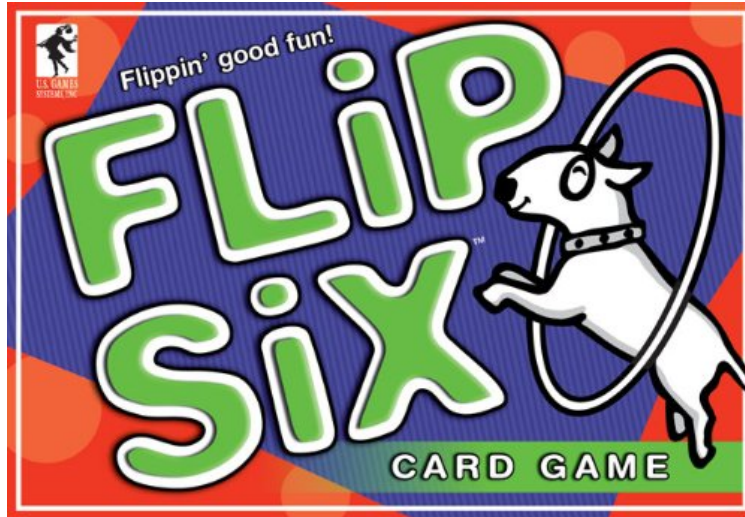


(Free pdf) Flip Six

## Flip Six

*Michael and Kathleen Sherwood and James and Gloria Hammer*

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#813682 in Books US Games 2011-05-02Original language:EnglishPDF # 64 1.29 x 4.55 x 6.581, .27 #File Name: 157281684855 pagesAdorable graphics, colorful cards, and easy-to-learn game play come together in this great new family game that provides "flippin' good fun for everyone0Flip Six Card Game Consists Of 55 PDFed Cards, Including Negative PDFs. The Object Of The Game Is To Score The Fewest Points By Getting Rid Of Cards Or Trading Them For Lower Cards. To Start Each Round, Each Player Is Dealt Six Cards. Without Looking At Their Cards, Players Lay Them Out In A Grid. On Each Turn One Card Is Drawn And One Card Replaced. Matching Cards May Be Discarded. The Round Ends When One Player Has Turned Up All His Cards Or Discarded All Six Cards. After Ten Rounds, Player With Lowest Cumulative Score Wins. Young Players Have So Much Fun Playing Flip Six Card Game They May Not Even Realize That They Are Learning Addition, Subtraction, And Matching | File size: 42.Mb

**Michael and Kathleen Sherwood and James and Gloria Hammer : Flip Six** before purchasing it in order to gage whether or not it would be worth my time, and all praised Flip Six:

0 of 0 people found the following review helpful. A family favoriteBy SunshineAs an adult I can actually play this kids game without losing my mind. I can play for hours and love that kids practice addition (or subtraction depending on how you play) and they don't even know they are doing math!). If you homeschool I suggest this game, top of my list for basic math practice.0 of 0 people found the following review helpful. Four StarsBy ldwNice game. Just wasn't as happy with the smaller size0 of 0 people found the following review helpful. Good for a range of agesBy CindyA great game to have on hand for playing with young and reinforcing math skills and older for quick math competition..

Starting each round with six cards, players try to reduce their points by getting rid of cards and/or trading them for lower cards. After ten rounds, player with lowest cumulative score wins.