Flip 7 User Guide

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About the game

Flip 7 is a push-your-luck card game. The first player to bank 200 points wins. You play against 1 to 5 computer opponents in your web browser.

Each round, players flip cards one at a time and collect numbers. Every new number adds points, but flipping a number you already have makes you bust and score nothing for the round. The skill is knowing when to stop.

The deck

The deck has 94 cards. Higher numbers are worth more but have more copies, so they are easier to duplicate.

Type	Cards	Count	What it does
Number	0 to 12	79	Worth its face value. One 0, one 1, two 2s, three 3s, and so on up to twelve 12s.
Modifier	+2, +4, +6, +8, +10	5	Adds bonus points. Never causes a bust.
Modifier	×2	1	Doubles the total of your number cards. Never causes a bust.
Action	Freeze	3	The target banks their points now and sits out the round.
Action	Flip Three	3	The target must flip three more cards.
Action	Second Chance	3	Cancels your next bust.

In the game, number cards are cream with a colored numeral. Modifiers are gold. Freeze is blue, Flip Three is red-orange, and Second Chance is green.

Rules of play

A round runs in this order:

1. **Deal.** The dealer gives every player one face-up card. An action card dealt here is played right away.
2. **Turns.** Starting left of the dealer and going around, each active player chooses:
    - **Draw:** flip one more card.
    - **Bank:** keep your points and sit out the rest of the round.
3. **Round end.** The round ends when every player has banked or busted, or when someone gets a Flip 7.

4. **Next round.** All face-up cards go to the discard pile and the deal moves one seat left. When the deck runs out, the discard pile is shuffled into a new deck.

Bust

Flipping a number you already hold is a bust. You score 0 for the round and sit out. Modifiers and action cards never cause a bust.

Flip 7

Collecting seven different numbers ends the round at once. Every player who has not busted banks their points, and the player who made the Flip 7 gets 15 extra.

Action cards

When you flip an action card, you play it on any active player, yourself included. If you are the only active player left, you must play it on yourself.

- **Freeze:** the target banks what they have and sits out.
- **Flip Three:** the target flips three cards, one at a time. A bust or a Flip 7 stops it early. A Freeze or Flip Three revealed during the three flips is held, then played by the target afterward. If the target busted, held cards are discarded.
- **Second Chance:** keep it in front of you. On your next duplicate, the duplicate and the Second Chance are both discarded and you keep playing. You can hold only one. If you flip another, you must give it to an active player who has none; if nobody can take it, it is discarded.

Scoring

Banked points are worked out in this order:

1. Add up your number cards.
2. If you have ×2, double that sum.
3. Add your + bonus cards.
4. Add 15 if you made the Flip 7.

Example: 7 and 12 with ×2 and +8 scores (7 + 12) × 2 + 8 = 46.

Winning

Rounds continue until someone has 200 or more after a round is scored. The highest total wins. If two or more players tie for the highest total, another round is played.

Starting a game

The setup window opens when the page loads, and again when you click **New game** in the top bar.

Option	Choices	Notes
Your name	Up to 14 characters	Shown on your seat and the scoreboard.
Opponents	1 to 5	Default is 3. The computer players are Ada,

Option	Choices	Notes
		Bram, Cleo, Dex and Esme.
Pace of computer players	Slow, Normal, Fast	How long each computer move waits so you can follow it. You can change it during play.

Click **Deal the first round** to start. **Read the rules** opens a short rules summary. A random player deals the first round.

Exit, on the right side of the window, leaves the game and returns to the BETA PROJECTS games page.

Clicking **New game** during a game opens setup but does not stop the current game. The old game ends only when you start the new one.

The screen

Opponents sit across the top and your seat sits below them. Every seat shows its own live score, so there is no separate scoreboard. On a phone, everything stacks in a single column.

Top bar

Item	What it shows or does
Round	The current round number.
Race to 200	The winning target.
Deck	Cards left in the deck.
Discard	Cards in the discard pile, waiting to be reshuffled.
Pace	Slow, Normal or Fast for computer moves. Takes effect immediately.
Log	Opens the play log. Larger screens only.
Rules	Opens the rules summary. Click **Close** to return.
New game	Opens the setup window.

Seats

Every player has a seat showing:

- **Name**, plus each computer player's style (cautious, steady or bold).
- **D badge** on the dealer's seat.
- **Score** in the top right corner: the player's total, including the hand in front of them. It is gold while the hand is still at risk and white once it is banked or frozen. On a bust, it drops back to the banked total.
- **Status chip:** a count like 3/7 while playing, then Banked, Frozen, Bust or Flip 7.
- **Seven dots** that fill as different numbers are collected.

- **Hand points** at the end of the dots line, for example +22. Gold while at risk, and red and crossed out after a bust.
- **Cards** in the order they were flipped.

A gold border marks whose turn it is. A dashed blue border marks the seats you can pick when you play an action card.

Flashing red dots

Your dots flash red when another player has banked or been frozen with 200 or more and your score is not higher than theirs. Banking at that point ends the game with you behind, or tied, which only forces another round. Drawing is the only way to win.

The dots return to gold as soon as your score passes theirs. If reduced motion is turned on in your device settings, the dots turn solid red instead of flashing.

Prompt bar

On larger screens, the bar under your seat shows your points, bust risk and the Draw and Bank buttons on your turn. While others play, it shows the latest move.

On a phone, the bar stays hidden. It appears only when you need to choose who gets an action card.

Play log

The play log lists every flip, action, bust and bank, newest at the top. On larger screens, click **Log** in the top bar to open it as a panel on the right edge, and click **Log** again or **Close** to hide it. The game remembers your choice in that browser. The log is not shown on phones.

Playing a turn

On your turn, choose **Draw** to flip one more card or **Bank** to keep your points and sit out the rest of the round.

Screen	Where the buttons are	Shortcut keys
Phone	In your seat's top line, next to your name. They appear only on your turn.	None
Larger screens	In the prompt bar under your seat.	D to draw, B to bank

On larger screens the prompt bar also reads like this:

> *Your turn. You have 22 points from 3 numbers. Bust risk on the next flip: 21% (17 of the 80 cards not face up on the table match your numbers).*

On a phone, the bust risk is shown on the button itself, for example **Draw 21%**.

Bust risk is the chance your next card is a number you already hold. It is based on every card not face up on the table this round, so it uses only what a player could know. It never looks into the deck.

Choosing a target

When you flip Freeze or Flip Three, the game asks who gets it. On larger screens the prompt bar asks the question in full. On a phone a short line appears, such as "Freeze: tap a player".

Click a name button, or click a seat with a dashed blue border. Choose **Yourself** to play it on your own hand. If you are the only active player, it is played on you automatically. When you flip a second Second Chance, you choose who receives it the same way.

Round scores window

After each round, a window lists every player's result with columns for Numbers, Mult (×2), Bonus, Flip 7, Round and Total. Click **Deal next round** to continue.

When someone wins, the window names the winner and offers **Play again**, which starts a new game with the same players, or **Change players**, which opens setup. **Exit**, on the right, returns to the BETA PROJECTS games page.

Computer players and tips

Each computer player compares the points it expects to gain from one more flip with the points it would lose by busting, using the same bust estimate you see. Its style changes how much risk it accepts:

Style	Plays like
Cautious	Banks early and avoids risk.
Steady	Takes even bets.
Bold	Keeps flipping on riskier hands.

All styles take more risk when someone is near 200 and they are behind. They always draw when banking would mean certain defeat. With a Second Chance in hand, they keep flipping.

With action cards, computer players aim Flip Three at the opponent most likely to bust while holding a big hand. They aim Freeze at an opponent with a small hand, locking in a low score. They freeze themselves when they would have banked anyway.

Tips

- Above about 25 to 30 points, a bust costs more than the next card is likely to add.
- Freeze an opponent early in a round, while their hand is small.
- Play Flip Three on an opponent with many numbers. Each number they hold raises their bust risk.
- Holding a Second Chance makes the next flip close to free.
- Near the end, watch your dots. If they flash red, someone has locked in a winning score and you must keep drawing to pass them.