COMPONENTS

86 double-sided cards in 6 types. You need to fulfill certain requirements to turn a card over to a different side. It is very important to make sure you don't turn a card over accidentally during the game.



















PREPARATION

FORM DECKS: Each following cards: player takes the

your citizens unhappy!

because too much construction can make

uild and improve your city – but beware,

-4 Players

8+ Years.

VERVIEW



Or visit http://playtmg.com/flip-city/ Scan this QR code to watch a rules explanation WANT TO SKIP READING THESE RULES? video by Rodney Smith of Watch It Played!

GRAPHIC DESIGN/LOCALIZATION: GAME DESIGN: Chen, Chih Fan

EXECUTIVE PRODUCER: Brent Lloyd

ENGLISH DEVELOPMENT: TMG Development Team

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Homosapiens Lab

named side up while shuffling, don't Flip the Shuffle yours together to form your initial cards over to the other side). (It is important that you keep the

2 > FORM GENERAL SUPPLY: Take the following cards, sort them by category, and place them in the middle of the table to form the general supply:



upper right hand corner) should be face-up. Return any leftover cards to the box. Playing with the Office expansion is optional. The front side of each card (with the coin in the

3 > DETERMINE START PLAYER: The last player to have flipped a table is the start player

Note #1: Since all cards are double-sided, you can easily see the top card of your deck while shuffling that can block your view of the deck. To maintain fairness, we recommend that you shuffle your deck underneath the table, or in any manner

a card on the floor), shuffle it back into the deck with its front side up. Note #2: If you cannot determine which side a card should be on (for example, if you accidentally drop

Play Cards, and then Build your city The start player will take the first turn, then play will proceed clockwise. On your turn, you will first

A: Play Cards Phase

Play cards from the top of your deck onto the table in front of you, one at a time, checking each card played and on top of your deck for additional rules that may apply. The cards you play provide you with cash 🐠, points 🛣, unhappiness 👺, and other things.



Example: A Shopping Mall provides 2 cash and 1 point when played

on to the Building Phase. You may look at the top card of your deck when making this decision. After you play each card, you must decide whether to play an additional card, or stop and move

- Whenever your deck has no more cards in it, you must decide whether to stop and move on to the the option to play an additional card, or stop and move on to the Building Phase Building Phase, or to shuffle your discard pile to recreate your deck. After shuffling, you again have
- You have a 🐸 limit of 2. Any time during your play-card Phase, if there are 3 🐸 or more among discard pile. If you exceed your limit and there is still a Residential Area on top of your deck, you the cards you played, your turn ends immediately, and your played cards are placed into your do not play it, your turn ends immediately.



allowing you to safely play more Note: The Church increases this limit during a turn in which it is played or recycled

4 > If a card has a 厂 in the bottom-right corner, above the text box, that means you can recycle it when it is in your discard pile. Any time during your Play Cards Phase, you can turn over a recyclable remains in your discard pile. There is no limit on how many cards you may recycle in a single turn. card in your discard pile to gain temporary cash or other things as indicated; the recycled card still

following three actions. Some cards can provide you with the option to take additional actions. With the cash you gained in the Play Cards Phase, you may choose **one** (and **only** one) action from the

- card is in the coin sign in the top-right corner. BUY: Choose a card in the general supply, pay its cost, and put it into your discard pile. The cost of
- remain in your discard pile. fee of a card is next to the purple arrow **J** in the bottom-right corner above the text box. Flipped cards FLIP: Choose a card in your discard pile, pay its Flip fee, and turn it over to the other side. The Flip

Note: Cards you played this turn are not yet in your discard pile

discard pile with its back side up. DEVELOP: Choose a card in the general supply, pay its cost AND its Flip fee, and put it into your

After selecting and executing your action for the turn, if you satisfied one of the victory conditions (you were provided with 8 😭, or you played a Convenience Store and at least 18 cards during this turn), then you win!

When your turn ends, place the cards you played into your discard pile. Then the player on your left begins their turn. Cash, 😭, and 😂 you gained in a turn don't carry over to subsequent turns.

Whenever a player gains 8 😭 or more during a single Play Cards Phase, or satisfies another victory condition printed on a card they played (such as the Convenience Store) that player will win the game if they make it to the end of that turn's building Phase.

CARD ANATOMY



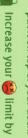
- → When this card is flipped...
- When this card is

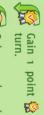
Recycle Abilities:

turn. Gain 1 cash

1 for this







for this

When the following condition is met... 1 until the end of the turn. (X Gain 1 unhappiness for this turn.

SOLO VARIANT

- 1 > During preparation, fill the general supply with only 4 of each card (Convenience Store, Hospital Factory, Central Park, and the Office if you choose)
- 2 > During the Play Cards Phase, each time you shuffle your deck, you must choose a card in the supply and remove it from the game (place it back in the box)
- 3 > The winning condition is the same as the regular game, but the player must achieve it BEFORE the supply runs out of cards. When the supply is empty, you lose.
- 4 > When Flipping an Hpartment, remove it from the game

- Q1 How do I calculate how much cash I gain from a Hospital?
- Simply count how many wou have when you play the Hospital, including Hospital you play gives you 2 cash, the second gives you 3 more cash, etc. the one on the Hospital itself. If there's no (b) before the Hospital, the first
- What if I reach the 🐸 limit and winning condition at the same time

of the Building Phase, so in this situation you would not win and it would be the next player's turn Your turn would end immediately during the Play Cards Phase. You check for victory only at the end

- What if the general supply is empty: You simply can't buy any cards
- Q4 May I examine my discard pile?

Yes, you may look through the cards in your discard pile at any time.