



# FLIP FLOP!



A game by Rick Starkey



# FLIP FLOP!\*

*Flip-Flop can be played by any number of players. Even one!*

## Constructing your game.

Remove Ace through nine from a deck of playing cards for each player. (For even more fun, cut nine pieces of construction paper, 2-inches by 2-inches for each player. Number each set from one to nine. Each player can use a different color paper.)

Each player rolls two dice. The player with the lowest score goes first. Play passes to the left.

To Play:

1. Place your cards face up in front of you. (The Ace counts as 1.)
2. Roll two dice. Add the numbers of both rolled dice.
3. Flip one or more cards face down that equal the sum of the dice.

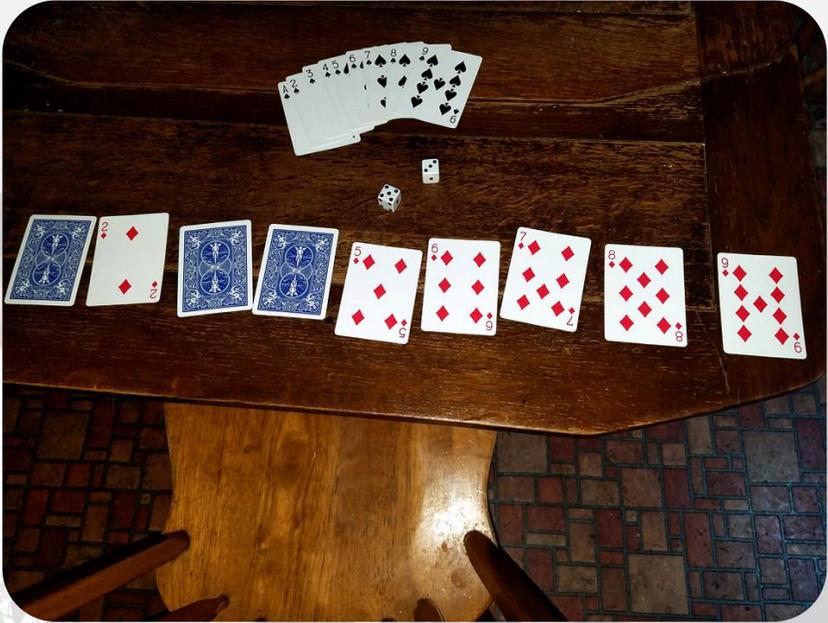
If you roll a 5 and 3 the sum is 8. You could flip over just the 8, or any combination that equals 8. For example the 7 & 1 (ace), 6 & 2, 5 & 3, or the 4, 3, & 1(ace).

4. If the seven, eight, and nine are already face down, the player may roll only one dice.
5. A flop is when a player rolls a number and cannot flip any more cards. That player doesn't get to roll any more.
6. The first player to flip all his or her cards face down wins. If no one can flip all the cards, each player adds the numbers of his or her face up cards. The player with the lowest score wins! In case of a tie, roll both dice. The player with the lowest total is the winner.

Single player rules are same as above, but to win you must flip all your cards face down.

\*Flip Flop is based on the public domain game Shut the Box.

# Game Sample



## About the Author



Rick Starkey is a graduate of the Institute of Children's Literature, and a member of the S.C.B.W.I. His primary interest is writing middle-grade novels and chapter books. He is the author of *Blues Bones*, and *At The Crossroads*, *Blues Bones* book two. Rick has sold short pieces to *Highlights for Children* including a game, magic tricks, and a short story.

Rick lives in a 200-year-old log cabin in the Great Smoky Arts in Gatlinburg, Tennessee. He and his wife Betty own *Make It Magic*, a magic shop and craft store. A day in Rick's life includes recommending and performing magic tricks for customers of all ages, carving bears from a log with a chainsaw, and working on his next book.

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