

2-6 PLAYERS!

15 - 30 MINUTES!

FLAPPIN' JACKS'
FLAPJACK FLIPOUT

AGES 6+?

BREAKFAST SERVED ALL DAY!

HOT GRIDDLE ACTION!

Welcome to Flappin' Jack's!

Have a seat and the server will be right with you...
Oh! You're here about the short order cook position?
Right this way!

You and the other players will be racing against
each other to fill the most flapjack orders. Grab your
griddle and may the best flapjack flipper win!

How to win

The first player to complete 5 orders wins!

Setup

1. Give each player a griddle.
2. Shuffle the Order Cards deck and place it where everyone can reach it.
3. Place the service bell in the middle of the table.
4. Shuffle the pancakes face down and make a loose community pile around the bell.

Components

Griddles	4
Pancakes	
• Blueberry	10
• Pumpkin	10
• Chocolate Chip (kids love 'em!	10
• Flappin' Jack's Famous Plain	10
• Apple	10
Order Cards	54
Service Bell	1

Playtesters

Thanks to our playtesters:
Alex Barbieri, Matthew Christianson, Drew Femling, Amy and Xavier Glamser, Kimberly Newland, Tap Pribbenow, Matthew Salisbury, Eric Salyers, Claire Thompson

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Gameplay

One player will be in charge of flipping up the first order card so decide who that is however you wish.

Then, when everyone is ready, that player will

- flip the first order card
- read it aloud
- and then say “Order In!”

All players will then need to grab a pancake and place it face up on their griddle to see what kind it is.

Then, only touching the griddle, players need to flip the pancake over so that it is face down on the griddle (to cook the other side). At this point the player can slide the pancake off of their griddle onto the table in any stack organization the player wants to keep. Once the pancake is on the table, the player cannot look at the face again and must remember where they have stacked their pancakes.

NOTE: if the pancake rolls off onto the table it goes in the trash! Place the pancake face up in the pile. This pancake is now unavailable until the order is filled.

As soon as you think you can fill an order, ring the bell! All play stops (any pancakes on griddles can stay there) and the player that rang the bell must complete the order by selecting the pancakes they think fill the order without first looking at their types then revealing those pancakes.

If a player correctly fills the order:

- they receive that order card as a point
- they must return all of their cooked pancakes to the community pile
- they flip up the next order card, read it, and say “Order In!”

If the player that rang the bell was incorrect, they must wait until the order is filled before either attempting to fill an order or cooking more pancakes. Any pancakes that were correct stay and the next player that can fill the remaining pancakes correctly wins the order!

Once an order has been filled, flip the trashed pancakes face down and shuffle them into the community pile. Players may choose to also trash and shuffle back in any pancakes they can't remember at this time.