, you can design your own set of cards and share them with other players using a special code. It's a fantastic way to add a personal, creative, and crazy fun twist to any game. Whether it's for a themed night or a specific challenge, your shared card sets will make gameplay more exciting for everyone!



Game Challenges

Think you're up for the challenge? Follow us on social media to discover exciting game challenges we post from time to time. Compete with friends, family, or other players in the community and show off your skills. Prizes and shoutouts may be waiting for you!



Personalized Gifts

Looking for a special gift for a friend or family member? Contact us, and we'll help you create the perfect personalized game or item. Explore our online platform for endless customization.



Social Media Fun

Join our community on social media for tips, tricks, and inspiration. Share your gameplay experiences and see how others are enjoying their games.



Customer Support

Need help? Our support team is here for you! Whether it's about rules, replacements, or customizations, contact us anytime via our website or email.

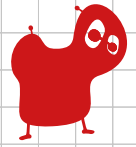


Game Add-Ons

Enhance your gameplay with our wide range of add-ons, from extra cards to bonus challenges. Check out what's new on our platform to keep the fun going!

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FLIPIT





72 OFFLINE CARDS

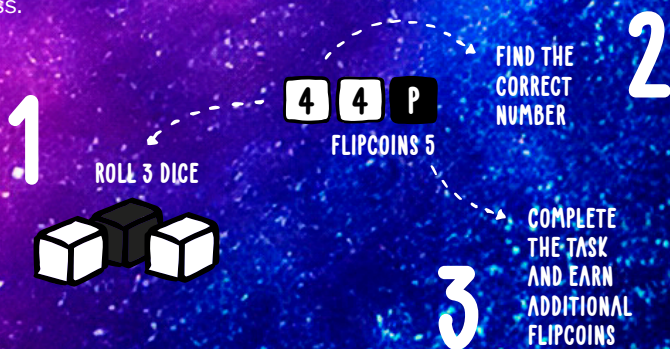
FLIP IT GAME



72 CARDS

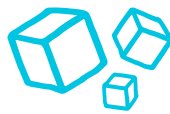
I have prepared an additional set of cards for you. This is my innovative method of expanding the gameplay. The rule is very simple. You roll 3 dice, choose the drawn number, and perform the assigned tasks on the card, gaining extra FLIPCOINS in the process.

- ▶ Two **white dice** represent **2 numbers from 1 to 6**
- ▶ **The black die** represents the letters **P** (for even numbers 2, 4, 6) and **N** (for odd numbers 1, 3, 5).



NEW CHALLENGES,
NEW TASKS...





1 1 P
5 FLIPCOINS

1 Flip any 1 token on the board – no need to follow flip rules. +5 FLIPCOINS.

1 1 N
5 FLIPCOINS

2 Teleport 1 of your tokens for free. +5 FlipCoins if used to complete a line or capture.

1 2 P
15 FLIPCOINS

3 Swap two of your own tokens anywhere on the board.

1 2 N
5 FLIPCOINS

4 If you roll doubles next turn, gain +10 FlipCoins and flip any token.

1 3 P
10 FLIPCOINS

5 Push any opponent's token to a free space of your choice.

1 3 N
5 FLIPCOINS

6 Jump over any one token and flip it. +5 FlipCoins. +5 extra FlipCoins if you land in a scoring position.

1 4 P
10 FLIPCOINS

7 Pay 5 FlipCoins or skip your next turn. If you skip, gain +1 immunity token for later.

1 4 N
5 FLIPCOINS

8 Capture 1 adjacent opponent token now. It returns next turn.

1 5 P
5 FLIPCOINS

9 Block any free space for 1 round. Place the red token.

1 5 N
20 FLIPCOINS

10 Form a diagonal line of 3 tokens? +10 FlipCoins and flip 1 extra token.

1 6 P
5 FLIPCOINS

11 Lose 5 FlipCoins, but you can flip 2 tokens this turn. Bonus: If both flips hit opponent tokens, regain 5 FlipCoins.

1 6 P
15 FLIPCOINS

12 Flip 1 token of your choice on the board.

13 Opponent skips their next action die roll.

2 1 P
10 FLIPCOINS

14 Earn +5 FlipCoins for every token flipped this round. +10 bonus if you flip 3 or more.

2 1 N
5 FLIPCOINS

15 Place one of your captured tokens back on the board instantly.

2 2 P
5 FLIPCOINS

16 Force opponent to move a token of your choice. +5 FlipCoins if that move breaks a scoring line.

2 2 N
10 FLIPCOINS

17 You may re-roll one die this turn.

2 3 P
5 FLIPCOINS

18 Roll three 6's? Game over – you win instantly! (Fun twist.)

2 3 N
5 FLIPCOINS

19 Flip one of your own tokens back to its starting color. +5 FlipCoins. +5 extra if this blocks an opponent's line.

2 4 P
15 FLIPCOINS

20 Draw one more online card and complete both challenges. +5 FlipCoins if both are action-based.

2 4 N
5 FLIPCOINS

21 You get a free flip action after your turn. Flip any token.

2 5 P
5 FLIPCOINS

22 Switch positions of any two tokens on the board.

2 5 N
10 FLIPCOINS

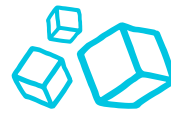
23 Opponent loses 5 FlipCoins immediately.

2 6 P
5 FLIPCOINS

24 Gain +10 FlipCoins if you form a line in this round and steal 1 FlipCoin from your opponent.

2 6 N
5 FLIPCOINS





3 1 P
5 FLIPCOINS

25 Place an extra token from outside the game (temporary, 1 turn). +5 FlipCoins if used to form a line or trap.

3 1 N
5 FLIPCOINS

26 Roll all three dice again and use better results.

3 2 P
15 FLIPCOINS

27 Move any token to a teleportation space. Free move.

3 2 N
5 FLIPCOINS

28 Opponent cannot flip any tokens in their next turn.

3 3 P
10 FLIPCOINS

29 Your next action die result is doubled (FlipCoins only).

3 3 N
5 FLIPCOINS

30 Push two different opponent tokens in this turn. +5 FlipCoins if one hits the edge of the board.

3 4 P
10 FLIPCOINS

31 Flip any token and gain +5 FlipCoins. +5 extra if it's the third flip this round.

3 4 N
5 FLIPCOINS

32 Force the opponent to skip using teleportation this round.

3 5 P
5 FLIPCOINS

33 You may place one of your tokens directly on any empty space.

3 5 N
20 FLIPCOINS

34 Opponent must flip one of their own tokens (your choice).

3 6 P
5 FLIPCOINS

35 Gain +10 FlipCoins or flip 2 tokens – choose one. If you flip both opponent tokens, gain +5 extra FlipCoins.

3 6 P
15 FLIPCOINS

36 Place your token on a teleportation space without rolling.

37 Opponent's block token is disabled this round.

38 Move any of your tokens twice in one turn. +5 FlipCoins if both moves lead to a capture.

39 You and your opponent swap 1 token each (your choice).

40 Form any "L" shape with 4 tokens? +15 FlipCoins and draw another card.

41 Opponent's next capture gives you the points instead.

42 Skip action die this turn and gain +10 FlipCoins. +5 FlipCoins if you complete a capture instead.

43 Opponent can't re-roll any dice this round.

44 You gain +5 FlipCoins for each token you jump over this round. +10 bonus if total is 3 or more.

45 Push any token and flip it afterward. If it's an opponent token, gain +5 FlipCoins.

46 Choose a row or column – flip all opponent tokens in it. +5 FlipCoins per flip.

47 Opponent cannot use online cards in their next turn.

48 You may block 2 spaces this round instead of 1.

4 1 P
10 FLIPCOINS

4 1 N
5 FLIPCOINS

4 2 P
5 FLIPCOINS

4 2 N
10 FLIPCOINS

4 3 P
5 FLIPCOINS

4 3 N
5 POINTS

4 4 P
15 FLIPCOINS

4 4 N
5 FLIPCOINS

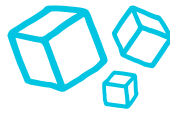
4 5 P
5 FLIPCOINS

4 5 N
10 FLIPCOINS

4 6 P
5 FLIPCOINS

4 6 N
5 FLIPCOINS





5 1 P
5 FLIPCOINS

49 Opponent flips one of your tokens – their choice.

5 1 N
5 FLIPCOINS

50 You may undo your last move (reverse token placement).

5 2 P
15 POINTS

51 Roll two action dice this round and choose which to use.

5 2 N
5 FLIPCOINS

52 You cannot be flipped this round. Immunity.

5 3 P
10 FLIPCOINS

53 Gain +5 FlipCoins for every teleport used this round. +5 bonus if more than 1 teleport occurs.

5 3 N
5 FLIPCOINS

54 Opponent cannot push any tokens this round.

5 4 P
10 FLIPCOINS

55 Roll only two dice this round, skip action die, gain +10 FlipCoins.

5 4 N
5 FLIPCOINS

56 Your action die result affects both you and the opponent.

5 5 P
5 FLIPCOINS

57 Opponent's token is stuck – it cannot move next turn.

5 5 N
20 FLIPCOINS

58 Form a square with 4 tokens? +15 FlipCoins instantly and take 1 extra flip action.

5 6 P
5 FLIPCOINS

59 You may block a teleportation space for 1 round.

5 6 P
15 FLIPCOINS

60 Opponent loses their next chance to score points.

61 Flip all adjacent tokens to your moved token. +5 FlipCoins if 2 or more flips are successful.

62 Switch one of your tokens with any opponent token. If this breaks their line, gain +10 FlipCoins.

63 Teleport without paying FlipCoins this round.

64 Opponent's score is frozen – can't earn points this round.

65 You gain +10 FlipCoins and opponent loses 5 FlipCoins. +5 bonus if you've flipped a token this turn.

66 You can flip tokens not in line for this round. Each successful flip = +5 FlipCoins.

67 Opponent rolls only 2 dice next turn (no action die).

68 You choose your action die result this round.

69 Opponent's token is teleported randomly.

70 Place your token on any free space this turn.

71 You can't lose points this round – immunity.

72 Roll all dice again – results are tripled in FlipCoins. If total score is over 15, gain a bonus flip.

6 1 P
10 FLIPCOINS

6 1 N
5 FLIPCOINS

6 2 P
5 FLIPCOINS

6 2 N
10 FLIPCOINS

6 3 P
5 FLIPCOINS

6 3 N
5 FLIPCOINS

6 4 P
15 FLIPCOINS

6 4 N
5 FLIPCOINS

6 5 P
5 FLIPCOINS

6 5 N
10 FLIPCOINS

6 6 P
5 FLIPCOINS

6 6 N
5 FLIPCOINS





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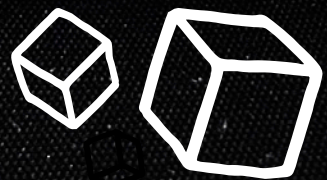


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