

Flip 7

· Push-your-luck card game · 3+ · 20 min · **Race to 200**

BEFORE YOU START

Higher numbers are both richer and riskier: the deck has one 1, two 2s, three 3s ... twelve 12s.

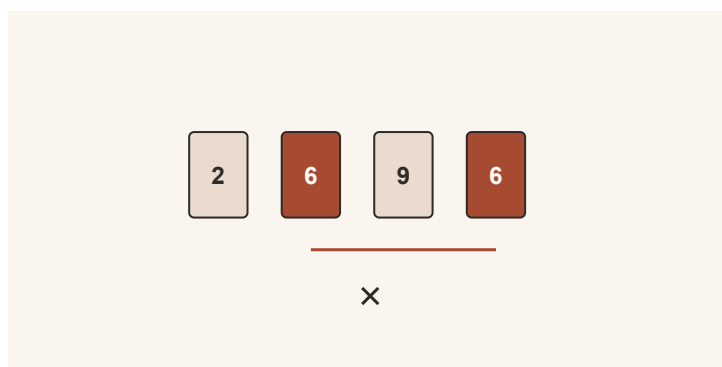
GOAL

Be first to at least 200 points without duplicating a number in a round.

YOUR TURN

The dealer flips one card to each player. Then, in order, each active player chooses HIT for another card or STAY to bank the current round. A player who stays receives no more cards that round.

If you receive a number already in your line, you bust and score 0 that round. If you collect 7 different number cards, you immediately make Flip 7: the round ends and you add a 15-point bonus.



A duplicate number card means bust and ends your round. The diagram is original.

Special cards

- Freeze: a chosen active player immediately stays and banks. Flip Three: a chosen player must receive the next 3 cards one at a time, stopping early only on a bust or Flip 7.
- Second Chance stays in front of you and once discards a duplicate number together with itself. It cannot prevent Freeze and is not a number.
- Modifiers +2, +4, +6, +8 and +10 add directly. ×2 doubles only the number-card sum, not plus cards or the Flip 7 bonus. Special cards neither bust nor count among the seven numbers.

Scoring and victory

Score in order: add numbers → apply ×2 → add + modifiers → add 15 for Flip 7. When someone reaches 200 after a round, the highest total wins. If players tie over 200, all players continue with extra rounds.

Details that matter

If players tie above 200 at round end, all players continue. The single 0 card also counts toward seven different numbers. Give a duplicate Second Chance to another active player without one; discard it if nobody qualifies.

Further sources: [The Op Flip 7 FAQ](#)

Sources: [The Op Games — Flip 7](#) · [Official Flip 7 FAQ](#)