

Flip Seven™

The New Ultimate Coin Toss Game

Number of players 2-7

Game components

- 7 quarters
- A flat playing surface such as a table
- A *Flip Seven* score sheet
- A pen or pencil

Instructions

Game play begins with the youngest player and proceeds clockwise.

On a turn, each player does the following:

- Verbally selects “heads” or “tails”
- Shakes up the seven quarters in his or her hand
- Flips all of the quarters onto the playing surface
- Counts the number of flipped quarters that landed on the side that he or she verbally selected
- Takes or passes on the option to reflip some or all of the quarters in order to improve the outcome

If the player takes the option to reflip, he or she picks up any of the seven quarters that he or she wants and reflips them (NOTE: the selection of “heads” or “tails” that was made previously remains the same)

- Records the final outcome of the flip(s)

The outcome is evaluated as follows and recorded on the score sheet:

- If 2 coins match the player's selection, it is considered a “Double”
- If 3 coins match the player's selection, it is considered a “Triple”
- If 4 coins match the player's selection, it is considered a “Quadruple”
- If 5 coins match the player's selection, it is considered a “Jackpot”
- If 6 coins match the player's selection, it is considered a “Super Jackpot”
- If 7 coins match the player's selection, it is considered a “Mega Jackpot”

Players alternate turns, recording the outcomes of their respective flips.

Object of the game

To win, a player must achieve all of the following outcomes before his or her opponents:

- 6 Doubles
- 5 Triples
- 4 Quadruples
- 3 Jackpots
- 2 Super Jackpots
- 1 Mega Jackpot

Example of a two-player game

When Jack's first turn begins, he decides to choose “heads.” He then shakes up the seven quarters in his hand as shown in PICTURE 1 below and flips them onto the playing surface. The result of the flip, which is shown in PICTURE 2, is that three of the seven coins match Joe's “heads” choice. Therefore, he has achieved a “Triple” on this particular flip. If Jack had chosen “tails”, he would have achieved a “Quadruple” instead, since four of the coins landed on tails. Jack now has the option to reflip one or more of the coins to achieve a better outcome. If he were to pass on this option, he would keep his “Triple” and play would move to Jill. However, Jack decides to take the option. He picks up the four quarters that originally landed on tails and reflips them. The outcome of the reflip is shown in Picture 3. Jack now has five quarters showing “heads,” which is a “Jackpot.” Jack records his “Jackpot” on the *Flip Seven* score sheet, as shown in PICTURE 4. On future turns, Jack needs to achieve the rest of the outcome goals that are necessary to win the game (in his case: 2 more “Jackpots,” 6 “Doubles,” 5 “Triples,” 4 “Quadruples,” 2 “Super Jackpots,” and 1 “Mega Jackpot”). Play then moves to Jill, and alternates until someone wins the game.



PICTURE 1



PICTURE 2



PICTURE 3

Flip Seven™ The New Ultimate Coin Toss Game		SCORE SHEET					
PLAYER'S NAME	DBL	TPL	QPL	JP	SJP	MJP	
1. Jack				✓			
2. Jill							
3.							
4.							
5.							
6.							
7.							

PICTURE 4