

# Flip'n'Spin Words

## A Three-Letter Words Game

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**Flip'n'Spin Words** is a word game where two to four players make three-letter words in an attempt to control sufficient territory to collect coins. Cards are flipped and arrows on the reverse side are spun. Aligning enough adjacent arrows towards one player causes that player to collect coins. For all ages from six and up or early readers.



## LASERCUT COMPONENTS

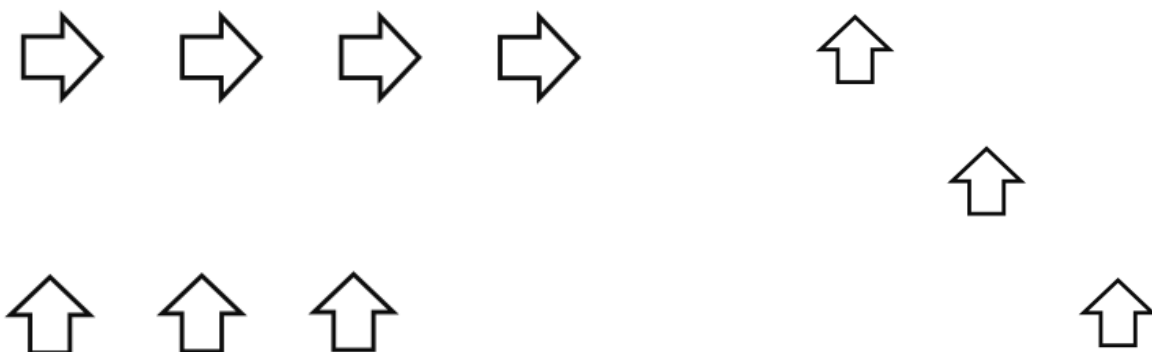
- 40 two-sided A-Z letter cards with an arrow on backs
- 40 bigram letter cards with 80 word fragments and actions
- 50 coins in various cent denominations.

## OVERVIEW

The object of the game is to make three-letter words and collect coins.

You will have letters in-hand and a central grid. Using a combination of letters in your hand and one in the grid, you'll call out a three-letter word. As long as your three-letter word is valid, you'll flip the card in the grid point the arrow towards yourself.

Once you align three or more arrows in a straight line, grab the cards and collect coins matching their value.



## SETUP

1. Shuffle the A-Z cards and place face up in a grid. With two players, form a 4x4 16-card grid. With three or four players, form a 5x5 25-card grid.
2. Place the remaining A-Z cards upside down in a draw pile
3. Place the coins face up in a pile off to one side.
4. Shuffle the bigram cards and give each player one card
5. Place the remaining cards face down in a second draw pile
6. Select the first player.



## GAME PLAY

On each turn, the current player will:

1. Optionally perform the action on their card in-hand
2. Call out a word (A-Z grid card plus a bigram in-hand)
3. Flip the relevant A-Z card over and spin the arrow to point to the player
4. Replace the bigram card used from the draw pile
5. Collect coins if possible.

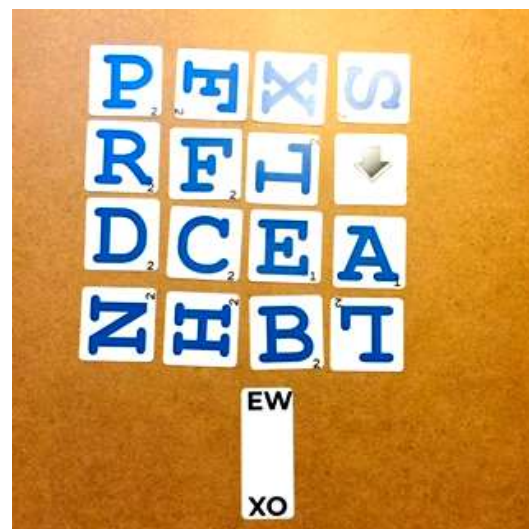
If a word was not called, the player may optionally replace the bigram card before ending their turn.

### Calling Out a Word:

Using one of the bigrams in your hand and one letter in the grid, call out your three-letter word. Flip and spin the card.



Call out "YEW".



Flip and spin the card.

## Collecting a Coin:

Once three or more arrows have been aligned to point to a player, the player will:

- Collect those A-Z cards
- Add up the points on the cards
- Collect a coin(s) equal to the point value
- Return the A-Z cards to a discard pile
- Replace the A-Z cards with new cards face up.

## SPECIAL ACTIONS

Most bigram cards have a special action to perform before forming a word:



**Flip:** This symbol allows a player to first flip an exposed arrow card over to reveal its letter. The player then continues their turn.



**Swap Letters:** Allows a player to first swap two A-Z cards in place. The player then continues their turn.



**Swap Same-Value Cards:** Swap a pair of A-Z cards with the same 1,2,3,4 or 5 points as indicated in the action. The player then continues their turn.

## EXAMPLE

In the image below, the player already could collect the three aligned cards but decided to capture four cards instead. However, she can't form a word using any of the bigrams in-hand with the "L" in play. She uses the "Swap Letters" action on her card to swap the "L" with "N" and calls out "TEN". Flips the N and collects the four aligned cards. The coin value is 8 points. The cards go into the draw pile. The missing cards are replaced with new cards and coins collected.



Use the "Swap" action to trade locations of "N" and "L".



Call out "TEN".



Four arrows are now aligned in a row.



Collect and replace the cards. Grab 8 points-worth of coins.

## **ENDING THE GAME**

The game ends when either no more coins are available or the bigram draw pile has been exhausted. Each player adds up the value of their coins and the player with the highest total coin value is the winner. A tie goes to the youngest player.

## **NOTES**

- To form a word, the bigram and letter cards can be arranged in any order. For example, C+AR or AR+T.
- Once the A-Z letters draw pile has been exhausted, shuffle the discarded cards and create a new draw pile face down.
- Once the bigrams draw pile has been exhausted, the game is over.
- If you cannot form a word, you may replace your bigram card with a new card from the draw pile.

## **STRATEGIES**

- Try to use the highest-valued letters first.
- Thwart your opponent with a block by flipping over an adjacent letter when they've aligned two arrows.
- Try to align two nearby sets of arrows in order to score five points with a final flip.
- Try to remember the location of high-value flipped cards to use with a flip action later.
- Flip the highest valued cards to score more points.
- Hold off taking three cards if including a fourth card is possible.

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