



2 - 6 players | Age 8+ | 20'  
by Matt Loomis and Isaac Shalev

**Components:**

- 54 Tables (2x 1, 2x 2, 2x 3, 2x 4, 1x 5) - Assemble these double-sided by player color on thick chipboard
- 6 Whammies - Assemble double-sided on thick chipboard
- 6 Player Platforms (you can craft these, or use something like a pill bottle or chessex dice box)
- 1 double-sided Showroom Floor Mat (thin chip or poster board)
- A method of keeping score

**Goal of the Game:**

Score the most points!

**Setup:**

Give each player one set of tables in a single color, one Whammy, and one platform.  
Choose a side of the Showroom floor to use in your game: either the regular side or the Tiled side, and set it in the center of the table, equidistant from all the players. You may position the Showroom floor further from a



given player or players if you would like to handicap them. For standard difficulty, position the mat about 18" away from each player. The player who most recently rage-quit a game goes first.

### Playing the game:

On your turn, launch a table into the play area by placing it on your platform, and slapping or flicking the underside of your table so that it flips into the air, landing onto the playing surface. You may not move your platform closer to the target, but you may rotate it to improve your shooting angle. After the table comes to rest, calculate your score. Play will then pass to the player to your left. If the table doesn't land on the playing surface at all, or lands on your own platform, flip it again. If your next flip also goes wrong, discard that table and end your turn.

There are a few ways to play Flip The Table, each with their own scoring rules. Start here!

## Sharpshooter!

### Scoring:

A table is only eligible for scoring if it lands on top of **another player's table**, or if it lands on the showroom floor. A table is considered to be touching another table when it is both **touching** and **visibly on top of** the table. The Showroom Floor mat is considered a table for the purposes of scoring. It is possible for a table to land above another table, but not be touching it because it is separated by other tables. This does not count as eligible for scoring, as the tables do not touch.

### Scoring:

Tables that score will score the value printed on them. Gain bonus points for the tables your table landed on as follows:

- **Same number:** Score the value of each table your table lands on with the same value as your table, and any tables of the same value in a contiguous chain of touching tables. Eg, score 6 points if you land your '3' table on another '3'. If that table is touching another '3', score 9 points, even if your table isn't touching that last '3'.



- **Runs of 2 or more tables:** Score for tables you land that are one point higher or lower than your table. Continue to score for contiguous chains of tables that include your table and make up a consecutive run, so long as the tables are arranged in numerical order.

Eg, if you flip a '2' onto a '3', score 5 points. If you flip a '3' table so that it touches a '2' and a '4', score 9 points. If you flip a '2' table so it is between a 3 and a 4, score only the 2 and 3 for a total of 5. Since you can't go from the '2' table to the '3' and then to the '4' without doubling back over the '2' table again, that is not a valid 2-3-4 run.

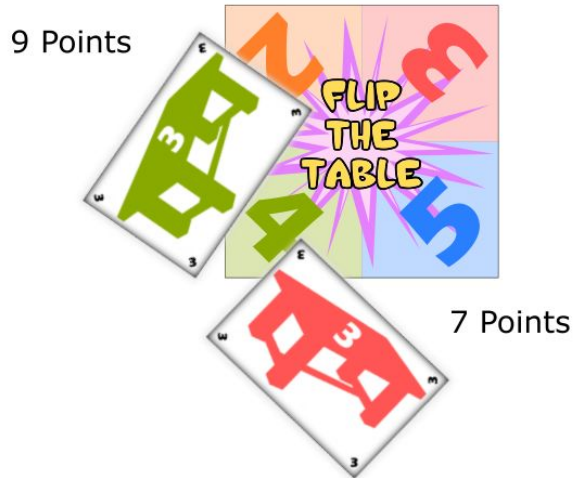


9 Points



5 Points

- **Touching the Showroom Floor** (basic side): Score 3 points for landing on the showroom floor
- **Touching the Tiled Showroom Floor** (advanced side of the Showroom floor): Score for landing on the Showroom Floor, as though you landed on another player's table. The colors of the numbers on the Showroom Floor don't matter. The Showroom Floor's tiled sections are treated just like individual tables. Eg, if you land your '3' table on the '4' section of the floor, score, 7 points. If your table lands on multiple sections of the floor, you may score both. Eg if your '3' table lands across both the '2' and '4' sections of the floor, score 9 points.



9 Points

7 Points

Scoring sets are not exclusive, so you can score for multiple sets at the same time. Count the value of the flipped table again for each set. For example, if you land a '2' table on both a '2' and a '3' table, you'll score 4 points for the pair of '2's AND 5 points for the 2-3, for a total of 9 points. If your '2' table was also touching the Showroom Floor, you would score an additional 3 points. Your total for this extraordinary shot would be 12!



9 Points

*Remember, you can only score when landing on another player's tables, not your own!  
However, your tables may be part of the set of tables you score, so long as you haven't landed on your own table.*

### **Calling your Shot:**

If you are not currently in the lead or tied for the lead, you may call your shot to score additional points. Choose a table on the playing surface, and flip your table at it. If it lands on top of the table you named, score an additional 5 points. You may not choose the Showroom Floor or one of your own tables as your called shot. There is no penalty for missing a called shot.

### **Whammy:**

When the Whammy lands on a table, the table's owner loses points equal to double the value of that table. Any player whose table lands on top of a Whammy on a subsequent turn loses points equal to double the value of the table.

If a player has more than 20 points at the start of their turn, and has not flipped their Whammy yet, that player must flip their Whammy on their turn.

### **Game End**

After every player has flipped all of their tables, the game is over and the player with the highest score wins.

### **Other Variants:**

#### **The Minefield:**

Players start the game by each flipping a whammy onto the table before any other tables. All other scoring and rules will operate the same as **Sharpshooter!**

#### **Chain Reaction**

Chain Reaction plays like **Sharpshooter**, but Chain Reaction scoring is quite different.

In Chain Reaction, you score points by adding tables to a chain. For every table in the chain, you score 1 point. You score an additional bonus point if your table is the first in the chain. A chain is started when a table lands on the central mat.

When counting the length of a chain, count back to the first table in the chain that touches the playmat. Ignore any tables that branch off the main chain.

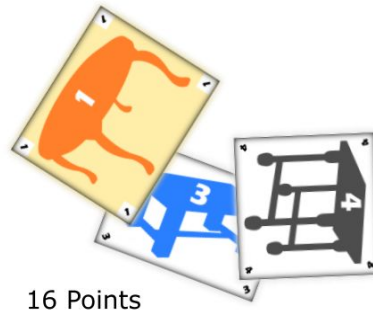
You may only score points for extending a chain when you land your table on another player's table. If your table creates more than one valid chain, score only for the longest chain.

When flipping the Whammy, any table that the Whammy lands on top of causes the owner of that table to lose one point. Any player who has one of their tables land on top of a Whammy on a subsequent turn loses one point. The Whammy also breaks the chain, such that valid chains may not be traced back through it to the play mat.

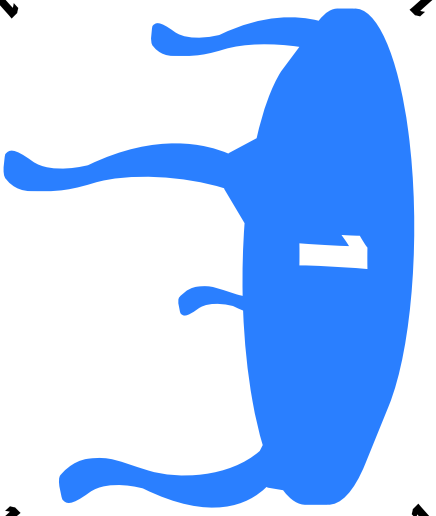
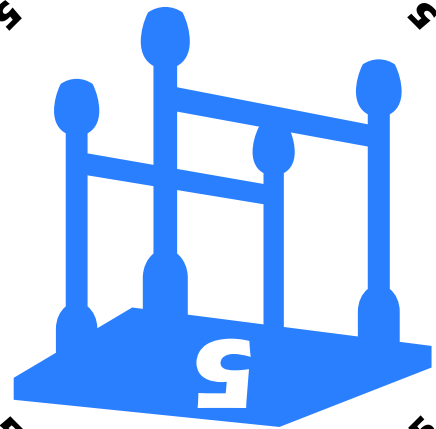
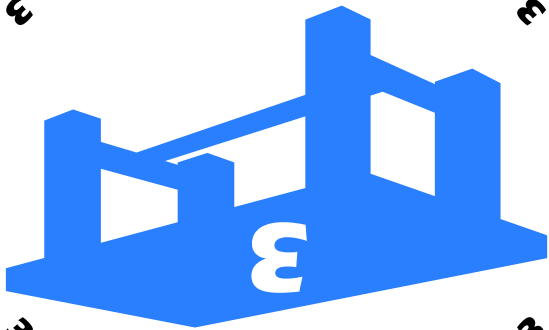
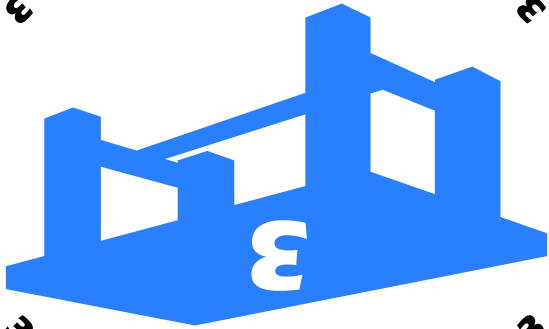
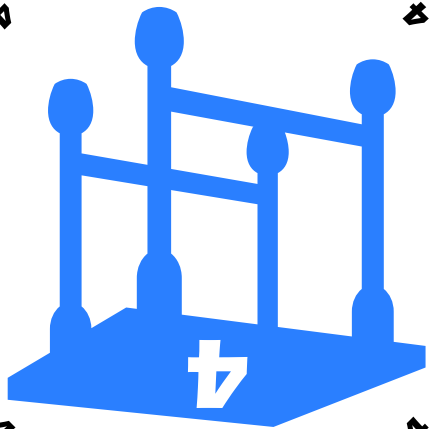
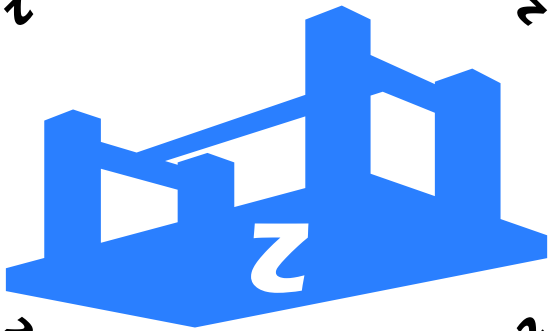
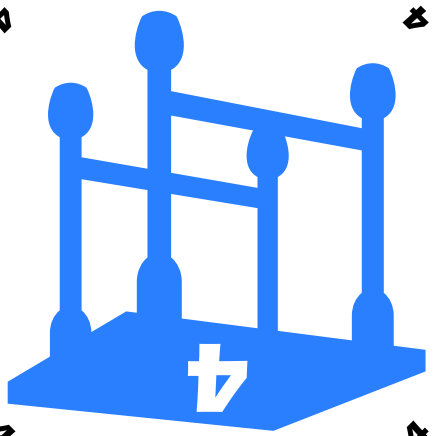
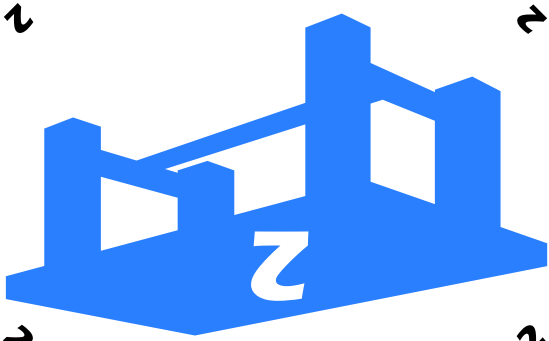
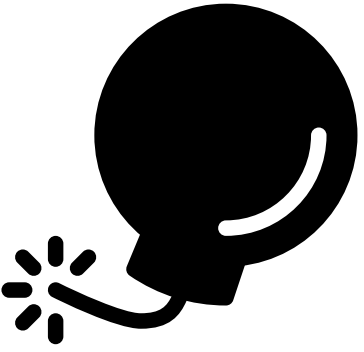
### **Gotta Catch 'em all:**

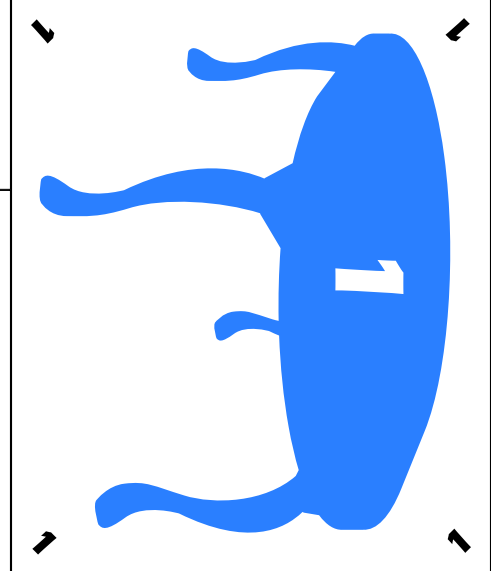
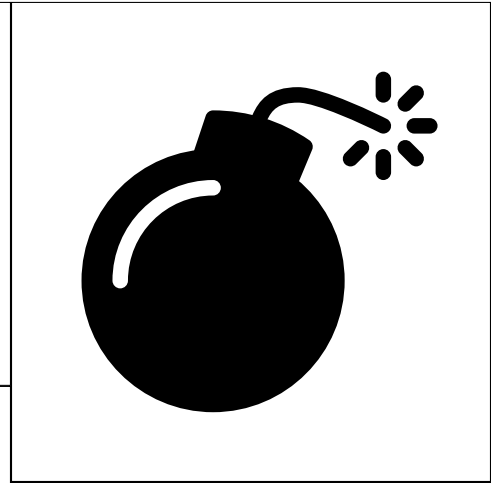
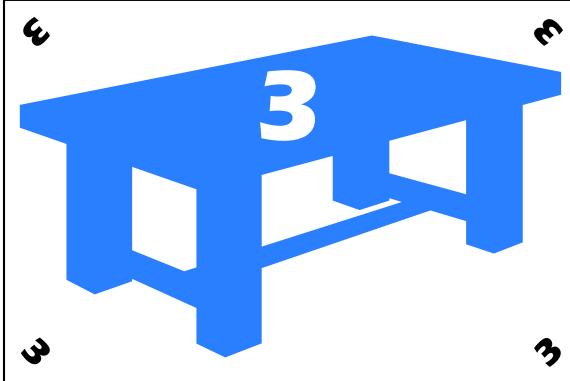
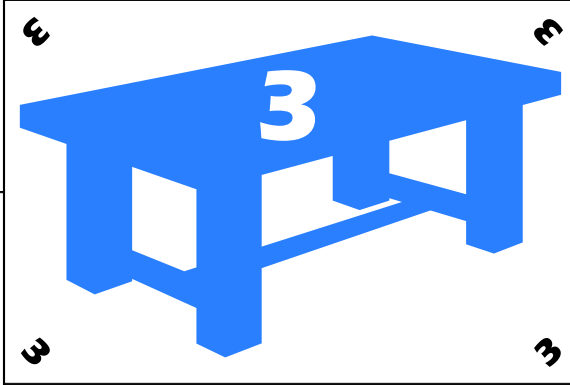
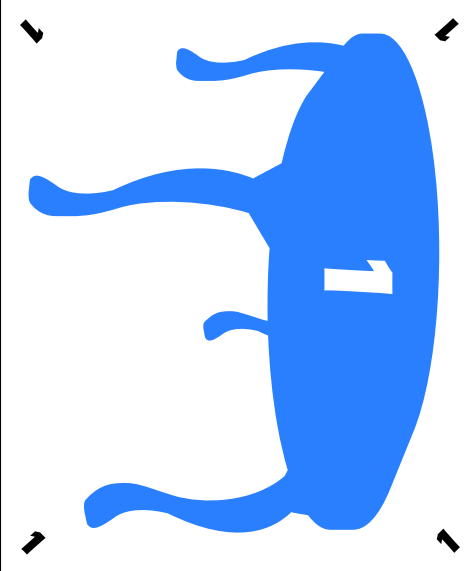
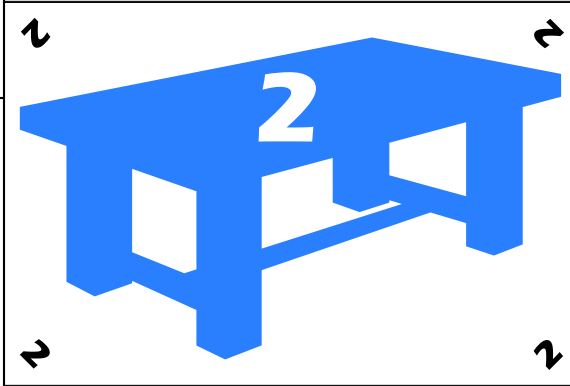
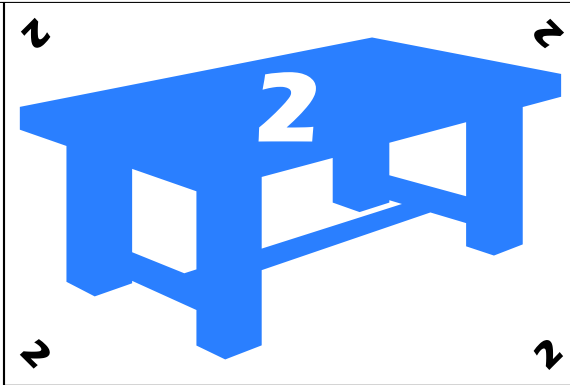
This variant adds an additional scoring method to the base game **Shootout!**

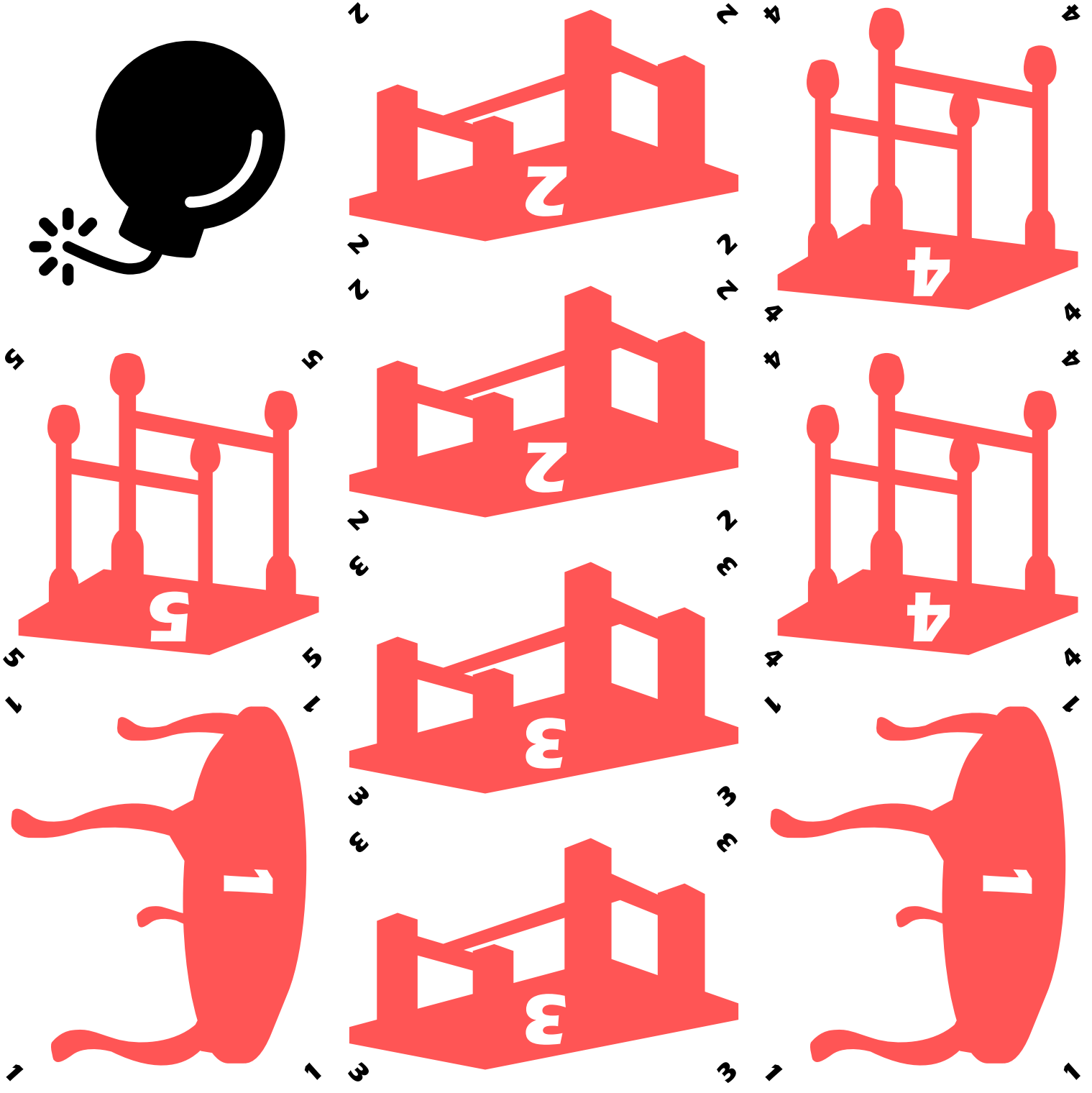
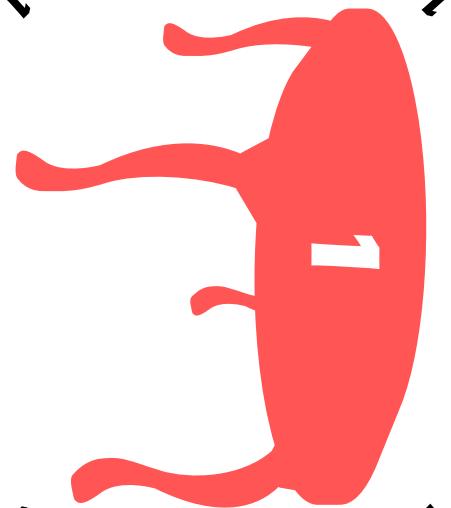
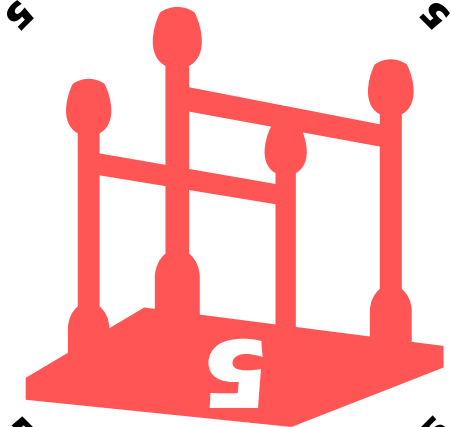
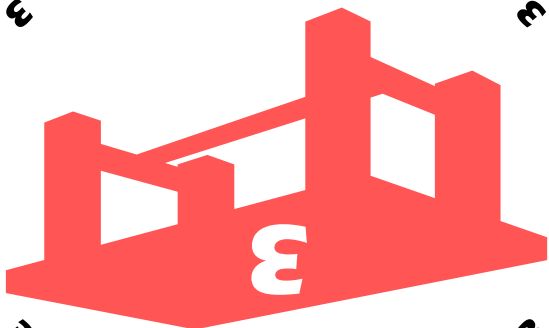
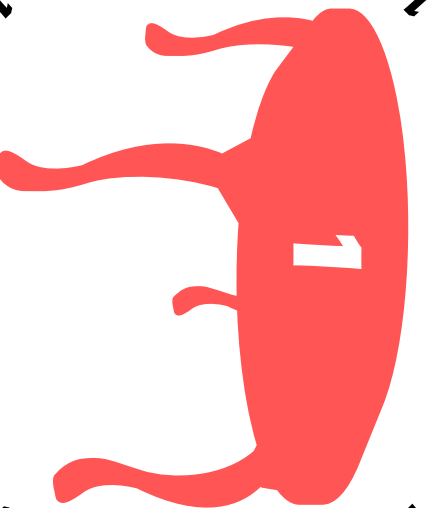
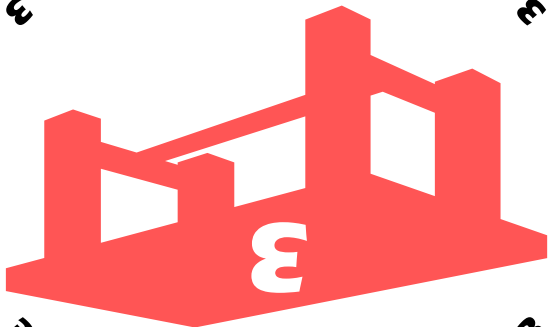
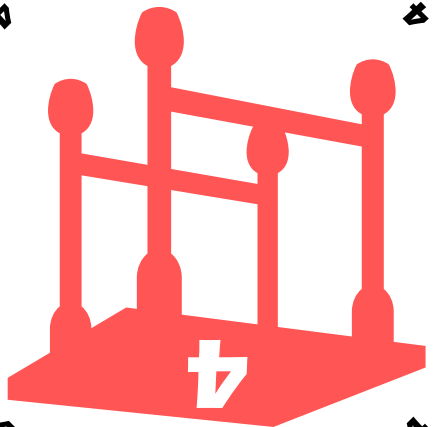
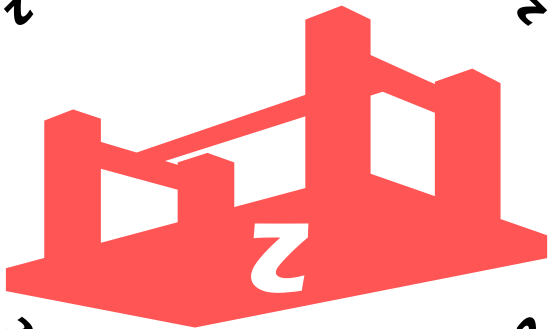
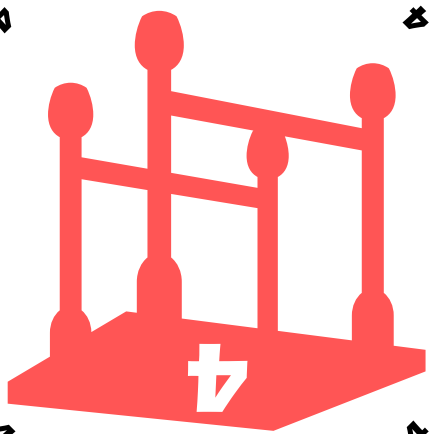
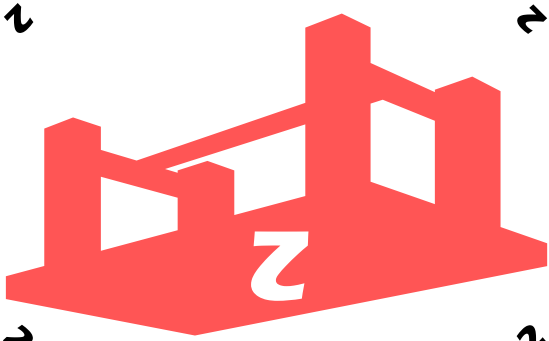
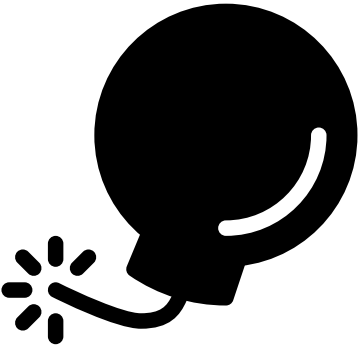
- If your table lands on one or more tables, and all tables in the group are a different type of table (coffee table, end table, antique table), you score double the value of the tables in the group. Eg, if you flip a '1' onto a '3' and a '4', that would make a group of one of each type of table and you would score 16 points.



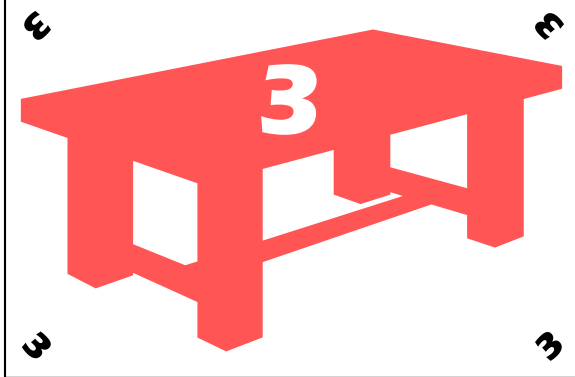
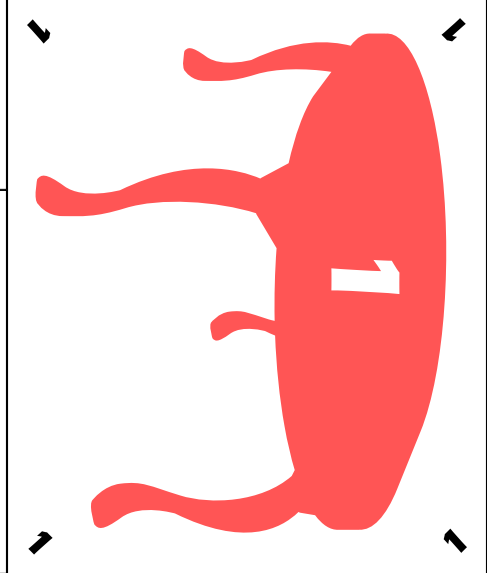
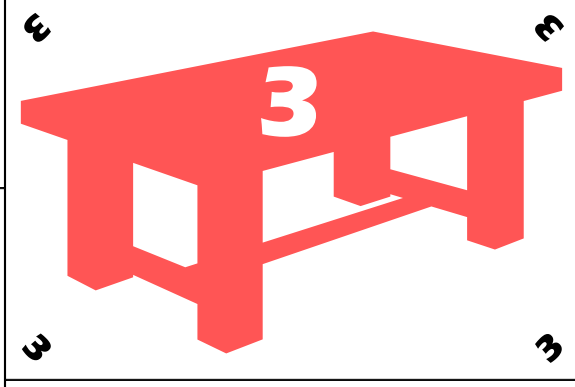
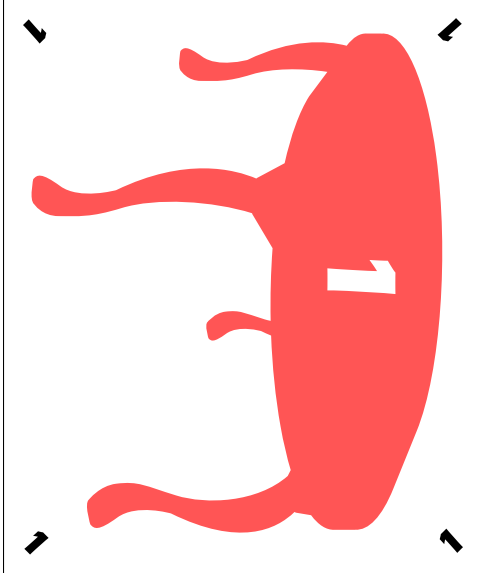
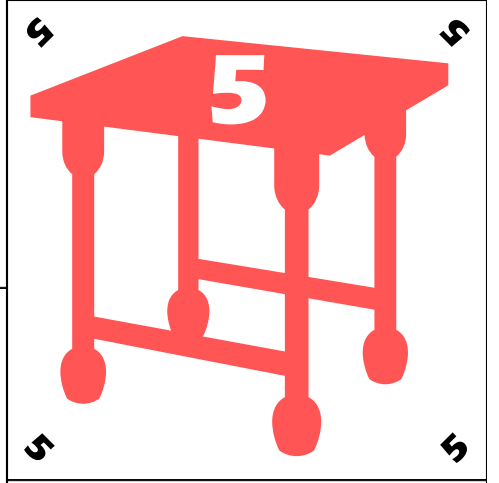
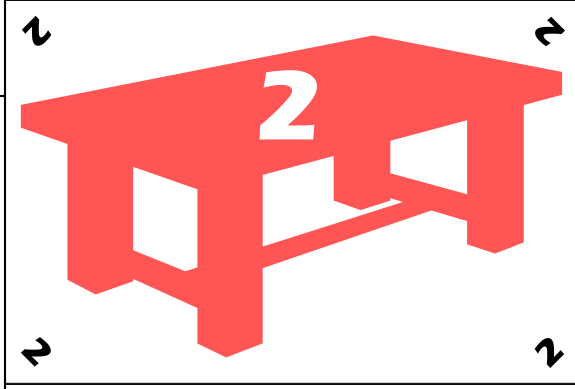
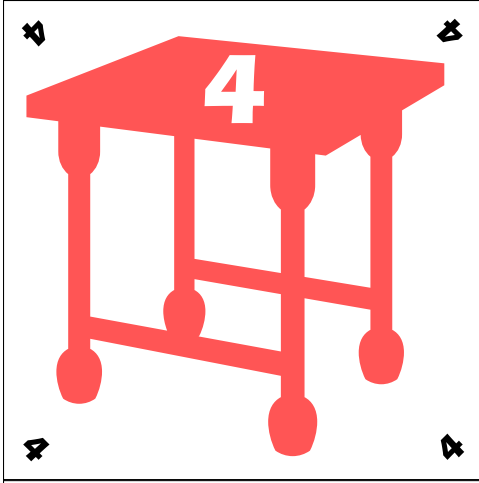
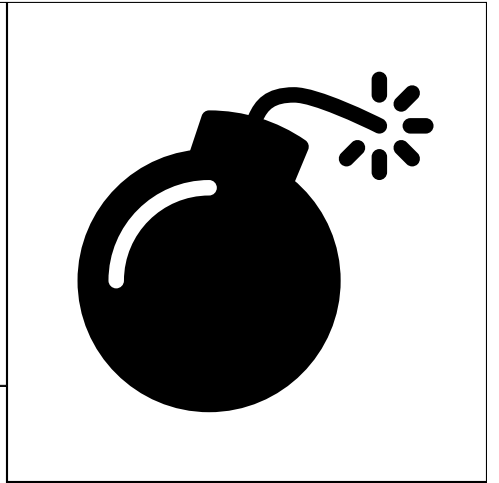
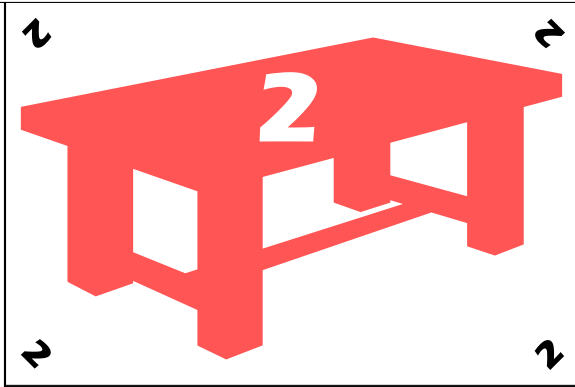
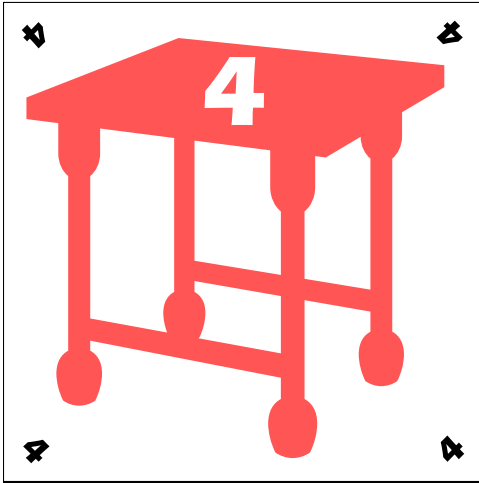
16 Points

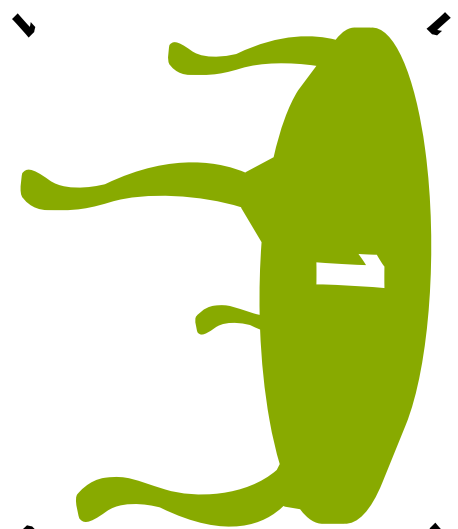
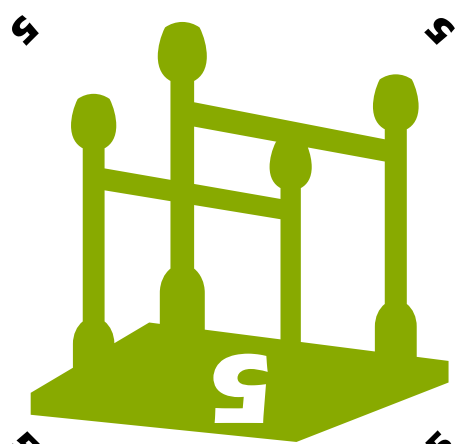
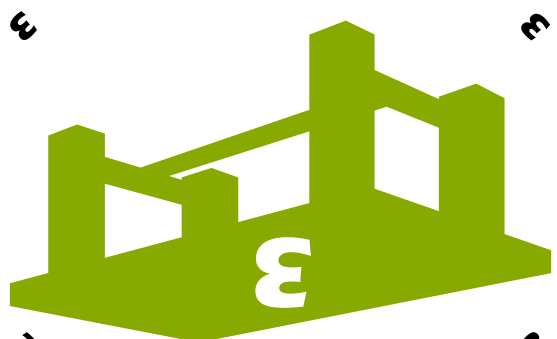
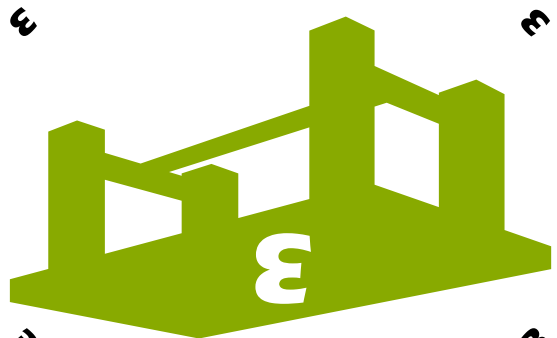
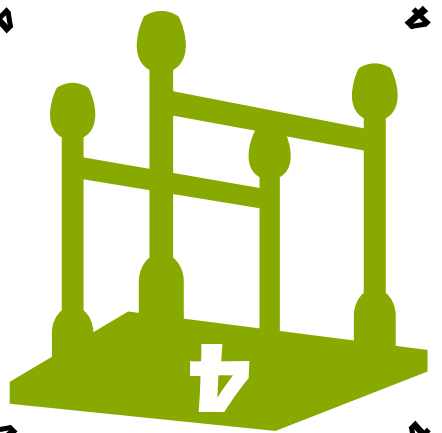
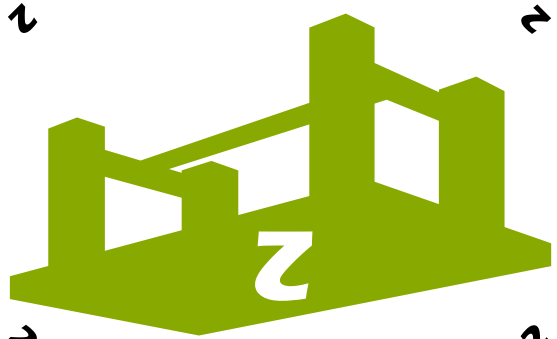
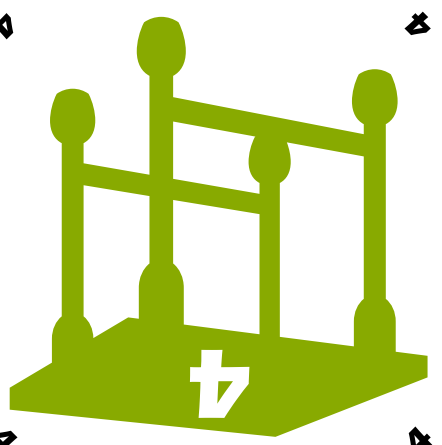
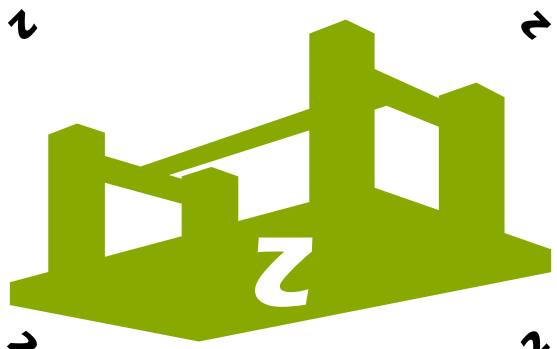
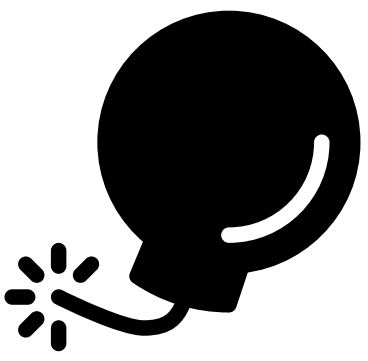


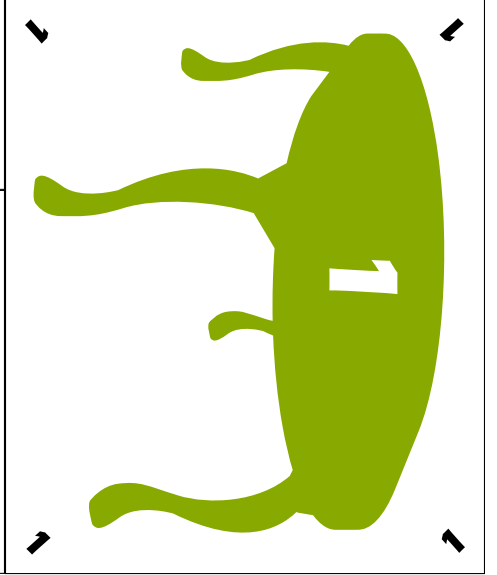
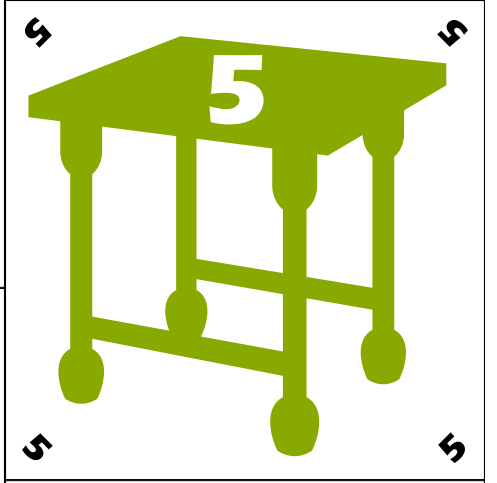
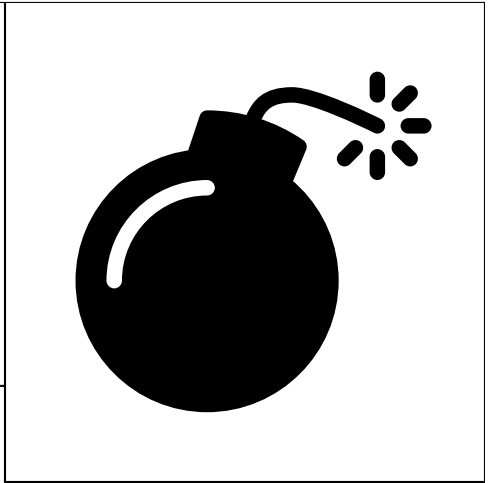
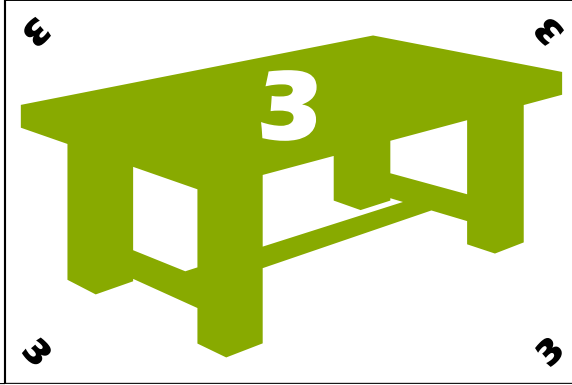
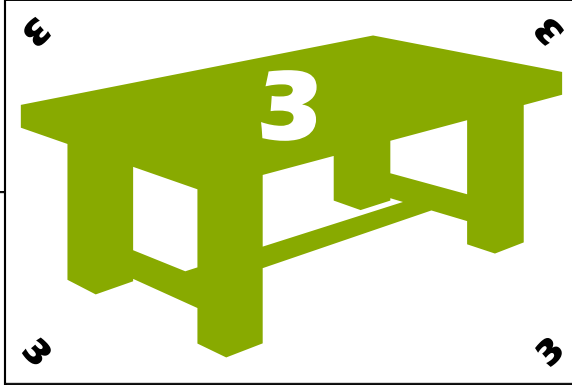
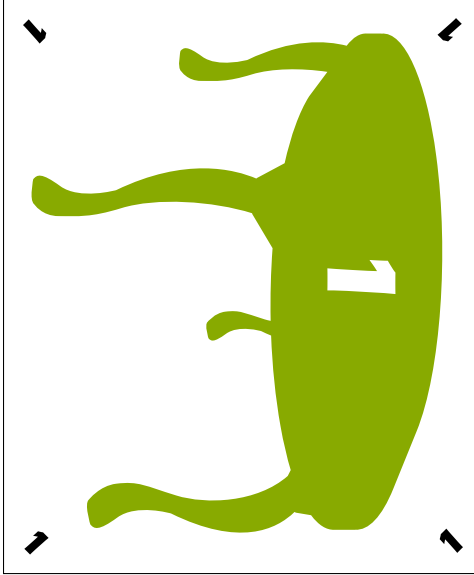
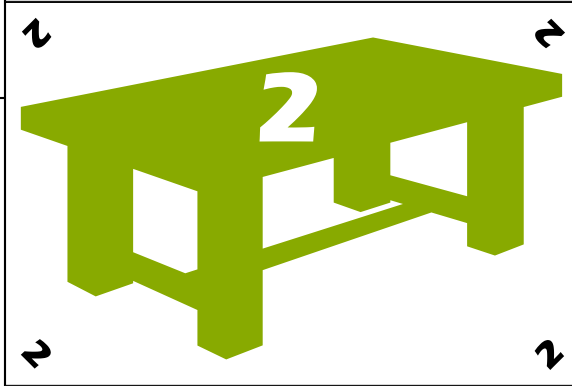
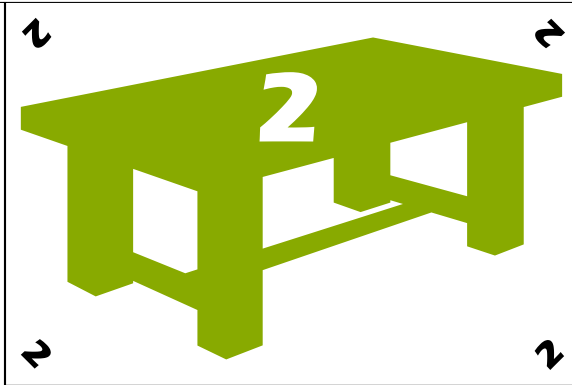


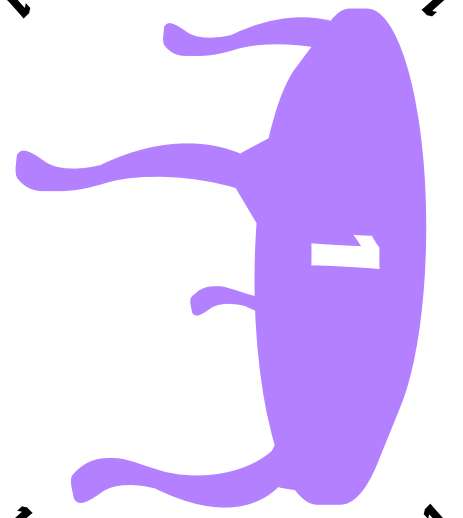
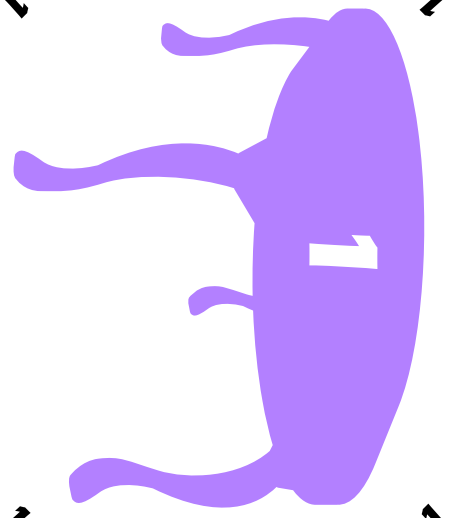
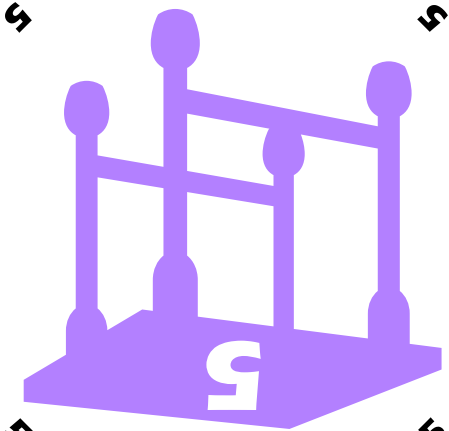
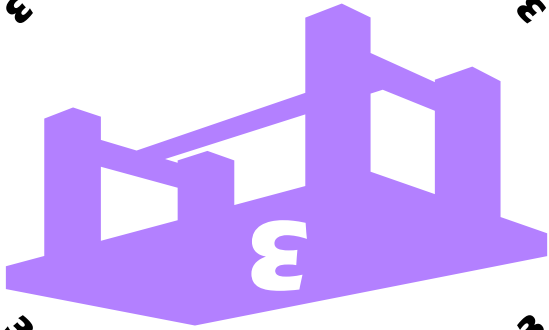
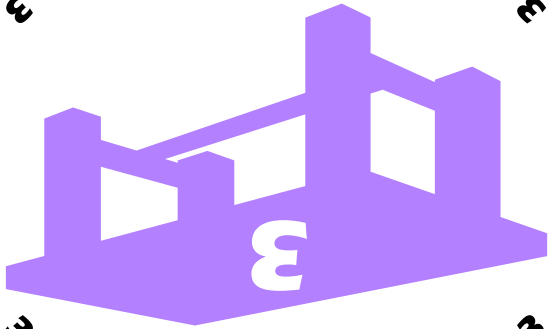
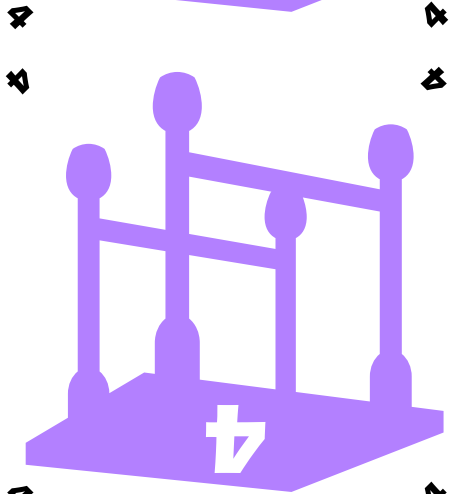
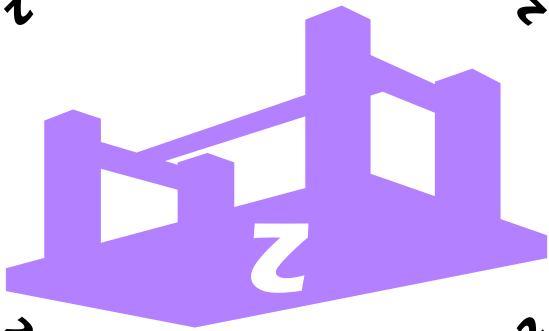
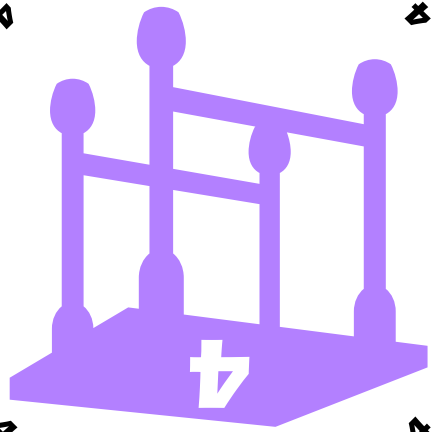
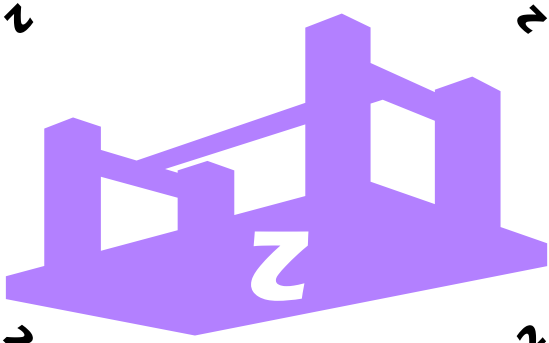
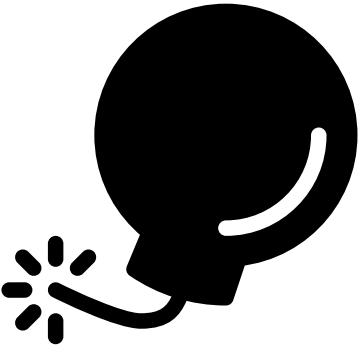


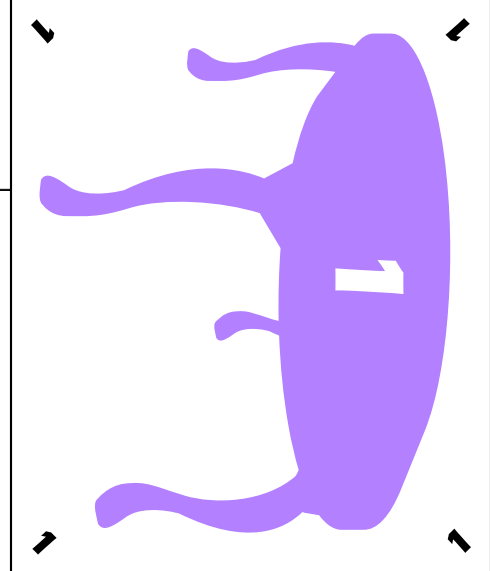
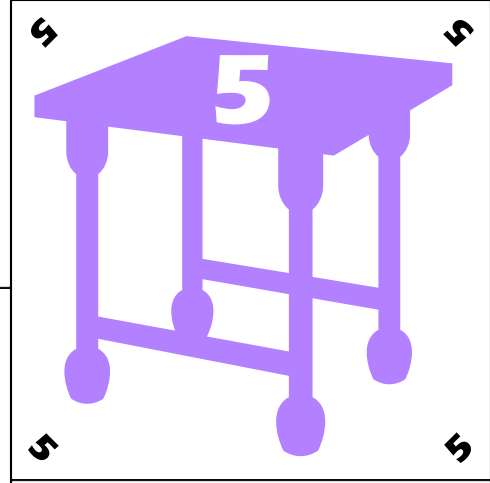
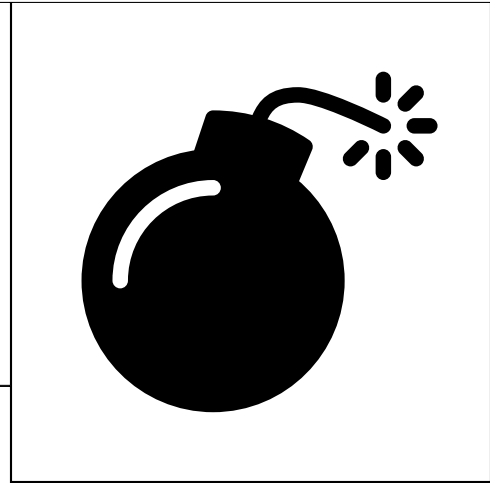
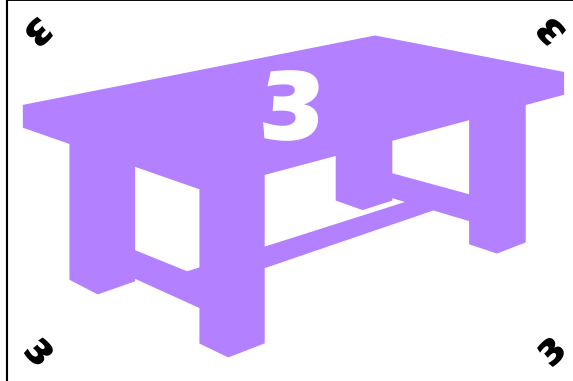
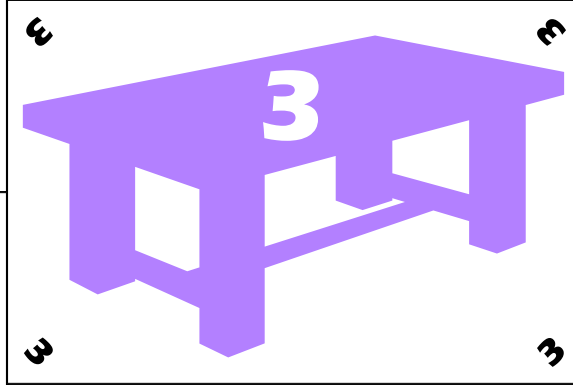
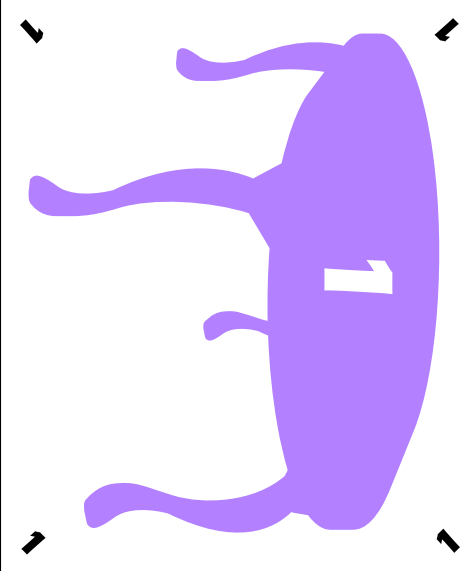
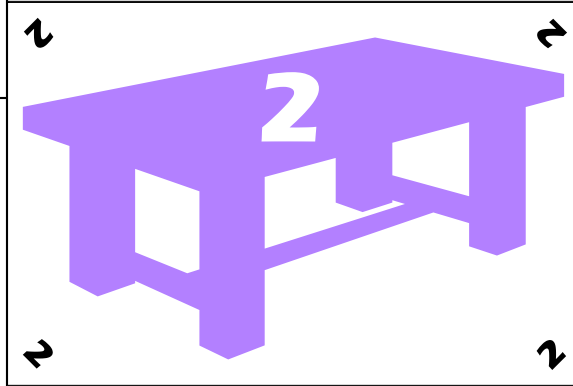
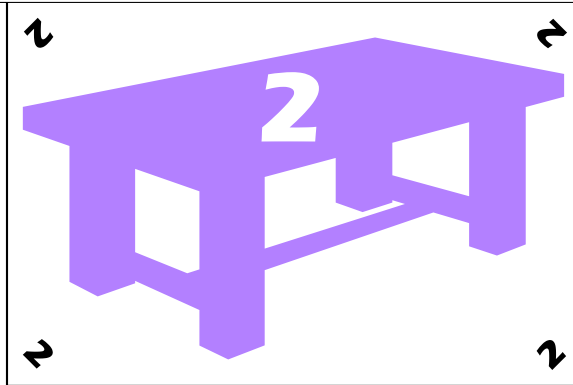
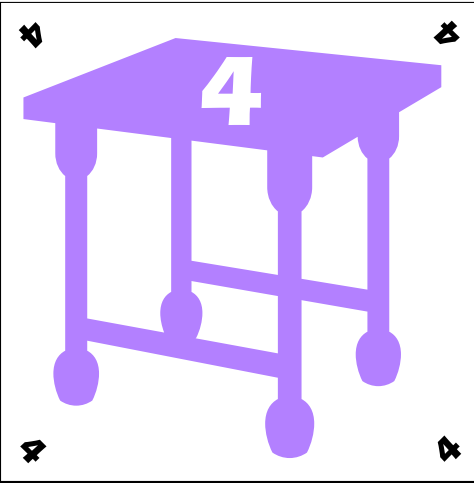


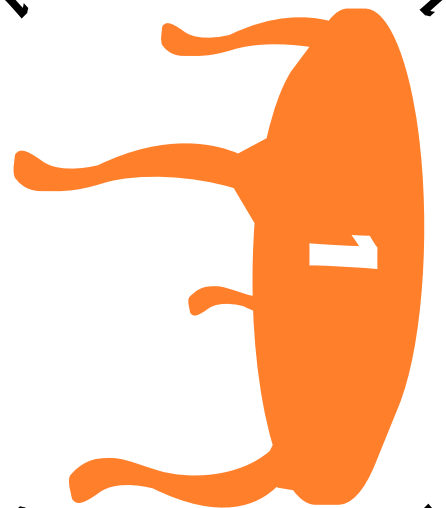
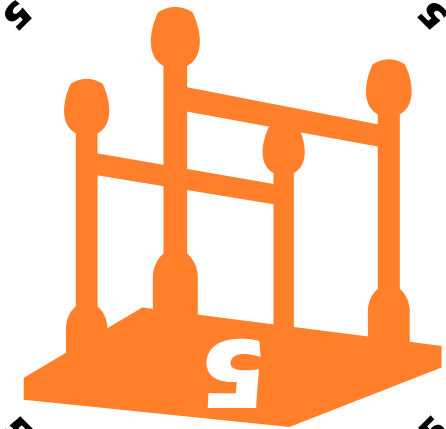
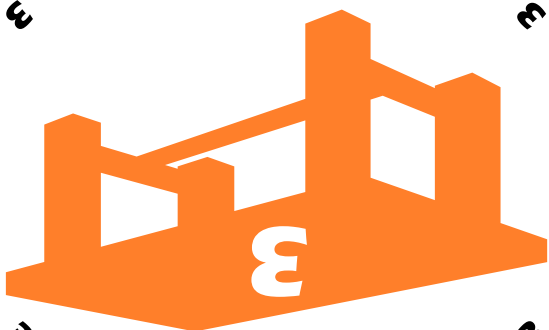
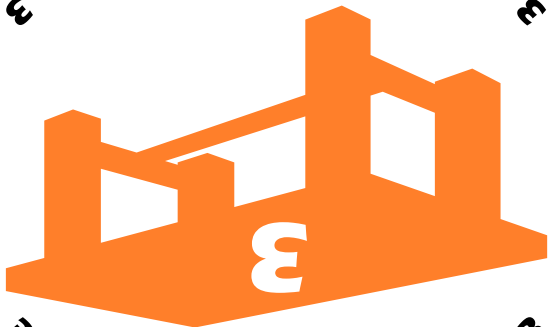
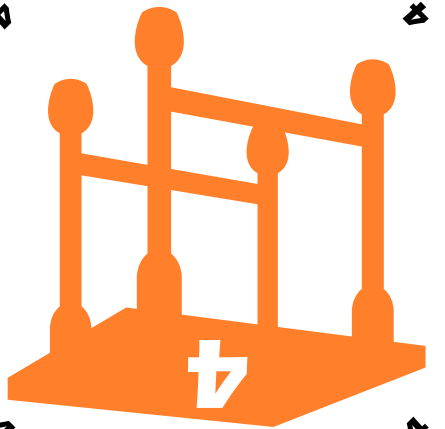
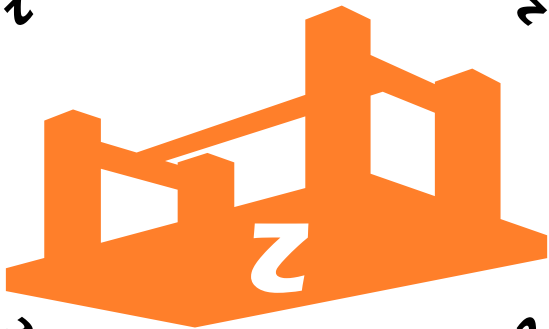
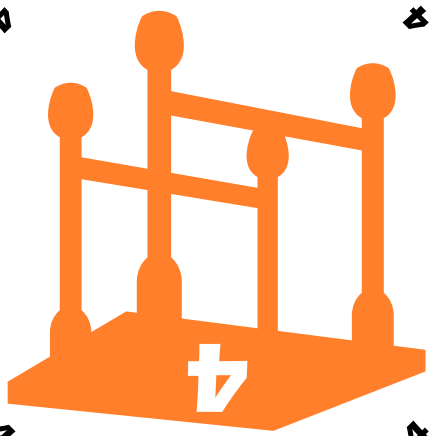
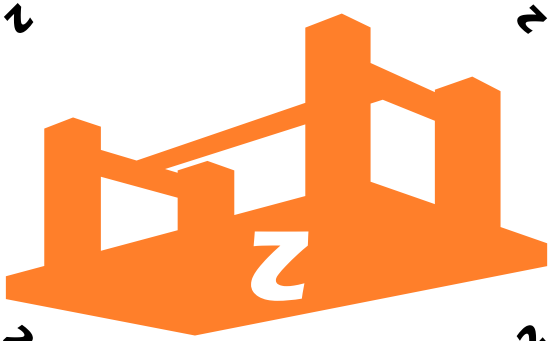
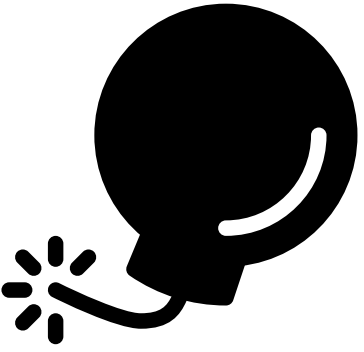


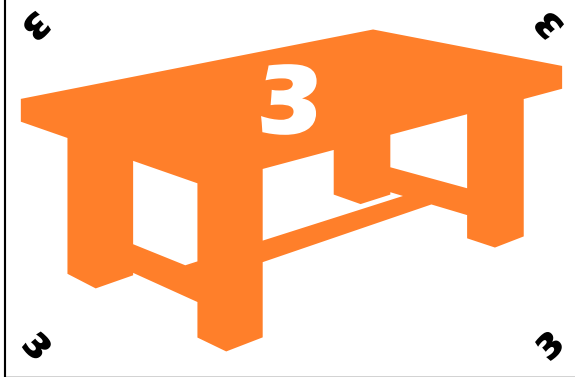
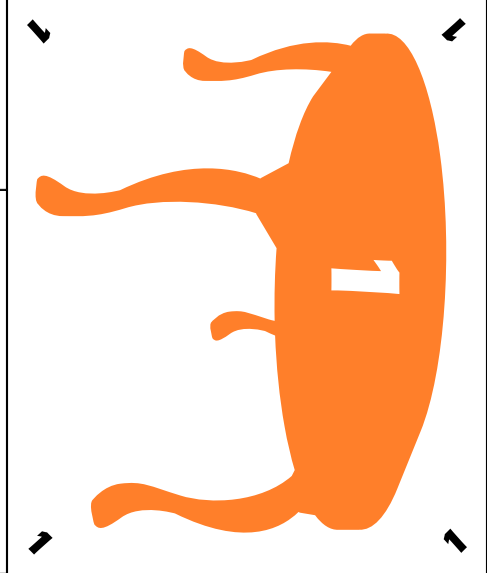
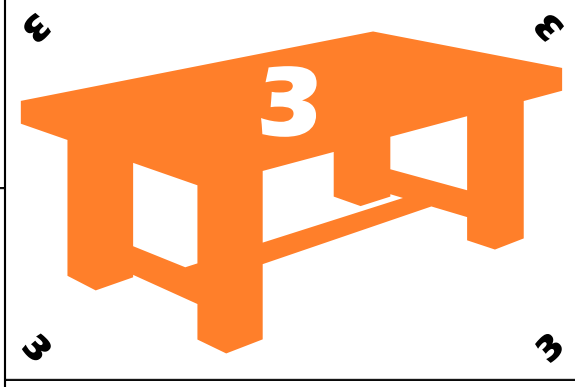
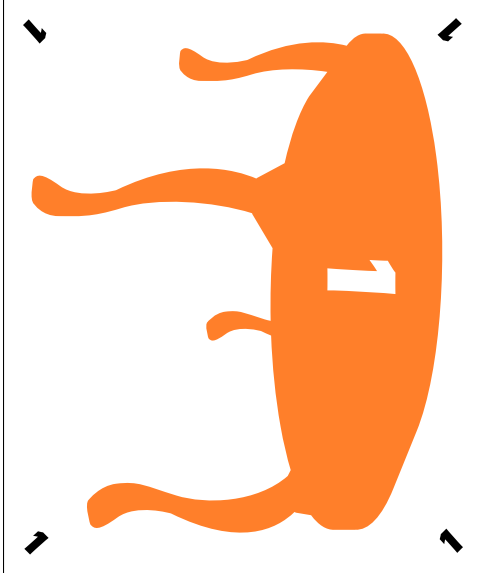
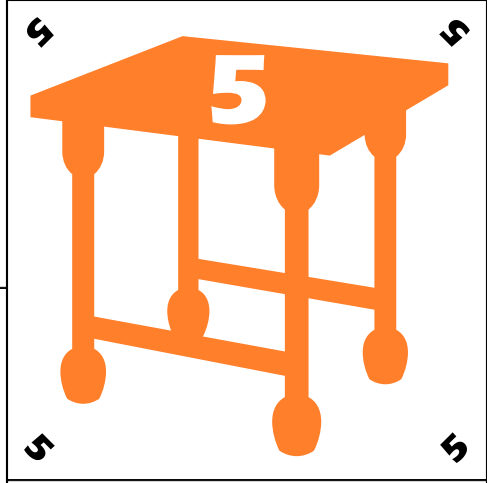
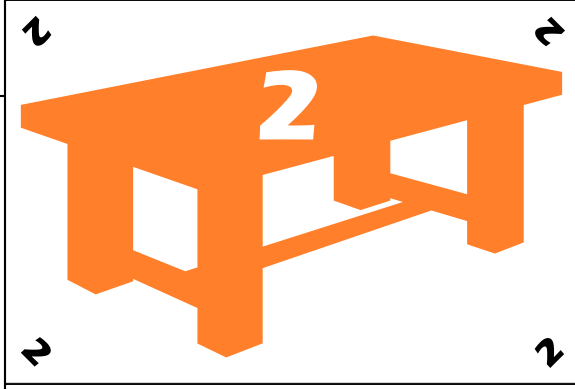
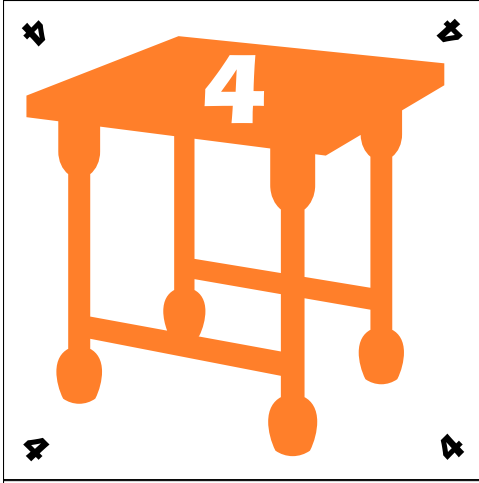
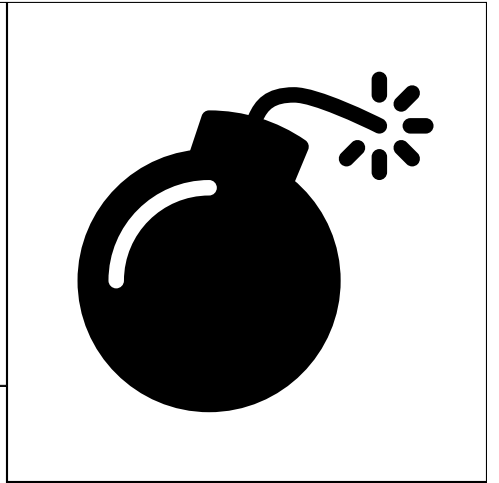
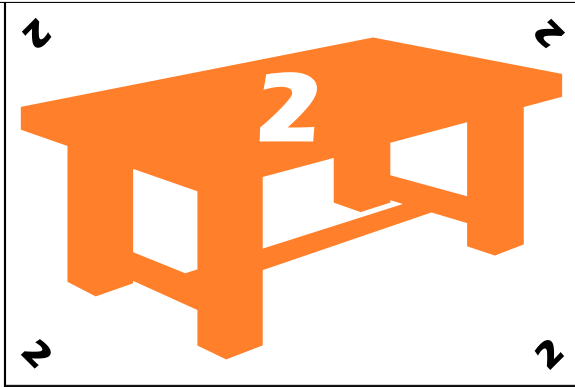
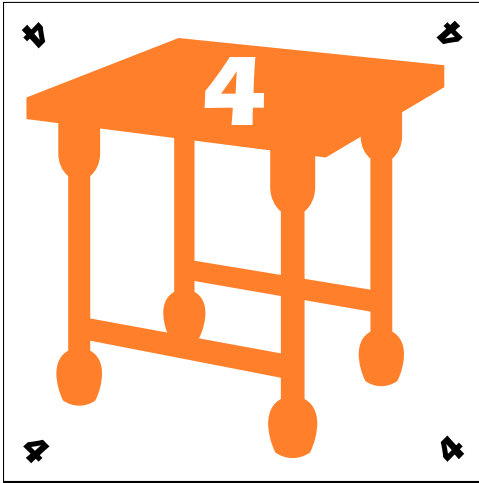


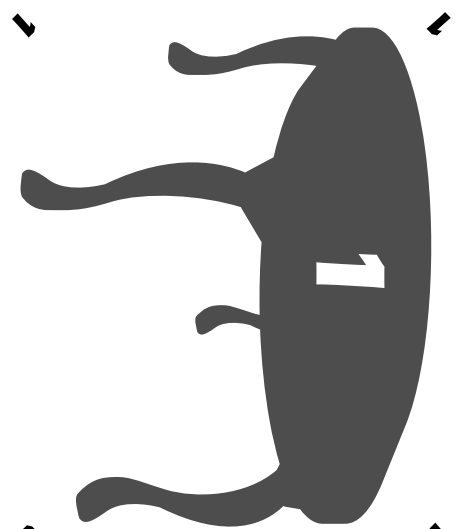
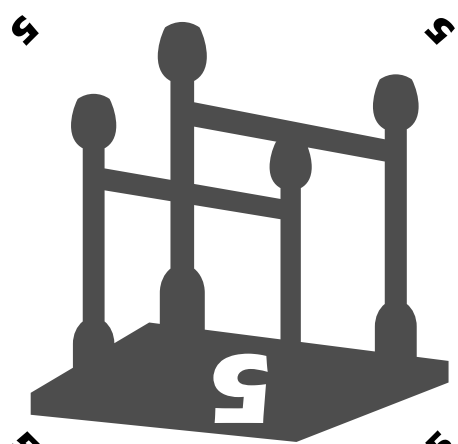
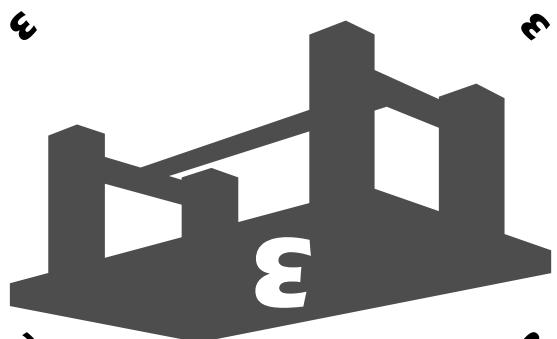
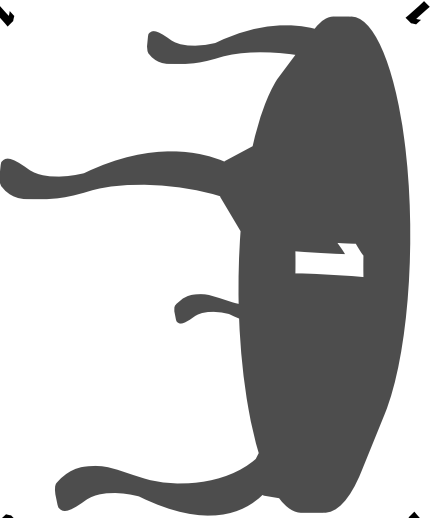
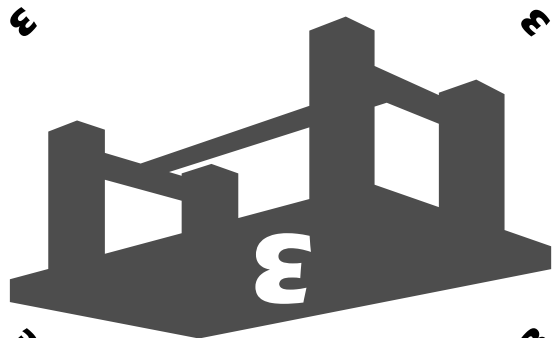
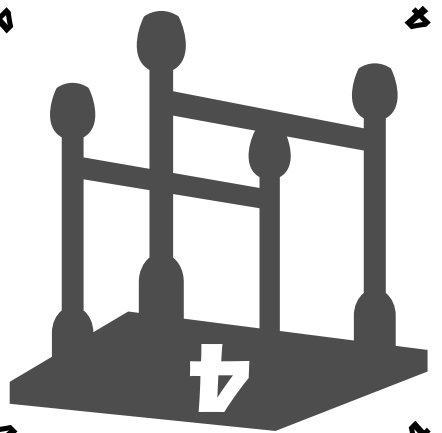
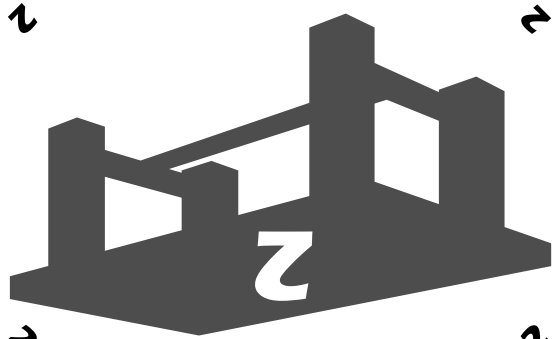
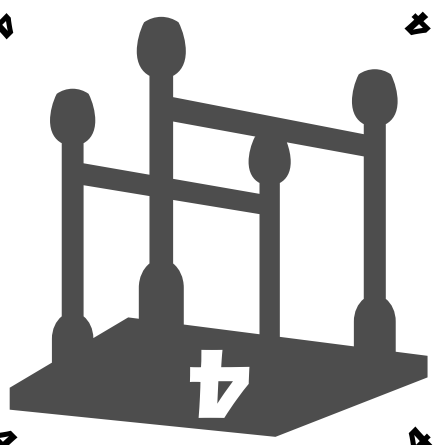
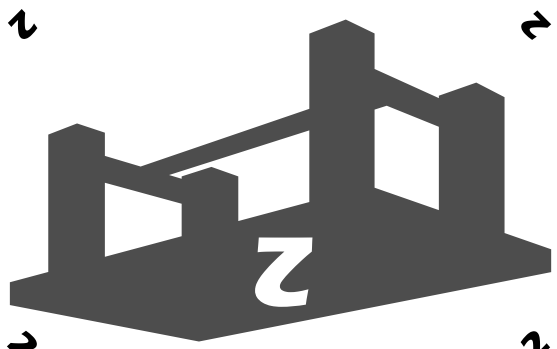
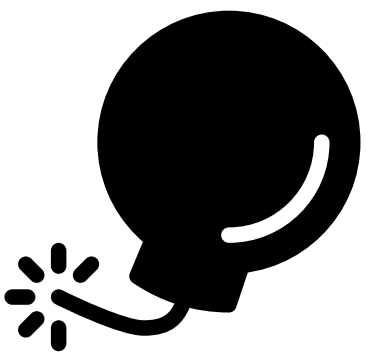






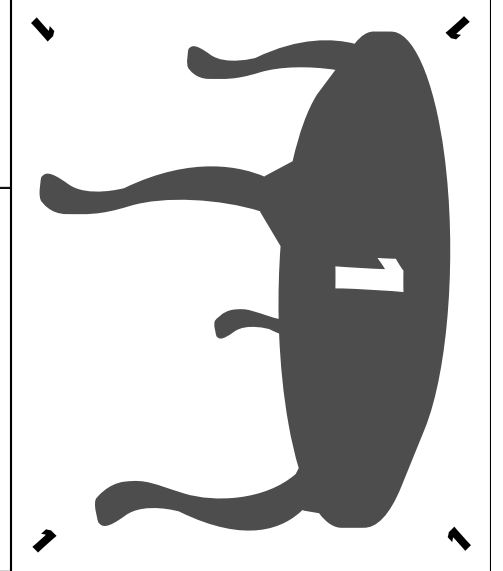
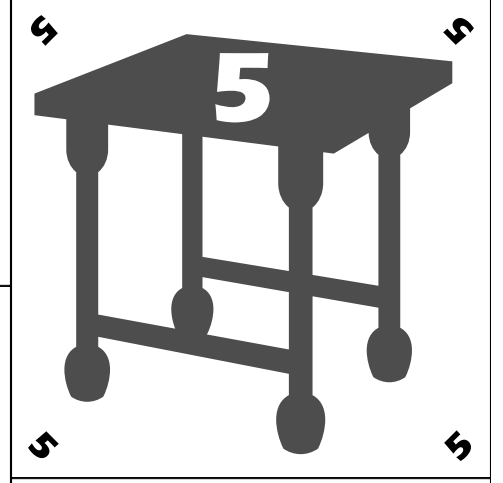
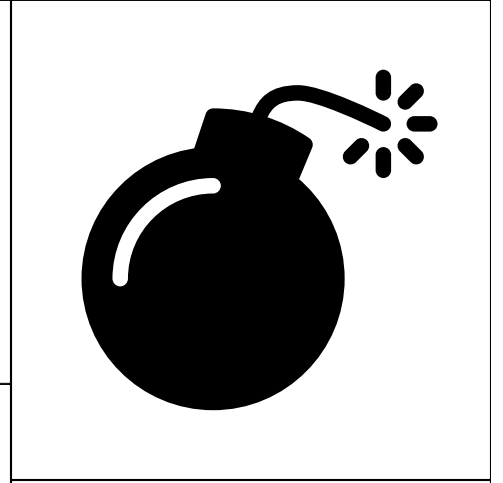
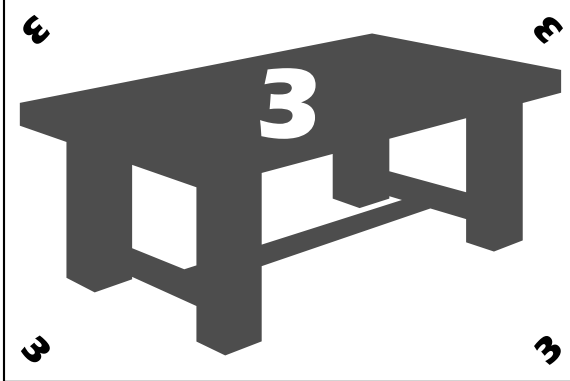
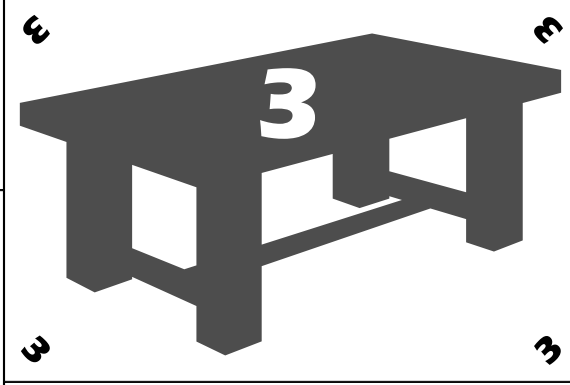
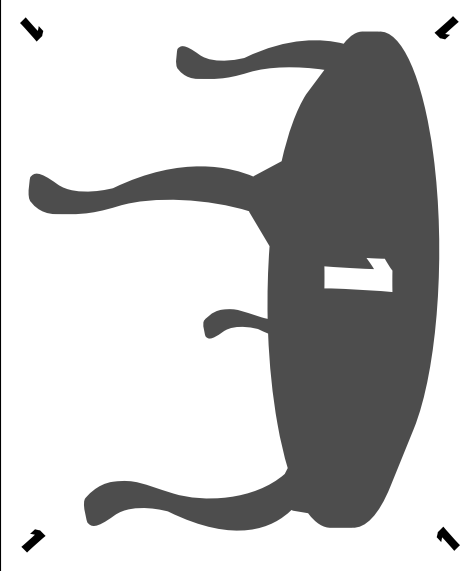
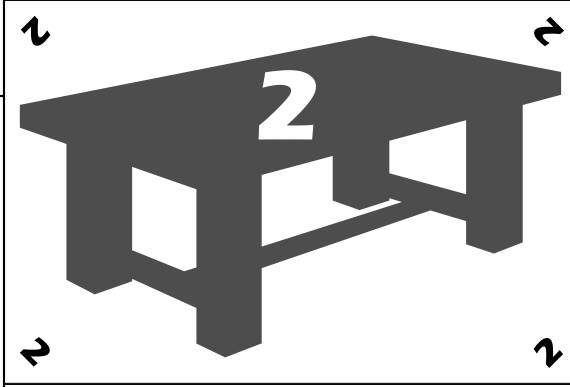
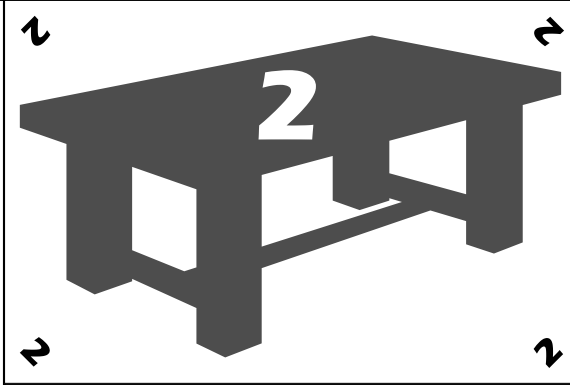
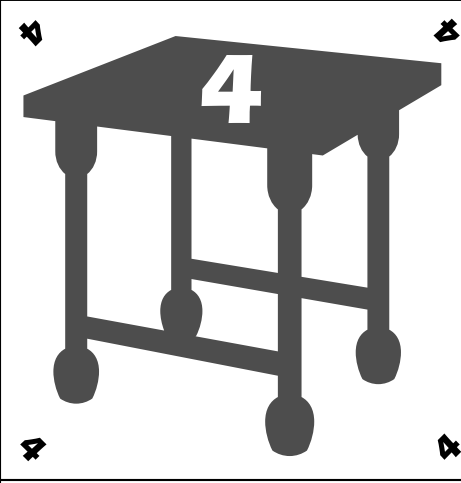


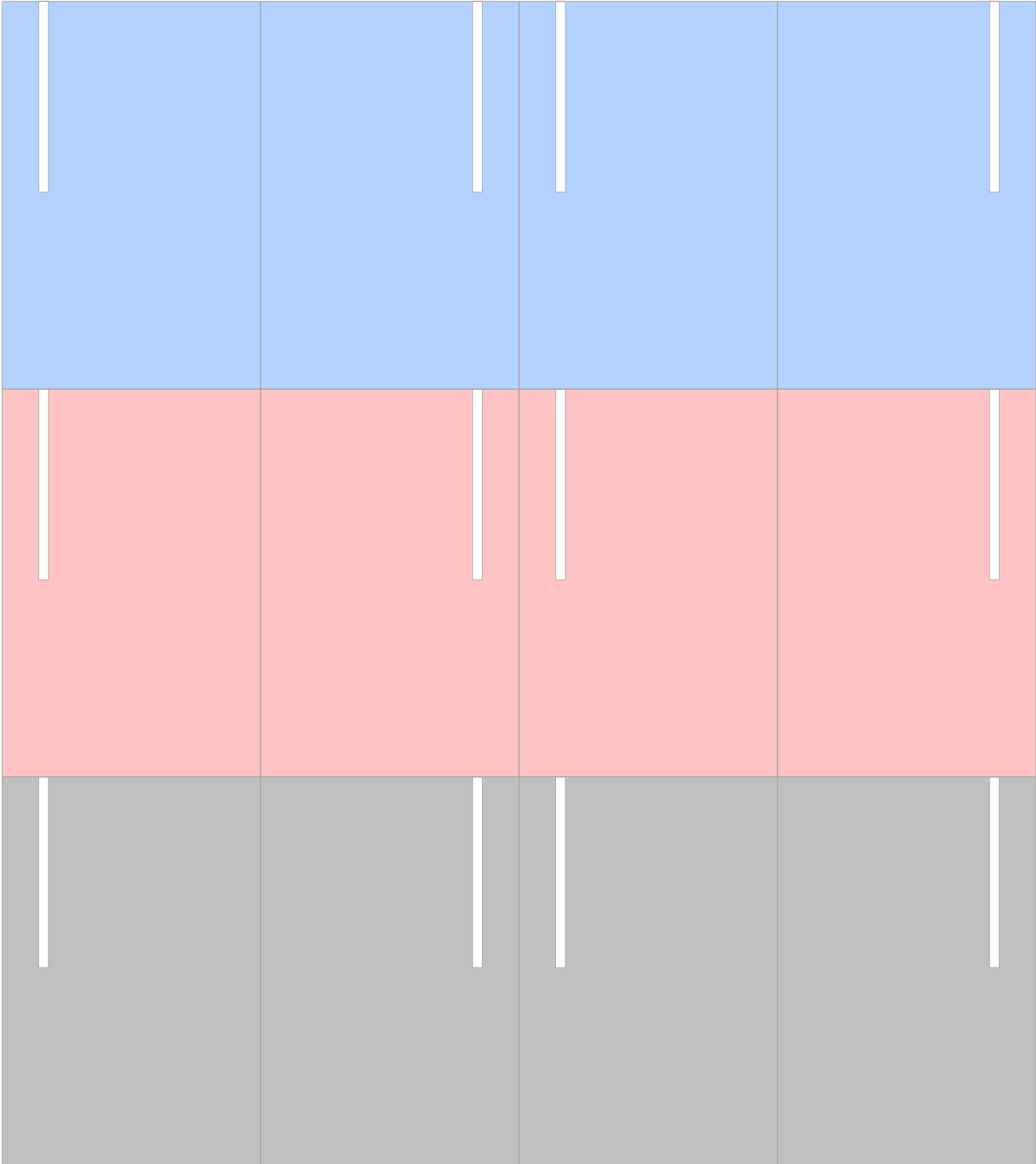


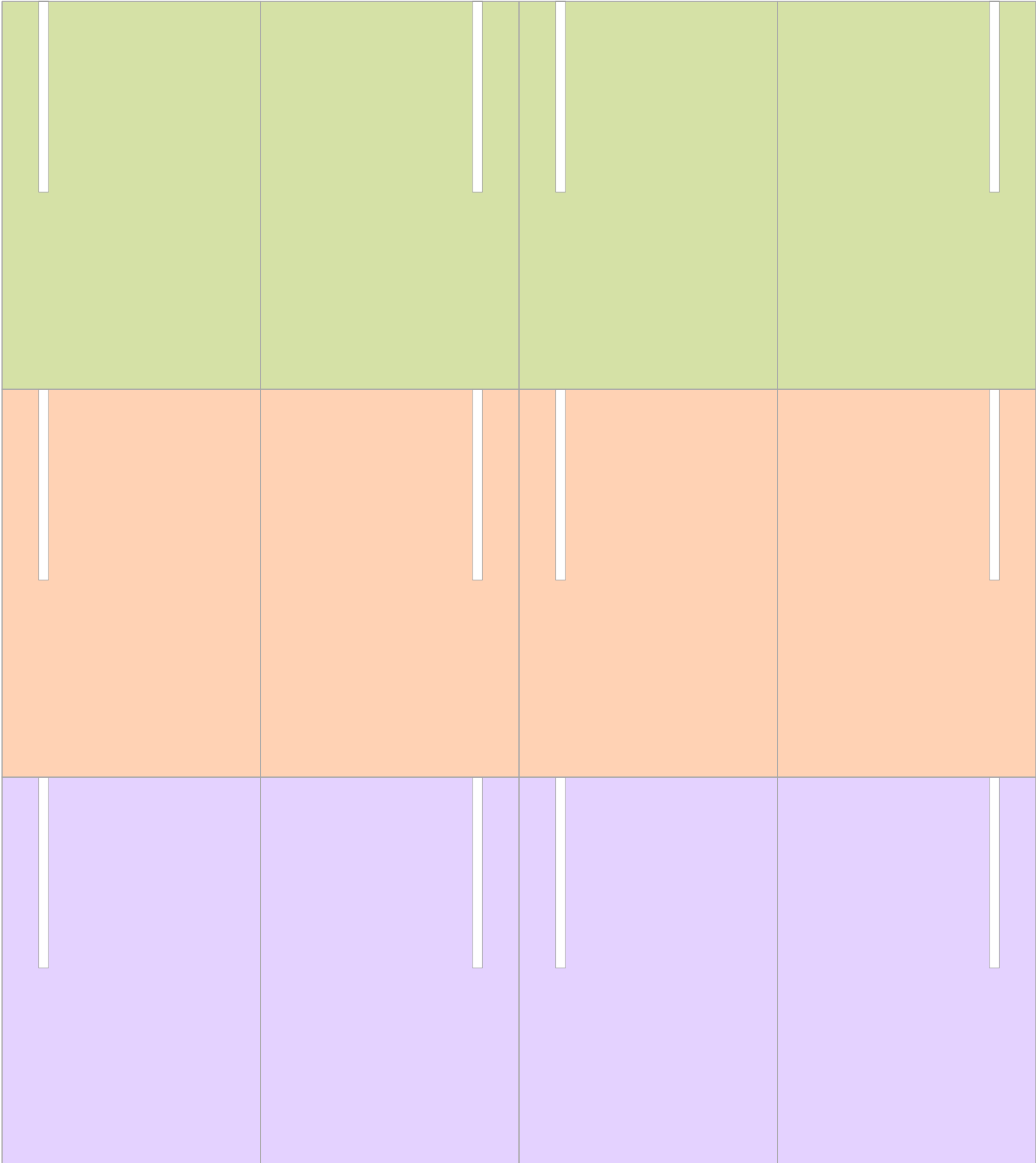


A 3x3 grid of puzzle pieces. The top row contains a lightbulb icon, a piece labeled '2', and a piece labeled '4'. The middle row contains a piece labeled '2', a piece labeled '2', and a piece labeled '4'. The bottom row contains a piece labeled '5', a piece labeled '3', and a piece labeled '1'. Each piece has small numbers (1, 2, 3, 4, 5) and arrows around its perimeter indicating its orientation and how it fits into the grid.









## SCORING

**Touching one or more tables with the same number:**

Total value of the tables in the group

**Touching a table one number higher or lower:**

Total value of the tables in the run

**Touching the showroom floor:**

Value of your table plus the showroom value

**Calling your shot:**

5 points in addition to any other scoring

## SCORING

**Touching one or more tables with the same number:**

Total value of the tables in the group

**Touching a table one number higher or lower:**

Total value of the tables in the run

**Touching the showroom floor:**

Value of your table plus the showroom value

**Calling your shot:**

5 points in addition to any other scoring

## SCORING

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Total value of the tables in the group

**Touching a table one number higher or lower:**

Total value of the tables in the run

**Touching the showroom floor:**

Value of your table plus the showroom value

**Calling your shot:**

5 points in addition to any other scoring

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**Touching the showroom floor:**

Value of your table plus the showroom value

**Calling your shot:**

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**Touching the showroom floor:**

Value of your table plus the showroom value

**Calling your shot:**

5 points in addition to any other scoring

**FLIP  
THE  
TABLE**

10	11	30	31
9	12	29	32
8	13	28	33
7	14	27	34
6	15	26	35
5	16	25	36
4	17	24	37
3	18	23	38
2	19	22	39
1	20	21	40

**FLIP  
THE  
TABLE**