

Know Your Cards

Quest Point





Object Cards (12)

Quest Cards (18)

Starting the Game

- Shuffle the Quest Cards and Object Cards separately.
- 2. Draw 3 Quest Cards and place them face-up.
- 3. Place all the Object Cards face down as shown.

Game Objectives

- Be the first to obtain 10 Points worth of Quest Cards to win!
- When there are no more Quest Cards left in play, player with the highest Point wins.



Player Turn

Choose one of the following:

- Flip 2 Object Cards open, close them back once all players have seen the cards.
- 2. Peek 1 Object Card for yourself, then put it back.
- 3. Choose one of the available Quests to solve.

Finishing a Quest

- → After choosing a Quest, reveal all matching Objects shown on the Quest Card one by one.
- Upon revealing an incorrect Object, the Quest fails, put the selected Quest Card to the bottom of the pile and draw a new one to replace it.
- ➡ The Quest is completed when you reveal all of the required Objects. Take the Quest Card and add the number on the star to your Point. From the revealed Object Cards, pick 2 and place them face-down as you like, then shuffle the rest and place them back randomly. Draw a new Quest Card from the pile to replace the completed Quest.

FipeekStrategic (part 1)

Know Your Cards

Quest Point





Object Cards (12)

Quest Cards (18)

Starting the Game

- 1. Each player begins with 5 Tokens of the same type.
- 2. Shuffle the Quest Cards and Object Cards separately.
- Draw 3 Quest Cards and place them face-up.
- 4. Place all the Object Cards face down as shown.

Game Objectives

- Be the first to obtain 10 Points worth of Quest Cards to win!
- When there are no more Quest Cards left in play, player with the highest Point wins.





Player Turn

Choose one of the following:

- 1. Peek 2 Object Cards for yourself, then put them back.
 - Peek an Object Card and place/move a Token to the card you just peeked or a revealed Object Card.
- 3. Choose one of the available Quests to solve.

Using Tokens

- You can reserve an Object by placing a Token on it. Object remains face-up when there is a Token on it.
- ▲ An object may be reserved by more than one player.
- Any Quest that requires a reserved Object may only be solved if you have placed your Token on it.
- When all Tokens are moved away from an Object, flip the Object face down.



Finishing a Quest

- Before choosing a Quest, check whether any of the required Objects is reserved by another player, if it is, you must first place your own Token on that Object before solving the Quest.
- Remember! You can't place a Token and solve a

 Quest in the same turn!
- After choosing a Quest, reveal all matching Objects shown on the Quest Card one by one, excluding the ones that you have already reserved.
- ➡ The Quest is completed when you reveal all required Objects. Take the Quest Card and add the number on the star to your Point. Return all Tokens from the Objects used to solve the Quest to their owner, then shuffle those Objects and place them randomly. Draw a Quest Card from the pile to replace the completed Quest.



Starting the Game

- Shuffle the Quest Cards and Object Cards separately.
- Draw 3 Quest Cards and place them face-up.
- 3. Place all the Object Cards face down as shown.

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Game Objectives

■ Solve as many Quests as possible within 5 minutes!

How to Play

- You may flip up to 2 Object Cards open a once, then close them back after you memorize them. You may do this as many times as you want.
- Close all Object Cards before choosing a Quest.
- The rules to finish Quests are similar to Flipeek Classic, but whenever a Quest is finished, shuffle all of the revealed Object Cards and place them face-down randomly.

For demos and FAQ visit: www.flipeek.atvproduction.com