

# FLIPTOWN



DESIGN BY  
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ART BY  
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# FLIPTOWN

30-45 minutes | 1-4 players | ages 14+  
Design: Steven Aramini | Art: Naomi Ferrall

Fortune and glory await in the wild west. But how will you earn your spurs in this untamed land? Will you help settle the town? Blaze a trail to new discoveries? Mine for gold? Or turn to a life of lawlessness? You choose your fate in this wild and woolly flip & write game.

## COMPONENTS

- 4 dry erase boards
- 1 deck of 54 playing cards and tuck box
- 4 Cowbot cards
- 14 Character cards
- 12 Bounty cards
- 4 dry erase markers

## SETUP

- Each player takes a map (board) and places it in front of them
- For your first game, separate the Cowbot and Character cards and remove them from the game (these are not recommended until you have played the Standard Game at least once)
- Separate the two Joker cards and remove them from the game
- If playing solo, shuffle the deck and place it above your board over the area labeled "DRAW DECK". If playing with 2+ players, place the deck in the center of the table instead.
- For the Standard Game (recommended for your first game), each player begins with **\$4 and 2 gold**. Circle these items in your inventory area.
- If playing with 2+ players, shuffle the Bounty deck and randomly choose 3 cards from this deck, placing them in the center of the table near the draw deck with their "7 stars" side face up. Place the rest of the Bounty cards back in the box. Bounty cards are not used in solo play.

**Note that you also begin with the center Cemetery tombstone already circled.**

## TRACKING YOUR INVENTORY

You keep track of your Cash, Gold, Stars and Wanted at the base of your map in the inventory area. Whenever you gain an item, circle the first matching symbol that isn't already circled. Whenever you spend/lose an item, cross out a circled symbol to indicate it has been spent/lost. If you reach the end of a track, track additional gained inventory off to the side.

## ABOUT THE DECK

**JOKERS** are not used in the game (unless playing the Wild Card character, see "Characters").

**ACES** always have a value of "1" except when resolving your poker hand, in which case an Ace may be the low or high card.

## SEARCHING THE DISCARD PILE

At any point during the game, you may search the discard pile to see what cards are in it.

## OVERVIEW OF GAMEPLAY

Your goal is to score as many points as possible. Points are shown as stars. Cash and gold give you spending power, allowing you to buy items, bribe the sheriff, or even modify cards. Additionally you may gain "Wanted," which represents how unlawful you are. The more you have, the more likely you are to be arrested.

The game takes place over three rounds with five turns per round. Each turn, you will flip over three cards from the deck (placing these above your board in solo play and in the center of the table if playing with 2+ players). These cards can be arranged/assigned as you wish and determine which region you visit (suit card), what site you visit within that region (value card), and what your poker card is (poker card). After three rounds, the game ends and final scoring takes place.

## COMMON SYMBOLS TO KNOW

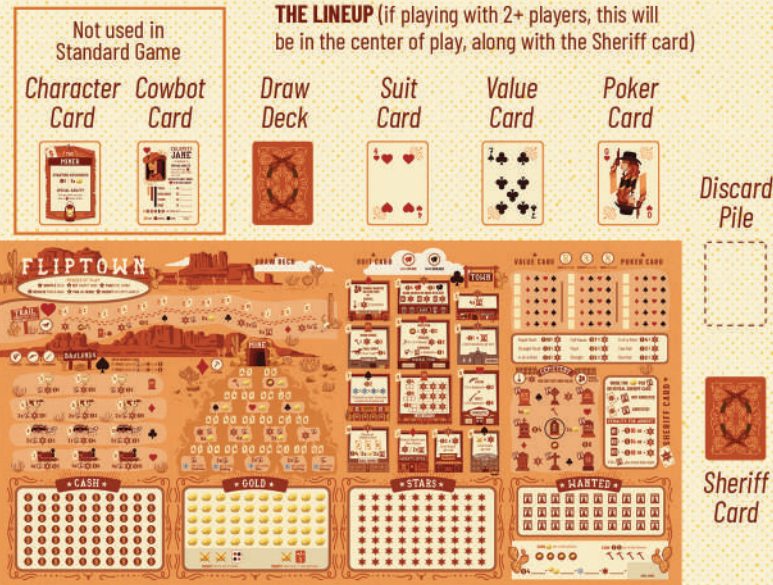


# PHASES OF PLAY

Each of the three **rounds** of play is made up of six phases:

1. Shuffle Deck
2. Set Sheriff Card
3. Take Five Turns
4. Resolve Poker Hand
5. Pan and Work
6. Sheriff Attempts Arrest

After completing all six phases, start a new round. After three rounds, the game ends.



## PHASE 1: SHUFFLE DECK

To start each round, gather all cards (except any cards that have been stolen, if playing against a cowbot opponent), shuffle the deck, and place it above your map over the area labeled "DRAW DECK." If playing with 2+ players, place this deck in the center of the table instead.

## PHASE 2: SET SHERIFF CARD

**Without looking at it**, set aside the top card face down to the right your map. If playing with 2+ players, set this card in the center of the table near the draw deck. This card is known as the Sheriff Card. During phase 6, the Sheriff will attempt to arrest each player, and this card determines if the Sheriff is successful or not.

# PHASE 3: TAKE FIVE TURNS

To take a turn, flip over three cards from the top of the deck and set them above the right side of your map in a row. This is known as the **lineup**. If playing with 2+ players, the deck and lineup should be in the center of the table instead.

For solo play, rearrange these cards as you wish, placing one card above SUIT CARD, one card above VALUE CARD and one card above POKER CARD. When you are satisfied with your arrangement, perform the actions on your map associated with these cards.

For 2+ players, the lineup should be thought of as "community cards." Each player will use these cards to determine their suit, value and poker card each turn, but rather than arrange them in front of you, instead announce to the group with cards you wish to use for your suit, value and poker cards. Players will play each turn simultaneously, and each player can choose different cards from the lineup to represent their suit, value and poker cards.

Your suit card (Heart, Spade, Diamond or Club) determines the region where you will take your action: Heart, TRAIL; spade, BADLANDS; diamond, MINE; or club, TOWN. Only the suit matters related to this card.

Your value card (A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q or K) determines what site you visit within that region. Only the value matters related to this card. **Whatever site you activate must be circled to note that you have visited it.** Once circled, a site cannot be visited again except in the Town. Each site in Town is a unique building, and these may be visited more than once even if they have already been circled.

Your poker card determines what card you will add to your poker hand for that round. Both suit and value matter related to this card. Write down the poker card's value in the topmost empty card of the appropriate column on the far right panel of your map (first column for Round One; second column for Round Two; third column for Round Three) and circle the poker card's suit beside it. After five turns, you should have five cards in that column to make up your poker hand.

If you don't like the results of your suit and value cards, you may ignore them entirely and instead take your action in the **Cemetery** (see "CEMETERY"). Your poker card still counts toward your poker hand.

After all players have taken their turn and marked their map appropriately, move all three cards to a discard pile off to the side and take another turn. Repeat until all players have taken five turns.



## PHASE 4: RESOLVE POKER HAND

Unlike traditional poker, there is no ante, betting, drawing, folding or raising in this poker game. Instead, compare your five-card poker hand to the PAY TABLE below it to see what you've won. Any hand with worse than a pair is a losing hand that gains you nothing. Any hand with a pair or better is a win, and the payout varies based on how strong a poker hand you have. Don't forget that for poker, Aces may be treated as a low or high card!

Consult the Poker Hand Rankings below for an example of each hand type:

|   |   |   |   |   |
|---|---|---|---|---|
| Q |  |  |  |  |
| 8 |  |  |  |  |
| Q |  |  |  |  |
| 4 |  |  |  |  |
| 8 |  |  |  |  |

*Example: Your poker hand for Hand #1 is two pair (Queens and 8s)!*

## POKER HAND RANKINGS

|                |   |   |   |   |   |
|----------------|---|---|---|---|---|
| Royal Flush    |    |    |    |    |    |
| Straight Flush |    |    |    |    |    |
| 4-of-a-Kind    |    |    |    |    |    |
| Full House     |   |   |   |   |   |
| Flush          |  |  |  |  |  |
| Straight       |  |  |  |  |  |
| 3-of-a-Kind    |  |  |  |  |  |
| Two Pair       |  |  |  |  |  |
| One Pair       |  |  |  |  |  |

## PHASE 5: PAN AND WORK

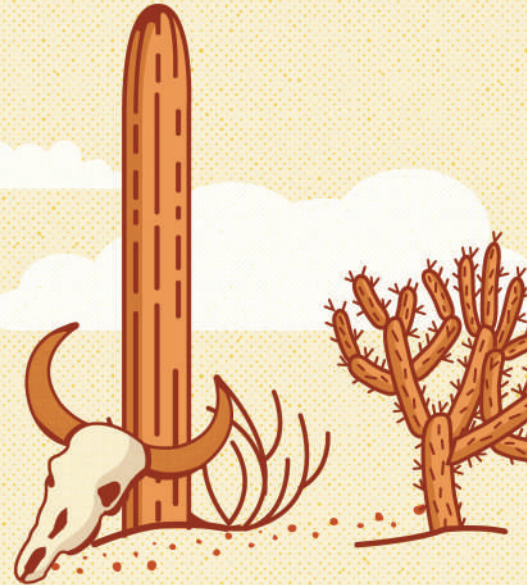
Next, you get to both pan for gold AND work for cash. Gold pans and hammers are tracked in your inventory area in the **lower right corner**.

**Gain 1 gold** per circled gold pan symbol you have. To begin the game, you have no circled gold pan symbols. You'll need to earn gold pans during the game. Once earned, you have them for the rest of the game.

**Gain \$2** per circled hammer symbol you have. To begin the game, you have no circled hammer symbols. Just like panning, you'll need to earn hammers during the game. Once earned, you have them for the rest of the game.



*Example: You have 1 circled gold pan and 3 circled hammers. Therefore, you gain 1 gold and \$6 during phase 5 of play.*



## PHASE 6: SHERIFF ATTEMPTS ARREST

Finally, the Sheriff will attempt to arrest all players. The more Wanted you have, the more likely it is that the Sheriff will arrest you. To resolve this phase, first decide if you want to **bribe the Sheriff**. Bribing the Sheriff guarantees that you will avoid arrest this round. To do so, you must pay 1 gold for every Wanted you have circled in your inventory. Then you may ignore the affect of the Sheriff card. **You do not get to cross out Wanted when you bribe the Sheriff**; this merely lets you avoid arrest this round.

If you do not want to bribe the Sheriff (or if you don't have enough gold to do so), you instead must determine if you are arrested. Once all players have bribed or declined to bribe, the Sheriff card is flipped over. If you bribed the Sheriff, you may ignore its value and it has no effect on you. Otherwise, you must compare the Sheriff card to the number of Wanted you have. Just like when resolving a robbery in the Badlands, if the Sheriff card is **equal to or greater than your Wanted level, you succeed and avoid arrest**.

However, if the value is **less than your Wanted level, you fail to avoid arrest** and the Sheriff forces you to pay your choice of the following:

Round One: - \$10 OR - 4  
 Round Two: - \$14 OR - 6  
 Round Three: - \$18 OR - 8

If the Sheriff card is an Ace, treat it as a value of 1, Jack as a value of 11, Queen as 12 and King as 13.

If you cannot afford the cash, then you must lose stars. Likewise if you have **14 or more Wanted**, then you must lose stars (although bribing is still allowed). If you do not have enough circled stars in your inventory to pay the full penalty, pay as many stars as you can afford. After resolving this phase, discard the Sheriff card.



*Example: It is Round One and you currently have 8 Wanted. You are safe from the Sheriff with a card value of 8 or greater. You don't want to pay 8 gold to bribe the Sheriff, so you must reveal the Sheriff card – a "6", resulting in the Sheriff arresting you. Unfortunately, you don't have enough cash to pay the \$10 bail, so you instead must lose 4 stars.*

## OVERVIEW OF EACH REGION

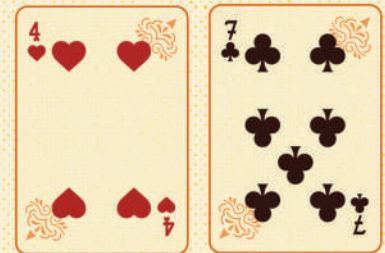
### TRAIL

Here's where you can blaze a trail to new discoveries. The further along the Trail you get, the better the rewards. The start of the Trail is at the far left of the map.

To access the Trail, your suit card must be a **heart**. To advance on the Trail, your value card must be equal to or greater than the card at the next site of the Trail. You may choose to either skip the reward listed below the card or gain the reward.

For each reward you skip, cross it out and keep advancing on the Trail, always moving from left to right. You may cross out as many rewards as you like in this manner so long as your value card is equal to or greater than the card at that site. Once a reward is crossed out, it is lost forever. You cannot backtrack on the Trail.

If you wish to gain the reward, circle it and do not advance further (until you take another Trail action). This is called making a **trail stop**. If a trail stop has a Wanted symbol next it, in addition to gaining the reward, you also must gain the Wanted listed. Yep, out here on the Trail you might have to do some underhanded things to get ahead!



*Example: You choose the 4 of hearts as your suit card and the 7 of clubs as your value card. You could advance on the trail up to the 7 site if you wish, but you choose to go to the 3 site to make a trail stop, gaining a Cemetery action and 1 star. Because you skipped the first two rewards on the trail, you must cross them out.*

## BADLANDS

Here's where you can steal a chicken, rustle cattle, stick up a stagecoach or even rob a train. To access the Badlands, your suit card must be a **spade**. To attempt a robbery, **circle the target** matching your value card—chicken, cattle, stagecoach or train. If a target is already circled, you may NOT attempt to rob it again. Note that there is nothing to rob with a value of 1 (Ace).

Next, draw the top card from the deck and reveal it. This card is known as a **robbery card**.

If the robbery card is equal to or greater than the value of the target, you successfully rob it! Immediately gain all the Wanted, stars and cash listed below it.

If the robbery card is less than the value of the target, you fail to rob it. Gain all the Wanted, 1/2 the stars and no cash. Remember to circle the target even if you fail!

If you circle all three matching targets, you gain the bonus action to the right of them (see "BONUS ACTIONS"). **You do not have to be successful in each robbery to gain the bonus.**

After resolving a robbery, discard the robbery card.

If playing with 2+ players and multiple players are attempting a robbery on the same turn, each player should draw their own card from the draw deck to determine if they succeed in a robbery they are attempting.



*Example: You choose the A of spades as your suit card and the 9 of diamonds as your value card, which allows you to attempt to rob the "9" stagecoach, which you circle. You immediately gain 3 Wanted. Then you flip to reveal a robbery card, the 2 of diamonds. Unfortunately this is less than 9, so you fail to rob the coach. You do not gain any cash and only gain 1/2 of the stars, in this case, 3 stars.*

## MINE

There's gold in them thar hills and you aim to find every last nugget! To access the Mine, your suit card must be a **diamond**. To descend into the underground mine, circle one of the two topmost chambers, depending on your value card. If your value card is Ace through 7, you access the chamber to the left. If your value card is 8 through King, you access the chamber to the right.

Once a mine chamber has been circled, you immediately gain all rewards within it. You may now move deeper in the mine from that chamber on a later turn, following the lines left or right so long as your value card is within the value range listed between the two connecting chambers. Chambers may only be accessed by **descending from the mine entrance OR descending from any chamber that you already accessed** previously. You cannot access a new chamber by ascending from a lower one. If no chamber is legally accessible, due to your value card not being within a value range to reach another chamber, then you cannot visit the Mine that turn.



*Example: You choose the Q of diamonds as your suit card and the 5 of spades as your value card. This allows you to reach the topmost left mine chamber, which earns you 1 hammer and 1 gold (note these in your inventory area). On a later turn, you may descend deeper in the mine from the left chamber because you have already circled it, following the lines that connect chambers.*



## SILVER STARS

Note that each chamber on the lowest level rewards you with silver stars, which have the same value as regular stars, but are not tallied until the end of the game. The number of silver stars you earn from a chamber depends on its scoring goal.

All chambers in the third and fourth mine level require you to gain 1 or more Wanted. Apparently, you'll need to jump some claims to earn the rewards in those deeper parts!













## BONUS ACTIONS


Many sites within a region allow you to take a bonus action. These actions are free to take (meaning they are considered part of the turn you are on) and are considered “open actions” with their respective region, meaning you do not need to adhere to your value card’s value when taking them and can choose ANY value, gaining the rewards and Wanted as normal. If taking a bonus action triggers another bonus action, you get to take it, too. Bonus actions are identified by one of the following symbols:

 **Trail Bonus** – Advance on the Trail to ANY Trail stop of your choosing regardless of its value requirement and gain the reward. You must cross out all skipped Trail rewards as normal.

 **Badlands Bonus** – Attempt to rob ANY uncircled target in the Badlands regardless of its value requirement: chicken, cattle, stagecoach or train. Circle and resolve the target as normal.

 **Mine Bonus** – Access ANY uncircled mine chamber in the Mine regardless of its value requirement, so long as it is one that you can legally access. Circle and gain the reward as normal.

 **Town Bonus** – Access ANY building in the Town regardless of its value requirement. It may be a building you’ve already circled or one you haven’t yet circled, in which case you should circle and resolve the building effect as normal.

 **Cemetery Bonus** – Circle ANY tombstone in the Cemetery and resolve as normal. You still must gain 1 Wanted (unless you have befriended the Undertaker).



## USING GOLD TO MODIFY YOUR SUIT OR VALUE CARD

During any turn, gold may be spent to modify your **suit** card to the suit of your choice for a cost of 2 gold. The Bank (site 2 in the Town) must be resolved prior to modifying your card. In other words, you cannot modify a card in order to make the lineup pay off for your investment at the Bank. You MAY modify your suit card as it relates to resolving the cowbots’ special abilities (i.e. changing your suit card to a suit that matches or does not match the cowbot’s matching suit). If you modify to a suit that matches the cowbot’s matching suit, the cowbot’s special ability activates (see “Play Against a Cowbot”).



During any turn, gold may be spent to modify your **value** card for a cost of 1 gold per increase or decrease in value. For example, 3 gold could be spent to change a 9 value to a 6 or to a Queen. There is no limit to the number of gold you may spend to modify your value card. The Bail Bonds (site 10 in the Town) must be resolved prior to modifying your card. In other words, you cannot modify a card in order to make the lineup pay off for an outlaw you are hunting at the Bail Bonds. You may not modify an Ace to a King or vice versa (in other words, there is no “wraparound” effect.)



**You may not use gold to modify the Sheriff card, a robbery card or any poker cards.**



## BOUNTY CARDS (2+ PLAYERS ONLY)

Each of the three Bounty cards in a game presents a goal that all players are racing to achieve. The first player or players who meet the required conditions of a Bounty during the same turn immediately gain the 7 stars indicated on the card (track these in your inventory, as normal). At the end of the turn, flip over the scored Bounty card to its lower "4 stars" side. Other players who later achieve the same Bounty score this lower point amount. A player can only score each Bounty once.



## END GAME

After three rounds, the game ends, and final points are tallied. Gain:

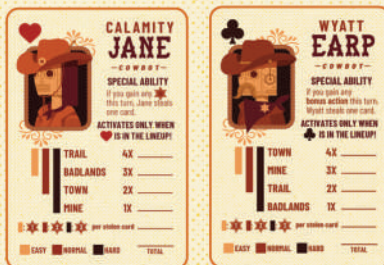
- 1 point for every \$4 in your inventory (rounded down)
- 1 point for every 2 gold in your inventory (rounded down)
- Any end-of-game points from silver stars earned in the Mine and the Hotel
- 1 point for each star in your inventory

Total all the points and check the chart on the inside back page to see how well you did. Combine the words to get your wild west title! If playing with 2+ players, the player with the most points wins. If tied, the tied player with the least amount of Wanted wins, followed by most gold, then most cash. If still tied, the players share the victory.

**Before returning the game to the box, it is strongly recommended that you "erase" your game boards using either the dry erase marker's eraser or a cleaning cloth/tissue so that the ink does not dry on the boards during storage.**

## PLAY AGAINST A COWBOT (SOLO PLAY ONLY)

Once you've gotten a standard game or two under your belt, instead of just playing to achieve a high score, try taking on one of the cowbots (robot opponents) to see who's the best in the west. During setup, choose one of the four cowbot opponents located on the cowbot cards or randomly pick one. Display it to the left of the draw deck.



Decide if you want to play EASY, NORMAL or HARD mode.

On your turn, **if at least 1 card in the lineup matches the suit of the cowbot you are playing against, that activates its special ability.** Through its special ability, it may permanently "steal" a card from your deck. If it steals a card, draw the top card from the deck and, without looking at it, place it underneath the cowbot's card for end game scoring. The cowbot's special ability does NOT activate if its matching suit is not in the lineup. A cowbot will never steal more than one card per turn. You cannot choose to ignore a reward at a site to avoid having a card stolen.

At game end, tally your own score as normal. Then, calculate how many points the cowbot earns by referencing the cowbot card and using the following rules:

- Each stolen card earns the cowbot 1 point on EASY mode, 2 points on NORMAL mode and 3 points on HARD mode
- Each stop on the Trail that you didn't circle earns the cowbot points equal to its **Trail multiplier**
- Each target in the Badlands that you didn't circle earns the cowbot points equal to its **Badlands multiplier**
- Each chamber in the Mine that you didn't circle earns the cowbot points equal to its **Mine multiplier**
- Each building in the Town that you didn't circle earns the cowbot points equal to its **Town multiplier**
- Tally all four regions (4X, 3X, 2X, 1X) on HARD mode
- Tally the top three listed regions (4X, 3X and 2X), ignoring the last listed region (1X), on NORMAL mode
- Tally the top two listed regions (4X and 3X), ignoring the last two listed regions (2X and 1X), on EASY mode

Tally the cowbot's points and compare its score to yours. If you have more points than it, you win! If tied, flip over all of the cowbot's stolen cards and compare the cowbot's lowest stolen card value to your Wanted level. Whoever has the lowest value wins the tiebreaker. If still tied, the game is a draw!



## BE A WILD WEST CHARACTER

At the beginning of the rules, the setup explains your starting resources in the Standard Game. However, if you prefer, each player can be a different wild west character, drawing one random character from the Character deck. Each character includes a different mix of starting resources, along with a special ability. After using your character's ability, tuck the card halfway under your map to hide the ability, indicating that it has been used. Note that the card value in the upper left corner only applies for SOLO PLAY RANDOM SETUP, as described below. It can be ignored otherwise.



**Clarification for 2+ players: the Marshal's special ability affects ALL players; the Mayor's special ability affects ALL players and must be used prior to any player taking their turn; the Wild Card's special ability does NOT affect the lineup for other players. Instead, place a joker beside the suit or value card you wish to affect in the lineup, which applies only to you.**

## SOLO PLAY RANDOM SETUP

Want to let fate decide? If you are playing against a cowbot AND playing as a character, draw one card from the deck during setup—the suit dictates your opponent while the value dictates your character!

## TEXAS HOLD 'EM POKER VARIANT

Looking to spice up your game? Try this variant that improves your chances at the poker table. At the start of each round, after setting aside the Sheriff card, flip over two cards and place them off to the side near your poker area. During the "Resolve Poker Hand" phase, you may count these two cards toward your poker hand, choosing your best five cards out of the seven total available. Discard these cards once your poker hand is resolved.

If playing with 2+ players, give each player their own two starting poker cards at the start of each round. Players should keep these face down and secret from other players (you can look at your own cards) until the "Resolve Poker Hand" phase, at which time these cards should be revealed and resolved as described above.

## SOLO ACHIEVEMENTS

How many can you accomplish?

CIRCLE AT LEAST 6 SITES IN EACH REGION

HAVE AT LEAST 7 IN TOTAL: AND

HAVE NO AT GAME END

COLLECT EVERY IN THE MINE

CIRCLE EVERY ON THE TRAIL

GAIN EVERY BONUS IN TOWN

CIRCLE AT LEAST ONE OF EACH:

CIRCLE ALL 8 OUTER IN THE CEMETERY

GET A ROYAL FLUSH, STRAIGHT FLUSH OR FOUR-OF-A-KIND

DO NOT HAVE ANY

HAVE AT LEAST 30 AND 15 AT GAME END

HAVE 3 WINNING POKER HANDS, EACH BETTER THAN ONE PAIR

HAVE 5 OR FEWER ; DO NOT GET ARRESTED

DEFEAT ALL 4 COWBOTS IN NORMAL MODE

DEFEAT ANY 1 COWBOT IN HARD MODE

DON'T LET A COWBOT STEAL MORE THAN 1 CARD

HAVE 20 OR MORE AT GAME END

SCORE 24 OR MORE

CIRCLE EVERY SITE IN A SINGLE REGION

GET A LEGENDARY SCORE (80+)

## SPECIAL THANKS

We would like to extend a big “thanks, pardner” to Reed Ambrose, Stefan Barkow, Katie Barnett, Aaron Bradley, Chelsea Butler, Jeff Carter and The Glass Die, Marcel Claxton, Mark Dainty, Danny Devine, Sheri Drefke, Mike Foght, Tim Fowers, Tom Franco, Andreas Giesbert, Martin Gonzalvez, Kara Hamilton, Frank Harvie, Tom Heath, Bobby Hill, Matthijs Huijzer, Thinh Huu, Erick Israel, Michael Kelley, Mary Lutz, Andy Matthews, Randall Mcaleese, Gavin McGruddy, Vicky McKinley, Liam Merrick, Matt Miller, Rory Muldoon, Kevin Ngo, Jonny Pac, Irvin Pajarillo, Collin & Cindy Pastorius, Ann Marie Pelish, Yann Perrin, Anthony Phillips, Shem Phillips, Tony Pinch, Deborah E. Poole, Alex Radcliffe, Karl Rahenkamp, Matt Roberts, Sarah Shah, Tucker Smeades, Gustafo Spaki, Benny Sperling, Tin Vahtaric, Nathan Waddell, Amanda Wedden-Gribble, Paul S. Weintraub, Aaron Winderlich, John Wood, Eric Yurko, Teresa, Mom & Dad and everyone else who helped bring Fliptown to life.

(MORE REVIEWER NAMES WILL BE ADDED TO THIS DOWN THE ROAD) ●

**Fun Fact:** The King artwork is inspired by artist Naomi Ferrall's great-grandfather, the legendary Pancho Villa! She wanted to include him in the game as an homage to her heritage and a love letter to her infamous ancestor.



## FINAL RANKING

### YOUR SCORE

|              |              |       |               |
|--------------|--------------|-------|---------------|
| Less than 50 | TENDERFOOTED | 70-79 | SHARPSHOOTIN' |
| 50-59        | RUSTY        | 80+   | LEGENDARY     |
| 60-69        | PIONEERIN'   |       |               |



### WANTED LEVEL

|     |             |       |           |
|-----|-------------|-------|-----------|
| 0-3 | DEPUTY      | 10-13 | DESPERADO |
| 4-6 | HOMESTEADER | 14+   | OUTLAW    |
| 7-9 | BUCKAROO    |       |           |



