

flip~it

rules of play

v2

flip~it is a table game played with eight standard decks of 52 cards plus 24 jokers. flip~it is continuous game play based on four cards in which players make wagers that are won or lost after the flip of the fifth card. To begin, four cards are dealt face up on the designated area of the layout. If a joker is one of these cards, it is discarded and a new card is dealt to replace it until all four cards are non-jokers. Players may then place wagers on the Inside bets, Call it bets and/or the Bonus bet. After all wagers have been made, a fifth card (flip~it) will be dealt face up and used to resolve all wagers. If a joker is the flip~it card, all bets are automatically lost.

The Inside bets are Red, Black, Odd, Even, High and Low. Red bets win if the flip~it card suit is a Diamond or Heart. Black bets win if the flip~it card suit is a Spade or Club. Odd bets win if the flip~it card is 3, 5, 7, 9, Jack or King. Even bets win if the flip~it card is 2, 4, 6, 8, 10 or Queen. High bets win if the flip~it card is between 8 through King. Low bets win if the flip~it card is a 2 through 7. If the Ace is the flip~it card it will be paid 1:1 for a Red or Black winner. Ace is not considered high, low, odd or even and will Push if it is the flip~it card.

The Call It bet is wagering on the exact rank of the flip~it card. Players may only bet on card values of 2 through King. If an Ace is the flip~it card, Call It bets are lost. Winning Call It bets are paid 10:1 or 12:1.

The Bonus bet is only available when there is a pair or four to a royal flush in the four face up cards. The player will not be paid for a hand that was present in the initial four cards. Players are only paid for five card hands if they were formed using the flip~it card. The Bonus bet pays according to the paytables below:

HAND	PAYTABLE 1	PAYTABLE 2
Royal Flush	50 to 1	50 to 1
Five-of-a-Kind	12 to 1	14 to 1
Four-of-a-Kind	7 to 1	7 to 1
Three-of-a-Kind	6 to 1	6 to 1
Full House	5 to 1	5 to 1
Two Pair	2 to 1	2 to 1

At the end of each round, if the flip~it card was a joker, the four face up cards will remain the same for the next round of play. If the flip~it card is any other rank, the face up card in the first position will be discarded and all other face up cards will move over one position. The flip~it card will then become the fourth face up card used for the next round of play.