

## End of the game :

The game finishes when one of the players wins 4 "objective" cards. He/she is then declared the winner.

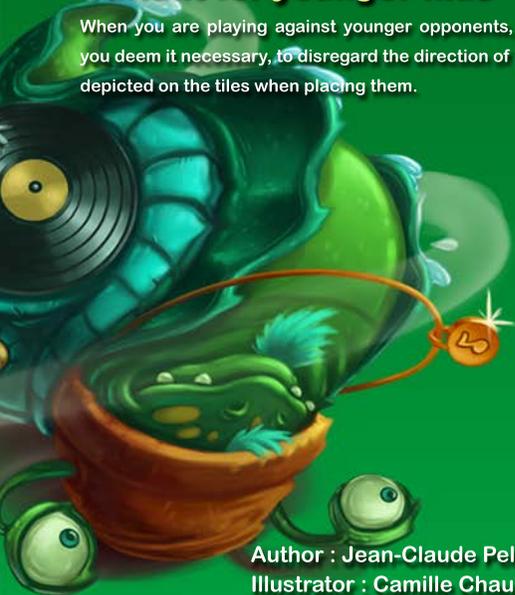
## Variant for more than 4 players :

To play with more than 4 players, you need to play with 2 boxes of Flip Hop.

In this case, only take the sets of tiles required from the 2nd box, taking care not to mix them with the same sets from the other box. The rules of the game are the same.

## Variant for younger kids :

When you are playing against younger opponents, allow them, if you deem it necessary, to disregard the direction of the snails depicted on the tiles when placing them.



Author : Jean-Claude Pellin  
Illustrator : Camille Chaussy  
Published by Azao Games

Questions  
regarding the rules?

go to our website

[www.azaogames.com](http://www.azaogames.com)



# Flip Hop

2 – 4 players 15 min. 6+

5 to 8 players with 2 sets of Flip Hop



Azao  
Games

Rules of the game

## Content :

36 « snail » tiles  
(4 sets of 9 tiles)

30 « objective » cards



## Rules of the game :

*In Flip Hop, represent a group of dancing snails and try to create the figures required to be chosen as the best group of dancers.*

## Aim of the game :

Be the first player to win 4 "objective" cards.

## Preparation :

Take the "objective" cards, shuffle them and place them face down in the middle of the table.

Each player receives a set of 9 "snail" tiles (the sets are distinguished by the symbols on the bottom of the cards) and lays them out in front of him/her in a square (3x3 tiles) in a random manner (see diagram).

## Playing the game :

The first player turns over the first "objective" card, placing it face up in the middle of the table.

The fastest player to recreate the "objective" card using his/her tiles wins the card (see diagram).

Please note: there are snails on both sides of the tiles. You have to find the right combination and put the tiles in the right order. You can move your tiles and turn them over to find the right combination.

Once a player has succeeded in representing the objective card, he/she places his/her hand on the card in the middle of the table.

All the other players then stop combining their tiles and turning them over. The "objective" card is compared with the tiles belonging to the player who placed his/her hand in the middle of the table.

If the tile arrangement matches the "objective" card, he/she wins the card, which is placed face down in front of him/her.

The tiles must be placed in the same way as on the "objective" card and face the same direction.



If the tile arrangement doesn't match the card, he/she is given a penalty. He/she takes the "objective" card and places it face up in front of him/her. If a player receives 2 penalties, he/she must leave the game.

When an "objective" card is won, it is the turn of the player on the left of the first player to turn over a new card, and so on.

When a player is two cards ahead of the rest of the group, his opponents can choose a constraint he'll have to observe, among the following :

- playing with one hand;
- playing with his good hand in his back;
- playing with an eye covered with a hand;
- playing with his chin against his shoulder;
- counting to twenty before starting to move his tiles;
- raising each tile he is moving above his head before placing it.

When a player is three cards ahead, the other players can choose two constraints, so long as he always keeps one hand free to play.