

FLAPS

A game of strategy, luck, fun and treachery for two to eight players

www.flapscard.com

Quick Start Rules

The object of the game is to be the first to get rid of your cards.

You lay your cards by following suit or number. There are also special cards that let you lay whatever you want.

Each card has its rules written on it.

Pick up and shuffle the Level 1 pack - you can add more levels whenever you feel you're ready.

Deal seven cards to each player.

Place the pack face down on the table.

Turn over the first card and place it face up alongside the pack.

First person to go is to the left of the dealer and play starts off in a clockwise direction. Players can choose to lay a card from their hand, following number or suit, or pick up from the deck.

Nobody has to lay a card even if they could.

Aces can be laid on any suit.

When a FLAPS card is laid, anyone can lay FLAPS cards in any order, so long as they interleave (i.e. take turns) with the other players.

When the Flapping is finished, play continues in the same direction, following suit or number as normal.

When a player lays their second-to-last card they must say "Last Card". This gives the other players time to gang up and find a way to stop that last card being laid; conspiracy between players when another player is low on cards is positively encouraged.

If someone forgets to say "Last Card" before the next player lays a card, then that forgetful player must take another card from the pack as soon as they are discovered.

Level 1 Full Rules

ACE, ACE'N'END and ACE'N'LAY

There are three ACEs; the ACE of Diamonds is missing for the same reason the UP-JACKS of Hearts is missing. There are two ACE'N'ENDs; one Diamonds, one Spades. There are four ACE'N'LAYS one of each suit.

You can lay any type of ACE on any suit and on any type of ACE.

If you lay an ACE you can choose the suit to be played. As an ACE is easy to lay, it would be easy to finish on - so you can't finish on it. If you do decide to lay it as your last card then you must call a suit First and pick up from the pack Second. An ACE'N'END works the same way as an ACE except you can finish on it.

If you lay an ACE'N'LAY (ANY RED CARD) you can choose the suit to be played as either Diamonds or Hearts and then lay a Diamond, Heart or any type of ACE (including any ACE'N'LAY). If you lay an ACE'N'LAY (ANY BLACK CARD) you can choose the suit to be played as either Clubs or Spades and then lay a Club, Spade or any type of ACE (including any ACE'N'LAY). If you do not have another playable card or just don't want to go, then call the suit First and pick up Second. As it would be easy to finish using an ACE'N'LAY you can't. If you do decide to lay it as your last but one card and then say "Last Card" and follow with another card, you must pick up a card from the pack. If you lay an ACE'N'LAY as your last card then you must call a suit First and pick up from the pack Second.

2s, 3s, 7s and 9s

There are eight 2s, eight 3s, eight 7s and eight 9s; two of each suit.

If you lay a 2, then the next player must pick up 2 cards. That is unless that player has one of the following and wants to lay it:

Any other 2. That means the next player (in a game of two that's you !) must pick up four ($2 + 2$) cards, or lay another 2 or a 3, 7 or 9 of the same suit.

A 3 of the same suit. That means the next player (in a game of two that's you !) must pick up five ($2 + 3$) cards, or lay another 3 or a 2, 7 or 9 of the same suit.

A 7 of the same suit. The direction of play is reversed. That means the player who laid the 2 or 3 must pick up the sum of cards laid, or lay another 7 (any suit) or a 2, 3 or 9 of the same suit. A seven only reverses direction of play when you are attacked with a 2, 3 or 7.

A 9 of the same suit. That means that the effect of the cards is cancelled and the next player just follows suit or number as normal. No one has to pick up any cards this time.

The same sort of chaos would start if you laid a 3.

Players can pick up the sum of cards laid if they choose to, even if they could pass them on (2 or 3), reverse them (7) or stop them (9).

You have probably realised that the number of cards to be picked up can be as high as forty - although this only happens when someone has tampered with the cards or you are playing with a lottery winner.

4 - FLAPS and MF - MEGA-FLAP

There are sixteen FLAPS cards; four of each suit. There is only one MEGA-FLAP card; hearts.

If you lay a 4 - FLAPS (strictly speaking you should say "FLAPS" but Trappist monks are excused) then the normal rules of next player to go are abandoned temporarily and any player can lay their FLAPS cards, although no one has to. No player can lay a FLAP on their own previously laid FLAP - it's a bit like taking turns, only it will not feel like that.

It is also worth checking if anyone says "Last Card" as they could win in all the confusion. After all Flapping has ceased, the next player must ask "any more Flapping ?" and then lay, following suit or number as normal. The direction of play is the same as before, with suit and number determined

by the last card laid. The next player can also lay a FLAP, even if his FLAP was the last laid in the previous Flapping; that would be a new start of Flapping.

There is one way of laying up to three FLAPS, without waiting for other players to interleave with your FLAPS, and that is the MEGA-FLAP card. When you lay the MEGA-FLAP card you can then lay three more FLAPS. If you are trying to win the game using the MEGA-FLAP card, remember to say "Last Card" before you lay your last FLAP, or you will have to pick up a card from the pack.

8s

There are eight 8s; two of each suit.

If you lay an eight the next player must miss a go (and knock on the table) or lay another 8. Players can choose to 'knock' or go as they please, they do not have to lay an 8 if they have one.

10s and Qs - HOOFERS-DOOFERS

There are eight 10s; two of each suit. There are four HOOFERS-DOOFERS Queens; one of each suit.

If you lay a 10 you can choose any other player to pick up one card from the deck (no you cannot choose yourself). That is unless the player you choose has a HOOFERS-DOOFERS card of any suit and wants to lay it. Then it is their turn to choose someone to pick up one card and as you started it, you may find that they choose you. HOOFERS-DOOFERS can be used to fight back when someone lays HOOFERS-DOOFERS on you, but 10s are only used to start things off. A 10 does not stop a HOOFERS-DOOFERS. After the scuffle is over, play resumes as normal, in the same direction as before, with suit and number determined by last card laid.

JACKS, UP-JACKS and ACE-JACKS

There are four JACKS; one of each suit. There are three UP-JACKS; don't ask why the UP-JACKS of Hearts is missing. There are two ACE-JACKS and they are suit-less.

If you lay a JACK, the direction of play is reversed. If there are only two players this makes no difference.

If you lay an UP-JACKS, the direction of play is reversed and all players, except you, must pick up one card (starting with the player to your left).

You can lay an ACE-JACK on any suit. If you lay an ACE-JACK, the direction of play is reversed and you can choose the suit to be played. The reason this card is called an ACE-JACK is because it has the function of a JACK and an ACE (see ACE). As an ACE-JACK is easy to lay, it would be easy to finish on - so you can't finish on it. If you do decide to lay it as your last card then you must call a suit First and pick up from the pack Second.

Yes you can lay a JACK or UP-JACKS of any suit on an ACE-JACK.

5s, QUEENS and KINGS

There are eight fives; two of each suit. There are four Kings; one of each suit. There are four Queens; one of each suit.

These cards are boring because they don't do anything. These cards had to be included because it was found that FLAPS players were suffering from stress as a result of too many active cards - be grateful for a rest.

What Happens if we run out of Cards ?

If there are no more cards left to pick up, the winner is the player holding the least cards. If you find that this happens a lot, or you want to play with more than eight players, order another pack and combine two packs!

Level 2 Full Rules

Level 2 contains eight cards that should be shuffled into your existing FLAPS pack. This upgrades your pack to Level 2. You should be able to start playing straight away. Use the Rules only to settle disputes.

K - TRUMPS

There are four TRUMPS cards; one of each suit.

If you lay a TRUMPS card, a separate game is started. You must decide which suit will be TRUMPS; a card of the suit which is TRUMPS will beat the same card of any other suit. As soon as you have called the suit to be TRUMPS you cannot change your mind. Each player, starting with the one to your left, lays a card, face down on the table, not on the upturned pack. The player who lays the lowest card must pick up all the cards laid as part of the Trumps game.

If any player is on last card when a game of TRUMPS is called, the act of laying that last card does not constitute a win until the game of TRUMPS has finished and that player did not lose. If the last card is a card that you cannot finish on, like an Ace, then that player must pick another card from the top of the pack unless they lose the TRUMPS game.

The highest card in TRUMPS is OL' MAID 1, then OL' MAIDS 2, 3 and 4. Next highest is the King of the suit that is TRUMPS down to the Ace of the suit that is TRUMPS. Next highest is the King of any of the other suits that are not TRUMPS. ACE-JACKS are lowest of the low.

If two or more cards laid are the same, the players with those cards must cut the pack and the suit called as TRUMPS still applies OL' MAIDS are still high. The player who cuts the lowest card must pick up all cards laid as part of the TRUMPS game.

OL' MAID

There are four OL' MAIDS numbered 1 to 4.

Ol' Maids can only be laid on the following cards; JACK, UP-JACKS, ACE-JACK, QUEEN, HOOFERS-DOOFERS, KING but not TRUMPS.

The only reason the OL' MAIDS are numbered is to determine which is highest in TRUMPS. The rest of the time they are a mixed-blessing. On the one hand, you need an OL' MAID to give you a chance of not losing TRUMPS. On the other hand, you cannot finish on an OL' MAID and it is difficult to get rid of.

OL' MAIDS cannot be laid on OL' MAIDS. You cannot use an Ace'N'Lay ANY BLACK CARD and then lay an OL' MAID even if an OL' MAID is a black card - thought you had a plan there didn't you ? The reason you cannot lay an OL' MAID on TRUMPS is to stop players from getting rid of the OL' MAID that they just received during a TRUMPS game.

If you lay an OL' MAID as your last card you must pick up another card from the top of the pack.

Level 3 Full Rules

Level 3 contains five cards that should be shuffled into your existing FLAPS pack. This upgrades your pack to Level 3. You should be able to start playing straight away. Use the Rules only to settle disputes

0 - QUACK

The QUACK card is suitless and is the only 0 in the pack. The card can only be laid when you are attacked with a 2, 3 or 7 of any suit, thus enabling the player to 'duck' (duck - quack get it ?) and pass on the sum of cards laid. The reason the card is a 0, is that it does not add to the sum like a 2 or a 3 but works in the same way. You can finish on a QUACK but only if you are under attack by a 2, 3 or 7. QUACK is lower than an ACE-JACK in TRUMPS.

4 - STOP THAT FLAPPING

The STOP THAT FLAPPING card can be laid like any other 4 - FLAPS card, except that it stops all flapping. The same rules of interleaving apply, so you cannot lay STOP THAT FLAPPING on your own FLAPS unless it is part of a MEGA-FLAP routine.

If someone else lays the MEGA-FLAP card, laying STOP THAT FLAPPING reduces the number of FLAPS that can follow the MEGA-FLAP card to two. STOP THAT FLAPPING must be laid before the third FLAPS is laid by the person who laid the MEGA-FLAP card. It doesn't matter if other players have laid FLAPS while someone is playing the MEGA-FLAP card so long as you lay STOP THAT FLAPPING before the third FLAPS card associated with the MEGA-FLAP card.

It is permissible for one player to lay MEGA-FLAP, FLAPS, FLAPS, STOP THAT FLAPPING.

5 - DUMP THOSE FIVES

The DUMP THOSE FIVES card is a bit like the MEGA-FLAP card in that up to three more fives can follow. You cannot finish by laying DUMP THOSE FIVES, 5, 5, 5 but you can of course go down to last card that way. If you do use your last card in the DUMP THOSE FIVES run, you must pick another card from the top of the pack. The last five laid in the sequence is the active card.

6 - SIX OF THE BEST

The SIX OF THE BEST card is a challenge to experienced FLAPS players. This is the only six in the pack, it doesn't have any special properties and is harder to lay than other cards. If you lay this as your last card then you score a double win. More importantly you put paid to those calls of 'another lucky win !' as there is a good chance that some engineering went into winning this time.

King 'N' Lay

The King 'N' Lay card works a bit like an Ace 'N' Lay card only it is much more restrictive. This card is a King of Clubs and can only be laid on a King, a Club or an Ace with Clubs called. When laid, the only cards that can follow are Kings, Clubs, OL' MAIDS and Aces. You cannot finish by laying King 'N' Lay as your last but one card. If you do lay your last card on a King 'N' Lay, you must pick another card from the top of the pack

Level 4 Full Rules

Level 4 contains four cards that should be shuffled into your existing FLAPS pack. This upgrades your pack to Level 4. You should be able to start playing straight away. Use the Rules only to settle disputes.

K - SPOOF

There are two SPOOF cards; clubs and spades.

If you lay a SPOOF card, a separate game is started. Each player, starting with the one to your left, lays a card, face down on the table, not on the upturned pack. Then, each player, starting with the one to your left, calls a number that they think is the numerical sum of all cards laid in the SPOOF game. For example, if there are four players then this could be a maximum of 80 (four OL'MAIDS) or a minimum of 3 (three Aces and a QUACK). So if the first person says 33, the next person should say 32 or 34. Saying 35 would leave 34 open for the next player and that would make them safe even if the total was exactly 35.

Turn over the cards laid in the SPOOF game. The person who is the furthest out picks up all the cards laid in the SPOOF game.

If any player is on last card when a game of SPOOF is called, the act of laying that last card does not constitute a win until the game of SPOOF has finished and that player did not lose. If the last card is a card that you cannot finish on, like an Ace, then that player must pick another card from the top of the pack unless they lose the SPOOF game.

All OL' MAIDS are worth 20 in SPOOF. Aces and Ace-Jacks are worth 1.

LOW OL' MAID

There are two LOW OL' MAIDS.

LOW OL' MAIDS and regular OL' MAIDS can only be laid on the following cards; JACK, UP-JACKS, ACE-JACK, QUEEN, HOOFERS-DOOFERS, KING but not TRUMPS or SPOOF. The reason you cannot lay an OL' MAID on TRUMPS or SPOOF is to stop players from getting rid of the OL' MAID that they just received during a TRUMPS or SPOOF game.

The only good thing about a LOW OL' MAID is that it has such a high value in SPOOF and makes it easier for you to call higher or lower than the player before you. Apart from that, you cannot finish on a LOW OL' MAID and it is difficult to get rid of.

LOW OL' MAIDS cannot be laid on LOW OL' MAIDS or OL'MAIDS.

If you lay a LOW OL' MAID as your last card you must pick up another card from the top of the pack.

Level 5 Full Rules

Level 5 contains seven cards that should be shuffled into your existing FLAPS pack. This upgrades your pack to Level 5. You should be able to start playing straight away. Use the Rules only to settle disputes.

5 -LOSE A SECRET

Each player choose a card from the hand of the player to their left and (without looking) place it face down next to the deck. This small pile of cards is called the Solve the Mystery Pile. If you lay a LOSE A SECRET as your last but one card you must pick up another card from the top of the pack after your last card is put into the Solve the Mystery Pile.

5 -PICK A SECRET

Choose a card from your own hand and place it face down on the Solve the Mystery Pile. Only you know what card has been taken out of circulation. If you lay a PICK A SECRET as your last but one card you must pick up another card from the top of the pack after you put your last card into the Solve the Mystery Pile.

5 -START GUESSING – DO NOT LOOK

Take a card from the top of the deck, **don't** look at it and place it face down next to the deck. Guess what card has been taken out of circulation.

5 - START GUESSING – LOOK

Take a card from the top of the deck, look at it and place it face down next to the deck. Only you know what card has been taken out of circulation.

5 - SHARE A SECRET

Choose a card from the hand of a player of your choice, look at the card and place it face down next to the deck. Only you and the other player know what card has been taken out of circulation.

5 - SOLVE THE MYSTERY

Pick up the Solve the Mystery Pile. There are two SOLVE THE MYSTERY cards.

Level 6 Full Rules

Level 6 contains 20 cards that should be shuffled into your existing FLAPS pack. This upgrades your pack to Level 6. You should be able to start playing straight away. Use the Rules only to settle disputes.

1 - DOWN

Take a card from the pack, look at it and then place it face-down in front of any player. If they already have a 1-DOWN card in front of them, this new card should go on top. There are eight 1-DOWN cards

1 - RIGHT

Each player move any 1-DOWN cards in front of them so that they are in front of the player on their right. There are two 1-RIGHT cards.

1 - LEFT

Each player move any 1-DOWN cards in front of them so that they are in front of the player on their left. There are two 1-LEFT cards.

1 - OVER

Turn over any 1-DOWN card that is face-down in front of any player including yourself. This doesn't have to be the card at the top of their 1-DOWN pile. Leave the card face-up. There is one 1-OVER card.

1 - LOOK

Look at any 1-DOWN card that is face-down in front of any player including yourself. This doesn't have to be the card at the top of their 1-DOWN pile. Then put it back, face-down, on top of the 1-DOWN pile from whence it came. If there are no 1-DOWN cards then you can look at any one card from the hand of any player. There is one 1-LOOK card.

1 - SWAP

Swap any card in your hand with a 1-down card of any player. This doesn't have to be the card at the top of their 1-DOWN pile and can also be a face-up card. There is one 1-SWAP card.

1 - UP

Choose any player, including yourself, to pick up the uppermost 1-DOWN card in front of them. There are five 1 – UP cards.

Level 7 Full Rules

Level 7 contains two cards that should be shuffled into your existing FLAPS pack. This upgrades your pack to Level 7. You should be able to start playing straight away. Use the Rules only to settle disputes.

FULL MONTY

You need to have at least three cards left in your hand when you lay the FULL MONTY card, otherwise it has no effect.

Lay three of your cards face down. Choose a player to indicate, but not take, a card. Show all players one of the other two cards.

Player can then take their original choice or the other face-down card. Only you and the other player know what card was taken.

Take back your two cards. All players know what one of your cards is.

You can't lay an OL'MAID on the FULL MONTY card. The reason you cannot lay an OL' MAID on FULL MONTY is to stop players from getting rid of the OL' MAID that they just received during a FULL MONTY game.