

FLIP CUP™

Let's get this flippin' party started!™

CONTENTS

- 2 Large blue cups
- 12 Small red cups
- 2 Black chips
- Dry erase tournament bracket, marker, and cloth
- 22 Challenge cards

OBJECT

The object of Flip Cup is to have fun!

PLAYING THE GAME

A typical Flip Cup game can be played any number of ways depending on how many players are participating. We recommend playing on a table or counter top with flat edges.

A small group of people can take turns challenging each other so that everyone at the table has played head to head at least once.

We have included a dry erase bracket to help large groups keep track of a tournament-style session of play.

Once two players have been identified as the opponents for a round of play, do as follows:

1. Each player takes one large blue cup, six small red cups, and one black chip.
2. Shuffle the challenge cards and place them face down on the table. A challenge card is randomly drawn from the stack and both players take a turn reading the card. **It is highly encouraged to discuss the goal of the card so that both players understand how the challenge works.**
3. If indicated on the card, players set up the cups on the table before they begin.
4. When they are ready, the opposing players simultaneously say "Let's get this flippin' party started!" and begin.
5. The first player to finish the challenge and yell "Done!" is the winner.

(Flip instructions over for practice)...

WINNING THE GAME

- For smaller groups, the player with the most wins after facing every other player is the Flip Cup Champion. If there is a tie, then the two (or more) players compete against each other in a Flip Cup Championship round.
- For tournament-style play, draw three cards randomly and compete in a best of three for each round. Winners advance to the next round until only two players are left standing, competing for the Flip Cup Championship. The Championship is one card only: draw a card at random and take your best shot at the title!

TIPS

- For any challenge in which you are trying to sink a game piece into a stationary cup (*The Header, Hit for the Cycle, Trifecta, etc.*), you may hold the target cup to steady it for the shot attempt.

EXAMPLE:



- For any challenge in which you need space to complete it (*Gutterball, Kill The Goalie, Evil Cup-level, etc.*), we recommend standing next to

your opponent and aiming at the opposite side of the table.

- For *The Magic Carpet Ride*, we recommend using a hard floor surface. This challenge may need room to land it correctly!
- Create your own challenges! Our cards are a collection of successfully proven events, but we encourage creativity and customization when playing Flip Cup.
- Visit our YouTube channel ([youtube/haywiregroup](https://www.youtube.com/haywiregroup)) for challenge demos and more.



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