

5. If you mistakenly place a card that doesn't match, you must pick up that card and take one card from each player.

WINNING THE GAME

Continue playing until one player is out of cards or until no one can play a card, whichever happens first. The player with the fewest cards left wins.

844-962-6446

M-F 9:00 - 6:00

CENTRAL TIME

We'll do our best to help you.

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Invented by
Martin Nedergaard Andersen.



2 to 6 Players; Ages 6 and Up

If you'd prefer to learn to play by watching a video instead of reading these rules, please visit www.amigo.games/game/flippix.

CONTENTS

56 Picture/Letter Cards
Instructions

OBJECT OF THE GAME

To be first to play all your cards. You play cards by pairing pictures with the letters that start their names.

SET-UP

1. Shuffle the cards and place one card, letter side up, in the center of the table.

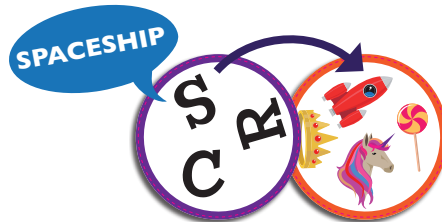
2. Deal out the rest of the cards, picture side up, so that everyone has the same number of cards. Place any remaining cards back into the tin—they won't be used for this game.

3. You may not pick up your cards yet.

PLAYING THE GAME

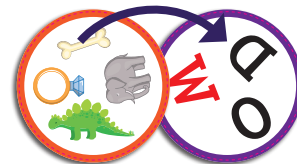
1. The oldest player flips over the center card so the picture side is showing and calls out "Flip-Pix." With everyone playing at once, pick up your cards, flip them over, and look through them to find one with a letter that starts one of the pictures shown on the face-up card.

2. When you find a letter that works, call out the picture's name and place the card with that letter on top of the face-up picture card. Flip-Pix rewards creativity, so any word that can name the picture will work.



For example, you could call out "spaceship" or "rocket" when the picture of the rocket is showing.

3. As soon as you hear someone call out a name, flip over your cards and start searching for a picture that matches one of the letters on the face-up card. When you find a picture that matches, call out the picture's name and place your card on top of the face-up letter card. Continue flipping your cards and looking for new matches every time someone calls out the name of a picture. You may not use the same picture-letter combination two times in a row.



For example, if you play the card with the dinosaur on the card with a "D," no other player can play a "D" on that dinosaur.