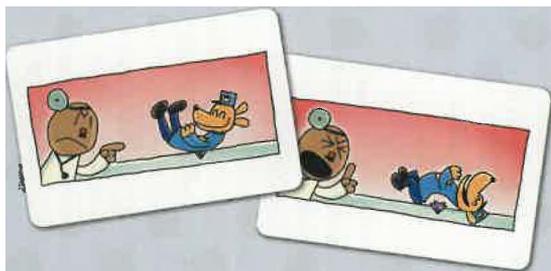


If this is the first time playing the game, players should familiarize themselves with the Flip-O-Rama Cards and match all pairs so they understand which Cards go together.



Ages 6 and Up

2 to 4 Players

## Instructions

### Contents:

- 62 Flip-O-Rama Cards
- "Dinger" Bell

### Object of the Game:

The player to collect the most Flip-O-Rama Card pairs by the end of the game wins.

### How to Play:

1. Players shuffle the Flip-O-Rama Cards and place the Card stack face down in the middle of the playing surface. Players place the Bell near the Card stack where all players can reach it.
2. The youngest player goes first and turns over one Card to reveal the image on that Card. Note: Players must take care to turn



over each Card in such a way that all players see the image on the Card at the same time and have an equal chance of reacting.

3. Play continues to the left, with the next player turning over a Card and placing it on the table near the first Card for all players to see. All players look for a Flip-O-Rama match. Players should make sure that the Flip-O-Rama Cards do not overlap.
4. To find a matching Flip-O-Rama, players look for scenes that complete each other, just as in the Dog Man books. For example, the following two Cards are a match:



5. If a match appears on the table, the first player to ring the "Dinger" Bell wins the pair of Cards. If a player hits the Bell and there is no match, that player must give one of their previously won Card matches to a player of their choice.
6. Play continues clockwise until there are no more Flip-O-Rama Cards left on the table.

### Winning the Game:

Players count the Flip-O-Rama Cards they have collected. The player with the most Cards at the end of the game wins.