



Flip-4 is the official 4-sided coin... collect, trade, fidget, flip, spin, shoot, toss, roll ... Flip-4 also works as a D4, D6, D8, D10, D12, D20 dice, for use with other games.

FLIP-4 OFFICIAL RULES

Over 12 Flip-4 games have been developed so far, and the Top-4 are listed here. Why are they the top 4? Well, actually everyone will have their own top 4. But to get the flipping started, we felt these 4 games included a balance of game types, and also a certain ease in learning. Please stay tuned for more games being posted soon!

Games 5 – 8 will be published in January.

Games 9 – 12 will be published in April. After that, we will be selecting 1 game per quarter from the community, giving away prizes to the winners.

Please let us know what you think overall, your favorite games, and variant rules you prefer. Above all else, KEEP ON FLIPPIN!!

They're FIDGET FLIPPERS...

They're TANGIBLE TOKENS...

They're COLLECTIBLE...

THEY'RE JUST FLIPPIN FUN!!

CALLING THE 4 SIDES



HEADS (side 1) – upper left (all color art)

TAILS (side 2) – upper right (all metal)

SWORDS (side 3) – lower left (art center)

SHEILDS (side 4) – lower right (metal center)

Game 1: Flip-4

Be the first to flip/ spin all 4 sides, 1, 2, 3, and 4 (“Heads, Tails, Swords and Shields”), or 4-of-a-kind. Players can decide up front which is acceptable, and in the case of a “straight”, players can also decide whether the straight needs to be flipped (or spun) *in order* or not, or even make it harder by calling backwards order. You must call the side you are going for on each turn prior to

the flip, for the coin to count, and you cannot duplicate the side your opponent has already called out on each individual turn. 4 – 7 coins each are ideal to play (to visually remind what you have “called” correctly, but if playing with only one coin, then just write down your “correct calls”. You could possibly go for both a straight, and a 4-of-a-kind”, and try to block your opponent from getting to one of these winning hands first, by calling what the player might need on your turn, to prevent that player from winning on your turn.

When you have either a 4-of-A-Kind (below) or Straight (left), yell out FLIP-4, to declare yourself the WINNER!!

STRAIGHT:



Alt. play #1: It’s not the first to Flip-4, but the highest total points on your largest straight or “like kind” you have set aside. First one to finish totals all 4 coins in their straight or “like kind”. The player who hasn’t finished also totals their straight or like kind, and highest points wins.

Alt. play #2: Someone down in correct calls is more likely to make a comeback by adding a “Make It Take It” rule... meaning, when you call a side correctly, and capture that coin, you get to take (call) the next Flip, possibly preventing your opponent from calling the winning coin.

Game 2: SHEILDS, PAPER, SWORDS, GRENADES

Similar to schoolyard legendary game, Rock, Paper, Scissors, with a 4-sided twist... Each contestant flips their own coin... if the same side comes up for both players, then reflip. Heads is Paper (think “art on paper”). Tails is Grenades (the all metal side). Shields is Shields (or “Rock”) and Swords is Swords (or “Scissors”. Following Rock, Paper, Scissors type rules, Shields beats Swords, Swords beats Paper, and Paper beats Shields. Grenades is the side that beats everything... however, if you flip/ spin on the Grenades side, you must reflip to see whether you blow up your opponent’s coin, or if you blow yourself up. You need to flip any of the other 3 sides, other than Grenades, to win. If you flip Grenades a second time in a row, then you blow yourself up, and lose.

GAME 3: BOMBS AWAY!

Grab a rubber ball about the size of the old “paddle ball” games, or Jacks games (or wait to buy the way cooler official Flip-4 “Bomb Balls”, variant rules coming).

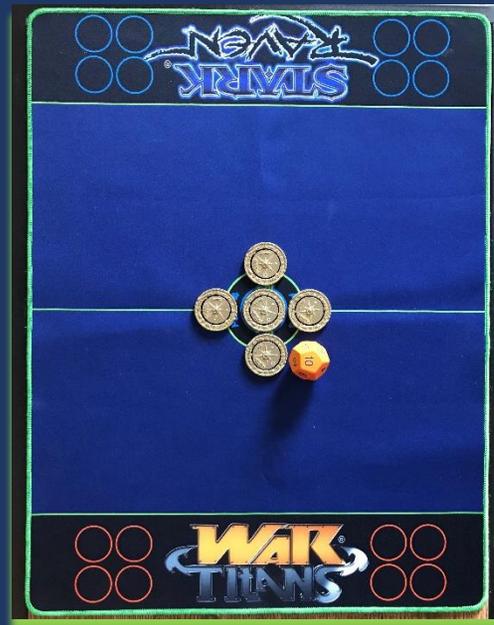
Align 5 Flip-4 Coins on the Battle Mat logo, Tails-side up, or spaced similar on another surface (see configuration to the right).

Take turns Dropping/ Slamming the Bomb on the coins, attempting to flip 1 or more over (HINT:

flipping more than one is very hard, so be strategic).

If you can flip both inner coin and outer coin sides of any Flip-4 coin to ALL color (“Heads”), then you score 4 points and the coin is “off the board”. If you can flip the inner coin to color (“Swords”), you get 2 points, *but the coin remains on the board*. If you can flip the outer coin to color (“Shields”), you get 1 point, and the coin also *remains on the board*.

When all of the coins are off of the board, the player with the most points wins. Flip to see who bombs first!!



Game 4: BATTLE COINS

SETUP: Choose your army of 1+ coins (5 or 7 recommended), and prepare for battle!! Two players square off head to head, each flipping one coin at a time. You can choose to determine the winner after each flip, or line them up before determining outcome as follows:

- 1st Flip: Far left 2nd Flip: Far Right
- 3rd Flip: Left 4th Flip: Right
- 5th Flip: Left 6th Flip: Right 7th Flip: Center

After using any “Arrows” which come up to change positions of your own coins (swap left or right), determine the winner of each battle (listed on the next page). Whoever wins the most battles, wins the war. In the event of a tie, there is a “flip-off” ...

ALL-OUT ATTACK



ALL-OUT DEFENSE



COUNTER-ATTACK



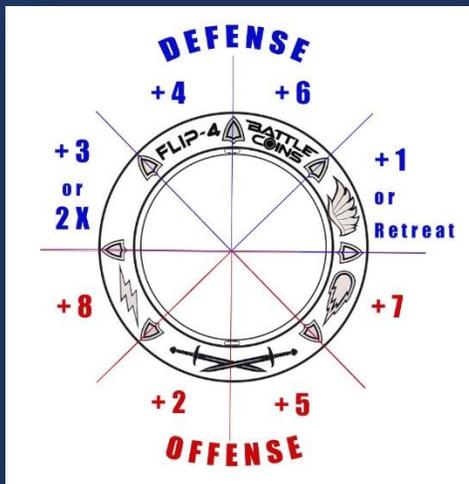
ATTACK/ DEFEND



BASIC BATTLE COIN SCHEMATIC:

Note that the highest attack value coins (such as, “Thor”) tend to have low defense. Likewise, high defense coins have low attack value (“Loki”). The low values tend to have the ability to spin for more (by sliding/ spinning the coin into a pre-set “goal”). Spinning/ Sliding requires some dexterity. It can be advantageous to flip a well-balanced coin (such as “Ymir” & “Hercules”) who possess mid-range attack, as well as mid-range defense, in addition to the ability to spin for a boost (those with the “Sunburst symbol”).

Bonus “DIAL SPIN” (“Swords” side only):



There are 8 quadrants within the 8 “mini sheilds”, as shown on the perimeter of the outer coins.

The upper 4 quadrants are DEFEND only (4 points for Flip-4 Logo, 6 points for Battle Coins logo, hitting the defense numeral means it doubles (2x), and the Wing is retreat (resulting in a “push”).

The lower 4 quadrants are ATTACK only (the swords engraving takes up two quadrants. In the standard way to play, the entire swords quadrant adds 5 points of attack value... alternatively, you can decide up front, that the bonus will be 2 points for the left side of swords, and 5 points for right side of swords. That leaves two attack quadrants... 7 points for Fireball, 8 points for Lightning

SUN BURST: When you see this symbol, it allows you to spin/ slide (determine before battle) for a boost of 3 additional points. Spin from 14” away, into a goal 3” wide to boost 3 battle points.

ARROW: When you see this symbol, you can flip your opponents’ outer coin in battle, if it suits you to do so. Also, after the initial Coin Line-up, you can use the arrow to switch your coins position.

Determining the Battle: (quick ref.):

Tails and Heads, you simply total both inner and outer coin numbers.

Swords and Shields, Outer Coins battle first, and then Inner Coins, if necessary..

10 BATTLE POSSIBILITIES:

Heads vs Heads: when both coins are “all attack”, the highest combined number wins (“Arrows” may be used to convert your opponents’ outer coin to a “swords”. “Suns” may be used to boost attack number, as explained previously).

Tails vs Tails: Tails is all defense, therefore this is a “push”. No winner.

Heads vs Tails: Tails cannot win, only defend (push). Total numbers, spin for 3 if you have a “sun”, if that would help.

Heads vs Shields: If outer attack in Shields is greater than combined inner/outer Heads attack, then shields wins. If not, or if it’s a push (tie), then it comes down to inner vs inner coin, meaning Shields then cannot win, only lose.

Heads vs Swords: All-Attack vs Counter-Attack. Total of Heads will generally penetrate outer Swords defense, and win with no counter-attack possible... except however... Swords is the one side that gets to spin, to add to shields defense (and in this scenario, it will most likely be necessary), but only the upper 4 “defense” quadrants will add to shields. If it lands on any of the bottom 4 “attack” quadrants, then it’s over. But if it lands on upper Defense quadrant, then refer to Dial Spin Values Chart. If the coin survives attack, spin again in hopes of boosting inner Sword attack value. Highest total wins.

Swords vs Swords: Skip the outer coin, you are both in Counter-Attack position... therefore, you both get tired of waiting for the other to

attack, and drop your shields. Reminder, you both get to spin for extra attack points.

Shields vs Shields: Outer Coins battle only, as two aggressive warriors both take the initiative to throw the first blow.

Shields vs Tails: Tails again cannot win, as it is all defense. But it can often “push”, as you can combine inner/ outer coin numbers, and spin/ slide for more points if you have a sun ☀️, to thwart the attack of shields outer coin.

Tails vs Swords: Tails again cannot win. To push, Tails must total more combining both coins than the attack of the swords inner number, plus Swords Dial Spin should it land on within the lower attack quadrant.

Swords vs Shields: Shields attacks first (after all, sometimes the best defense is a quick offense) since outer coin is attack. Swords is the one side that can “Dial Spin” for additional defense **OR** offense, as necessary. So get ready to dial up more offense and hope to make it to your Counter-Attack. If you make it to counter attack, swords often wins, when it’s inner vs inner coin.



More about HAVEN FUN Studios...

Haven Fun is dedicated to creating new and innovative products, with a goal of 2 new innovations per year, and 1 new IP launch per year. We are also dedicated to backing other artists, entrepreneurs, and Kickstarter projects. Our first two Kickstarters, we backed our brother company (literally, my brothers company, Buddy Pal Games), and have since backed 13 other companies for projects that we thought were cool and inspiring.

At Haven Fun, we strive for a healthy, positive work environment, and are in a happy place launching unique, cool stuff.

**INNOVATIVE PRODUCT MEETS
EPIC ART**

Do you have a game idea?

If your game is published on our website, as an official Flip-4 game, you will win prizes, including NFTs, Flip-4 Coins (i.e., “Tangible Tokens”), original art sketches, and more (as always at Haven Fun, we love creative collaboration and are thankful for all ideas and suggestions).

LOOK FOR the FLIP-4 KICKSTARTER IN 2022!

In advance of the Kickstarter, we will be minting in 2021, with the first ever Flip-4 year molded into the coin (2021). Art will be used from Walter McDaniel’s WAR TITANS, and Ken Smith’s and Walter McDaniel’s STARK RAVEN. After that, we will be opening the door to license additional artists and brands, with a goal of 2 new series of Flip-4 Coins every year.

