

Rulebook



Introduction

Welcome to Mountween, where nothing is quite what it seems. Here, it's hard to tell monsters from trinkets, or peaceful folk from villains — all thanks to the Flipside. A mysterious power that created this world... and cursed it. Anyone or anything that slips through a breach to the Flipside is twisted to reflect their true inner self.

Flipside is a cooperative, story-driven game for up to 4 players. Each of you will step into the shoes of a unique character from this twisted world. During the game, you will work to complete your character's personal quests while racing to achieve the scenario's shared goal. At the end of each successful scenario, characters who finish their personal quests face a final adventure.

Welcome to the Adventure

- 1** Read this first! The basic rules of the game are covered in this rulebook.
- 2** The game is played over a series of scenarios, which are best played in sequential order.
- 3** No spoilers! Do not open the Scenario Books or peek at cards and tokens unless instructed.
- 4** Some scenarios introduce additional rules — follow them in addition to the basic rules.
- 5** Don't worry if you find components that are not described here, they will come into play later.
- 6** Your journey through the Flipside is tracked on the Achievement Sheet. When instructed to gain an achievement (☒) , mark it on the Achievement Sheet next to the matching achievement.
- 7** Scenarios can have different endings based on your choices throughout the game. You may replay completed scenarios to uncover alternate outcomes and explore hidden corners of the Flipside.
- 8** If you forget a key piece of important information, feel free to revisit previously read entries in the Scenario Book.
- 9** The Flipside doesn't play fair, and neither do its nastiest tricks! If a card or scenario contradicts basic rules, the card or scenario rule takes priority.
- 10** If you are confused by a term or icon, check the Keywords & Icons guide at the end of the rulebook for a detailed explanation.



Important: If you lose your Achievement Sheet or want to start a new campaign, a printable version is available for download on the Flipside page at WWW.HOBBYWORLDINT.COM

Contents

Common Components



Adventure Book

Rulebook



40 Coins Tokens
(30 value «1» Tokens,
10 value «3» Tokens)



71 Path Tokens



Game Board



53 Item Cards
(4 Starting, 27 Regular, 22 Flipside)



81 Stuff Cards



Coins and Path Tokens Organizer



Loot Dice



10 double-sided
! / ? Tokens



10 Event Cards



Achievement Sheet

Personal Player Components



4 Character Boards



4 XP Markers



4 Character Cards



20 Blocking Tokens
(5 per 1 player)



24 Quest cards
(6 per player)



4 Character
Backstory Cards
(1 per player)

4 Character
Standeers



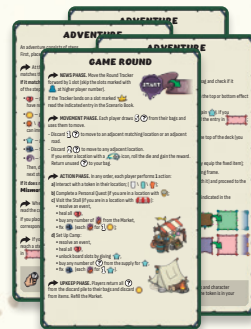
4 Quest Markers



4 Character Pawns
(1 per player)



4 Bags for Path Tokens
(1 per player)



4 double-sided Reference Cards
(1 per player)

Scenario Components



4 Scenario Books



4 Scenario Boards



Round Tracker



double-sided Lock/Success Tokens



double-sided Tracker for "Vanishing Children" and "Spoiled group"



3 double-sided Final Adventure boards



4 Scenario Tokens



8 Resident Tokens



10 Monster Tokens

First-Time Setup



Character Standees

Before your first game, insert the Character Standees into their plastic stands. From now on, these are referred to as your **Character Standees**.

Coin and Path Token Organizer

Before your first game, assemble the **Coin and Path Token Organizer** (see the instructions to the right). The organizer fits inside the box, so you only need to build it once. Place the Path tokens and coins into their corresponding compartment. Use the icons at the bottom of each section as a guide.

When instructed to "Gain $\otimes$ ", take coins from the organizer. When you are directed to "lose" or "give" coins, return them to the organizer.

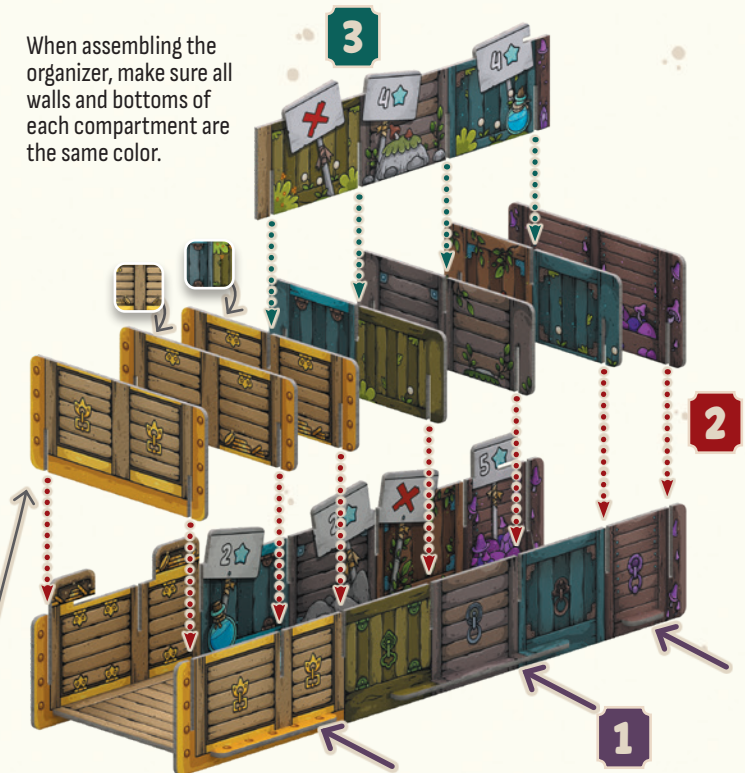
At any time, you may exchange three 1-value coins for one 3-value coin, and vice versa.

If the organizer runs out of coins, you cannot gain any more coins for the rest of the game.

The organizer is also the general supply of Path tokens. When you are instructed to "Add  to your bag from the supply", take tokens from the organizer.

If a specific type of Path tokens runs out in the organizer, you cannot gain that token type for the rest of the game.

When assembling the organizer, make sure all walls and bottoms of each compartment are the same color.



The outer end walls are slightly taller than the internal dividers.

Basic Contents Overview

Game board: How Not to Get Lost in Mountween

Mountween is a peculiar valley nestled at the foot of the Very Beginning Volcano, the legendary birthplace of the ancient Keepers and life itself.

It is home to many wonderful places: the magnificent Mopkinville town, Scraptown, and the fishfolk's haven — Hookito. Other must-see spots include the Pretzel Flipside Academy, the Gnome Post Office, the Lord's majestic Castle, and the unforgettable...*

* A complete travel guide to Mountween is available for purchase from the Mayor's office in Mopkinville. All proceeds go toward city improvements.

Locations

The game board is divided into locations. Each Location has one of six terrain types:

- Mountain
- Forest
- Water
- Meadow
- Flipside

Road



P6 Location Numbers

These help you track monsters, residents, and locations you need to visit to complete your Personal Quest.

 is a Loot Dice icon. When you enter or pass through a location with this icon, roll the Loot Dice and gain the result.

Barriers

They divide roads into separate locations.

Stalls

Scattered across Mountween. You can buy magical, or not-so-magical, items there. They have wares if you have coins.

The game is designed for you to gradually discover Mountween. However, one secret can be revealed right now: the letter in a location's number shows the region in Mountween:

 P Peaks	 G Groves
 R Riverwoods	 W Wilds
 B Badlands	 M Mopkinville
 E Eyepeak	

Path Tokens Key Features

Most challenges in Mountween are based on drawing Path tokens from your bag. Path tokens are used to move across the board, pass checks, and advance your adventures.

Each Path token has two traits: a terrain type and a level.

Tokens with a single terrain type



Some Level 3 tokens are Dual-Terrain Tokens (they show two terrain types.) They can be used as a token of either of these terrain types.



Scenario Book & Adventure Book

This is where the story comes alive. The Scenario Book and Adventure Book are your guides to the story of the Flipside.

Whenever you're instructed to read (e.g., Read 1) or (e.g., 3), open the **Scenario Book** to the matching entry number and read aloud. Entry numbers are repeated at the bottom of pages for easy reference.

An entry may direct you to another, and then another. Keep reading them in order until you reach instructions like **End your turn**, **Proceed to Movement Phase**, or **Continue your adventure**.

When the Scenario Book gives you a choice about how events unfold, discuss it as a group and decide together. If the vote is tied, the player currently reading the Scenario Book gets the final say.

A sword icon marks an entry in the Adventure Book. When you see a icon (e.g., 2), turn to the matching adventure in the Adventure Book.

The temptation to peek at entries you haven't read will be strong. Resist it. It's much more fun to let the story surprise you.



Character Card

Your Character Card displays your character, their starting Path tokens, and their unique ability. Each Card is double-sided; the golden side features an upgraded version of your character's ability.

The starting side also specifies the exact Path tokens you begin with.

At the top of each Character Board is a discard pile. When you are instructed to discard a token, place it here.

Character Name

Character Portrait

Every character brings something special to the team. Maybe you help the team move across the map or succeed in adventures. Or, maybe, you just help yourself. A little selfishness never hurt anyone!

Character Ability

Ability Name

Usage condition

Ability Text

Activation Cost

Some abilities require coins to activate. Players place the required number of coins here to activate the ability.

Character Board

Your Character Board is used to track your character's health and experience (XP), as well as keep your Item and Stuff cards.

1 Stuff. Personal stuff you gain is placed above your Character Board.

2 Health Slots. These track your character's health. Each character starts with 3 Health Slots and can unlock up to 6 Slots. When you take a wound (💔), place a Path token on an empty Health Slot and gain 1 ⭐ (as indicated by the 💔 ⭐ icon on the Health Slot).

3 Blocking tokens. Each character starts with 5 Blocking tokens placed randomly on slots with a 🗑️ icon on your board: 3 tokens on Health slots and 2 tokens on Item Slots. You can unlock slots during the game to add Blocking token as a new Path token to your bag.

4 Item Slots. This is where your equipped items are kept. Only equipped items can be used to perform checks and complete adventures. You start with 1 equipped starting item and 1 empty Item Slot. You can unlock 2 more slots in the game, for a total of 4.

5 Backpack. Unequipped items that don't fit in your Item Slots are kept here. There is no limit to the number of items you keep in your backpack.

6 Player XP (⭐). Characters gain experience by or getting into embarrassing (or epic) situations or taking wounds (as reminded by the icons on Health slots). You can give XP to unlock Health and Item slots on your Character Board, or to gain new Path tokens. You cannot hold more than 15 ⭐ on the Character Boards, so be sure to spend it!

7 Junkbox (🗑️). Broken items go here. You cannot use an item in your Junkbox until you fix it (🔧). Junk can be sold or given, but its value is reduced by 1 🪙 due to its poor condition.



Game Setup

Common Component Setup



- 1 Place the **game board** in the center of the table. This is the map of Mountween.
- 2 Place the **Path Token & Coin token organizer** nearby.
- 3 Prepare a **supply** of double-sided and tokens.
- 4 Place the **Loot Dice** next to the board.
- 5 Set up the Market: Shuffle the **Regular Item deck** and **Flipside Item deck** separately. Place both decks face down near the board. Reveal the top 4 cards from each deck and place them face up beside their decks (8 cards total).
- 6 Shuffle the **News deck** and place it face down next to the Game Board.
- 7 Place the **Stuff deck** face down next to the board (do not shuffle; the cards are pre-sorted for easy reference)
- 8 Place the **Adventure Book** next to the Game board.
- 9 Place the **Achievement Sheet** nearby and grab a pencil to mark your progress during the game.

Personal Player Setup



- 1 Each player chooses or draws a character randomly, then places their **Character Card** face up (non-golden side) in front of them.
- 2 Take a **Character Board** and place it to the right of your Character Card.
- 3 Search for **5 Blocking tokens** with your character's icon on them. Randomly place them icon side up on the corresponding slots of your Character Board (marked with icon.)
- 4 Place the **XP Marker** on the 0 space of the experience track (on the right edge of your character board).
- 5 Gain your **character starting item** (Your character's portrait is on its back) and place it in your equipped Item Slot.

Important: Every new game begins with: All your Blocking tokens on the Character Board XP set to zero Character Card on its starting (non-golden) side 1 starting Item equipped

- 6 Choose your color (it is not tied to your character) and take the matching **wooden pawn**. Keep it next to your Character Board. This is your **character's pawn** used to **complete adventures**.
- 7 Place the **Path token bag** of your chosen color next to your Character Card.
- 8 Take the **starting Path tokens** shown on your Character Card from the supply. Put them into your bag and shake well.
- 9 Gain 2 from the supply and place them next to your Character Board.
- 10 Gain a double-sided **Reference Card** with the round structure and **adventure rules**.
- 11 Place your Character Standee in your starting location:

- Hunter to H2,
- Motato to X4,
- Stone Stealer to T4,
- Visitor to S5.



- 12 Find your **Character Background Card** and **6 Quest cards**. Place your Character Background Card next to your Character Card.

Prepare your **Personal Quest deck**:

- For **your first game**, use the 3 quests marked with a red corner. Shuffle those 3 cards and place them face down.
- For **future games**, shuffle all 6 Quest Cards and draw 3 random cards.

Return unused quests to the game box. You won't need them for this game.

Place your Quest deck next to your board and reveal the top card.

- 13 Place your **Quest Marker** in the location shown on your revealed card. This is your first stop to deal with your personal business.



Hunter player places their Quest Marker in location R3. **Hunter's** first personal quest is to find magic thread.

Scenario Setup

- 1 Choose a scenario and place the matching Scenario Book next to the Player Board.

For the **first game**, The Runaway Circus is the best place to start.

For **future games**, you may choose a new scenario (even if you lost the last one) or replay favorite ones.

Scenarios are meant to be played in the following order:

-  The Runaway Circus
-  The Vanishing Children
-  The Grrimmiest Night

The Spoilt group is unlocked once you meet three of Mountween's residents (gain 3 Met... achievements.) Once unlocked, you can play it anytime after The Runaway Circus.

- 2 Place the Scenario Board next to the Character Board face up, using the side matching the number of players.
- 3 Place the Round Tracker on the Start space of the Scenario Track.



Game Objective

As decreed by the former Mayor of Mopkinville, Mayorus the First (who vanished mysteriously after just one week in office)

Any traveler, great or small, capable of holding a sword (even a candy one), who finds themselves in Mopkinville (even by accident), is REQUIRED to take part in the life of the town and offer their hand with problems far too big to handle.

Your **shared objective** is to complete the scenario and win the final adventure.

But each player also has their **personal objective**: complete 3 of their character's quests before the final round. A player who fails to complete all three of their personal quests does not get to join the Final Adventure.

Players lose if any of the following conditions are met:

- Players fail to meet the conditions to unlock the Final Adventure;
- No player completes their personal quests;
- Players are defeated during the final adventure.

A handwritten note in the original codex read: «The more silly folks running around playing heroes, the funnier it is! Mwahaha!», but that part had to be removed. It was scaring off tourists.

Round Overview

The game is played over a series of rounds, tracked on the Scenario Board's Round Tracker. The number of rounds varies depending on the chosen scenario and the number of players.



Each round consists of four phases, played in order:

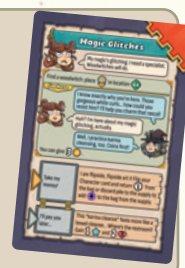
1. News phase
2. Movement Phase
3. Action Phase
4. Upkeep Phase

The final round works differently: players only resolve the News phase, then proceed to the Final Adventure if the conditions have been met. Rules for the final adventure are described later.

At the start of the first round

In the very first round, before the News Phase, each player takes turns reading their character's backstory (then flip the card and place it next to the Character Card; the back of this card serves as a reference for completing personal quests) and the flavor text on their revealed Quest Card aloud, stopping at the **I'm here** icon.

Both the backstory and quest should be read aloud — after all, your teammates want to know what kind of mess you've got yourself into.



News Phase

Move the Round Tracker forward by one space on the Scenario's Round track. If the number of players is higher than the number shown on the round space, skip that space.

Example: In a two-player game, at the start of a new round (during the News phase), you move the Round Tracker forward. On the next space on the track is a one-player icon, skip this space and move the Tracker to the one after it.



During the News Phase, place Scenario, Resident, and Monster tokens on the board. Players interact with these tokens as the story unfolds.

When / / icons appear, place one of the following tokens on the board:

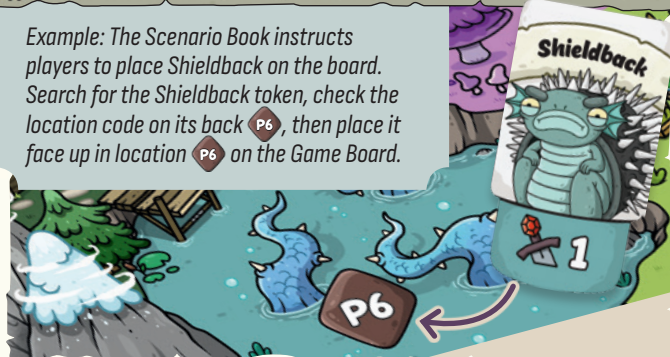
- Scenario token
- Resident token
- Monster token

Place tokens on the board following these steps:

- 1) Search for the shown token.
- 2) Each token marks the location code. Place the token **face up** in that location on the game board.

Shieldback. A prickly, willful actress. Unintelligent.

*Example: The Scenario Book instructs players to place Shieldback on the board. Search for the Shieldback token, check the location code on its back **P6**, then place it face up in location **P6** on the Game Board.*



If the marker lands on a space with , one player reads the matching entry from the Scenario Book aloud. Players can take turns reading, or choose one 'Narrator' for the entire game.

If there is no entry number on the space, nothing happens this round. Breathe a collective sigh of relief and proceed to the Movement Phase.

Movement Phase

At the start of this phase, each player draws 5 random Path tokens from their bag.

! Each Path token displays one or two terrain types, and a level. Token levels don't affect movement, but they are important during adventures.

Next, players move simultaneously on the board, using Path token they drew:

- Discard 1 Path token to move your Character Standee to an adjacent road or location that matches the discarded token's terrain type.

An **adjacent location** is any area that shares a border with your current location.

! **Important:** Some roads are split by barriers; locations separated by a barrier are not adjacent.

- Discard any 2 Path tokens to move to any adjacent location, ignoring its terrain type.

! **Important:** Roads and rivers cover large distances than other terrain types.



Example: **Hunter** draws 5 tokens during the Movement Phase:

- 1 He uses a token to move onto the Water location.
- 2 Next, he uses the second token () to move onto a road (any token can be used to enter road locations).
- 3 Then, he discards tokens and to move onto the Flipside location (using 2 tokens of any kind).
- 4 Finally, he uses a dual token with forest on it to enter the forest location. He ends his movement there.



Path tokens used for movement are discarded into your discard pile on your Character Board (do not return them to your bag!) These tokens are returned to the bag only at the end of the round during the Upkeep Phase.



Example: After **Hunter** finishes moving, all the tokens he used are in his discard pile on the Character Card.

You don't have to use all 5 of your tokens or move. At the end of the Movement Phase, return all **unused** Path tokens to **your bag**.

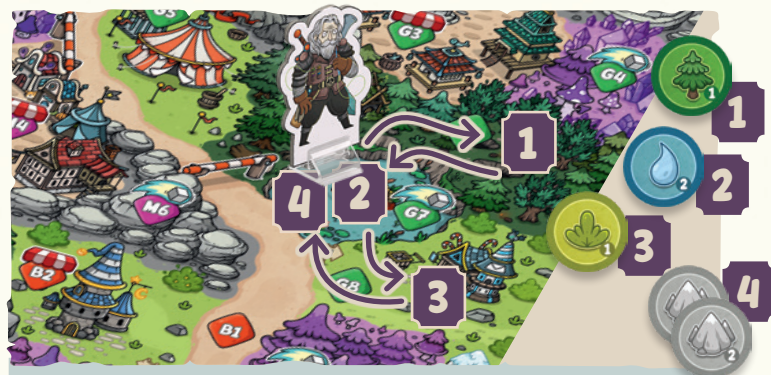
You do not have to stop in a location just because it has Scenario, Residents, Monsters tokens, or Personal Quest Markers. Players can enter the same locations during the same round, and even end their movement where they started.

When your character enters a location with the Loot Die icon () , roll the dice and gain the result immediately. You cannot roll the dice if you begin the Movement Phase in a location that already has . However, if you leave and re-enter a location with the icon within the same round, roll the dice and gain the result each time you enter.

Loot Dice Faces



- Gain 1 from the supply.
- Gain 1 from the supply and 1 .
- Gain 2 from the supply.
- Gain 1 from the supply and fix an item 1 (see Fix on p.30)



Example: **Hunter** starts his turn in the Quadcrab Swamp . He starts his turn here, so he cannot roll the dice.

- 1 First, he moves to the forest.
- 2 Then **Hunter** returns to the swamp and rolls the dice.
- 3 He leaves the swamp and moves onto the meadow.
- 4 Finally, he returns to the swamp again and rolls the dice the second time.

Since everyone moves simultaneously during the Movement phase, it's a good idea to discuss your plans! Make sure you don't all waste your Path tokens chasing the same objective.

If multiple players are in the same location (at the start, during, or at the end of movement), they can trade Item cards, exchange passable Personal Stuff, and coins.

Because players move simultaneously, it's possible for one character to finish their movement while another just starts theirs. If both characters are in the same location, they may trade items.

Plan your routes to meet up and swap gear. Teamwork makes the dream work!

After all players have finished their moves, the Action Phase begins.

Example: In a three-player game, **Stone Stealer**, **Motato**, and **Visitor** decide to meet up and swap items and coins.

- 1 First, **Stone Stealer** reaches the Old Quarter of Mopkinville — **M4**, where **Motato** is waiting for him (he hasn't moved yet). They exchange cards and coins: **Stone Stealer** gives **Motato** an item and 1 ; **Motato** hands over his Stuff card.
- 2 **Motato** then moves to the Very Beginning Volcano — **P5**.
- 3 Meanwhile, **Stone Stealer** moves to the river — **R8**.
- 4 Now it's **Visitor**'s turn to move. She meets **Stone Stealer** on the river: he gives her 3 and his Stuff card, which he has just got from **Motato**; she gives him 2 items in return.
- 5 **Stone Stealer** then moves onto the forest **R7** and ends his movement there.
- 6 **Visitor** chooses to end her movement in the location **M1**.



Action Phase

The Action Phase does not begin until every player has completed their movement.

During the Action Phase, each player may perform only **one action** in their current location (even if multiple actions are possible in that location):

- Visit stall
- Set Up Camp
- Complete Quest
- Interact with a token in that location

Players take their turns in any order. Once all players have performed one action, proceed to the Upkeep Phase.

You can still use your Character Ability to help teammates even after performing your action.

For the first game, we recommend taking actions clockwise, starting with the player who has the Scenario Book in front of them.



Visit Stall

You can only perform this action if your character is in a location with a Stall icon ().

Follow these steps in order:

- 1) Draw the top card of the News deck. Read the flavor text **at the top of the card** aloud, then gain the stall bonuses (You cannot refuse). Next, place the card face down at the bottom of the News deck.
- 2) Completely heal your character: return all Path tokens from your Health Slots to your bag.
- 3) You may give coins to buy any number of Regular or Flipside Items from the Market. Do not refill the Market immediately after buying. Purchased items can be equipped immediately or placed into your Backpack.
- 4) You may give 1 per item to fix any number of items from your Junkbox (See Fix on p. 30). Fixed items can be equipped immediately or placed into your Backpack.



Example: **Hunter** is in a location with the Shop icon. He chooses to visit the stall. He has 3 , 3 Path tokens are on his Health Slots, and one item is in the Junkbox.

- 1) First, he draws a News card. It's his lucky day; he gains 2 .
- 2) He heals completely, moving the 3 Path tokens from his Health Slots into his bag.
- 3) Next he buys 1 Flipside item for 4 and 1 Regular item for 2 , equipping both immediately.
- 4) Then **Hunter** gives 1 to fix 1 item from the Junkbox. Now all item slots on his Character Board are full, so he places the fixed item into his Backpack.

He keeps 1 coin in the supply just in case.

Set Up Camp

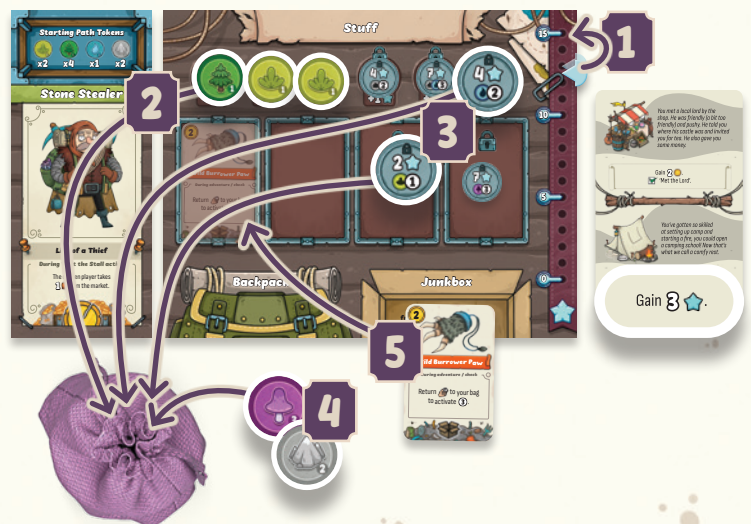
This action can be performed in any location. If you end your movement in a location where no other actions are available, you must Set Up Camp.

Follow these steps in order:

- 1) Reveal the top card from the News deck. Read the flavor text **at the bottom of the card** aloud, then gain Camp bonuses (You cannot refuse). Place this card face down on the bottom of the News deck.
- 2) Return all Path tokens from your Health Slots to your bag to heal your character completely.
- 3) You may give to unlock Health or Item slots on your character board. Give the XP cost shown on the Blocking token, then add the Blocking token to your bag as a new Path token. You can unlock slots in any order, regardless of their position on the board.
- 4) You may give XP to buy any number of level 2 and/or level 3 Path tokens from the supply. Prices are listed on the Organizer. Purchased tokens are immediately placed to your bag.
- 5) You may give 1 per item to fix any number of items from your Junkbox (See Fix on p. 30). Fixed items can be equipped immediately or placed into your Backpack.

Example: **Stone Stealer** chooses to Set Up Camp. He has 13 , 3 Path tokens are on his Health Slots, and 1 broken item is in his Junkbox.

- 1) He reveals a News card which grants him 3 . Sadly, a character cannot have more than 15 so he only gains 2 . The 'excessive' 1 is gone.
- 2) **Stone Stealer** heals his wounds by placing Path tokens from his Health Slots back into his bag.
- 3) Then he gives 4 to unlock 1 Health Slot, adding the Blocking token to his bag as . He also gives 2 to unlock 1 Item Slot, adding that Blocking token to his bag.
- 4) Next, he buys 1 token for 2 and 1 token for 5 .
- 5) Finally, he gives 1 to fix the Item in his Junkbox and equips it immediately. His final 1 sits quietly, waiting for its moment to shine.



Complete Your Personal Quest

You may read your Quest card in advance to see what's coming and prepare accordingly.

To perform this action, your character must be in the location with your character's . You cannot complete another character's Personal Quest.



Example: **Hunter** moves onto the location **W4**. Time to complete his Destiny quest.

First, read the text on the card below the **I'm here** icon aloud.

There are two types of quests:

Check: When you see the keyword Check!, you must immediately perform a check (see 'Passing Checks' on page 18). You cannot refuse it.

Choice: You are presented with options. Choose the one you prefer.



Example: **Visitor** needs to make a choice for her Physical Glitches Personal Quest.

She has no coins left, but she has two items, each worth 2 .

She decides to give the items to fulfil the top option's requirement. Now, they are both removed. As a reward, she can flip her Character Card to its golden side.

Alternatively, she could choose the second cheaper option, gaining 1 and 2 instead.



Regardless of the quests' outcome and check results, return the completed Quest Card to the game box — the quest is complete! Then, reveal the next Quest Card and place your in the location shown on the new card. Next, read aloud the flavor text up to the **I'm here** icon.

When you discard your third and final quest card, congrats! You can now focus fully on the main scenario.

You don't have to ace every quest — how you handle your own problems is only your business! Just make sure to complete all three of them before the finale to join the Final Adventure!

Interact With the Token in the Location

You may only take this action if you're in a location with any of these tokens: a Scenario Token , a Resident token , or a Monster token .

Most tokens are removed from the board after the interaction. When multiple players stop in the same location, typically only one player will get to interact with the token. However, some tokens are left on the board after the interaction. In this case, another player in the same location may also interact with that token later.

To interact with a token, open the Scenario Book or Adventure Book to the entry number shown on the token and read it.

Example: **1 Hunter** is in the location with Shieldback. During the Action Phase, he can now interact with it by opening the Adventure Book to entry **1**.

2 Visitor ends her movement in the location with resident St. John Wort. During the Action Phase, she can interact with the token by opening the Scenario Book to entry **40**.



When performing the Interact with a Token action, players will read texts, perform checks or adventures, and make choices (see relevant sections for details). The interaction ends when you're instructed to **End Your Turn** at the end of the entry.

Upkeep Phase

During this phase, players perform the following actions:

- Return all Path tokens from your discard pile (on your Character Card) and from Item cards to your bag. Path tokens on your Health Slots are not removed.
- Discard 🍊 from Item cards or character abilities to the supply.
- Refill the Market: Place 4 cards from each deck (Regular and Flipside) face up beside their decks (8 cards total).

Once all players have finished the Upkeep Phase, a new round begins, starting with the News Phase.



The Final Round

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When the Round Tracker reaches the last space on the Scenario Track, the final round begins! This round follows special rules. You will have one last News Phase to prepare — heal some wounds (❤️), fix items (🔧), or do anything else the scenario instructs you to.



Important: During the final round, you can no longer complete personal quests or interact with tokens on the board.

The rules for the Final Adventure are described on p. 22.

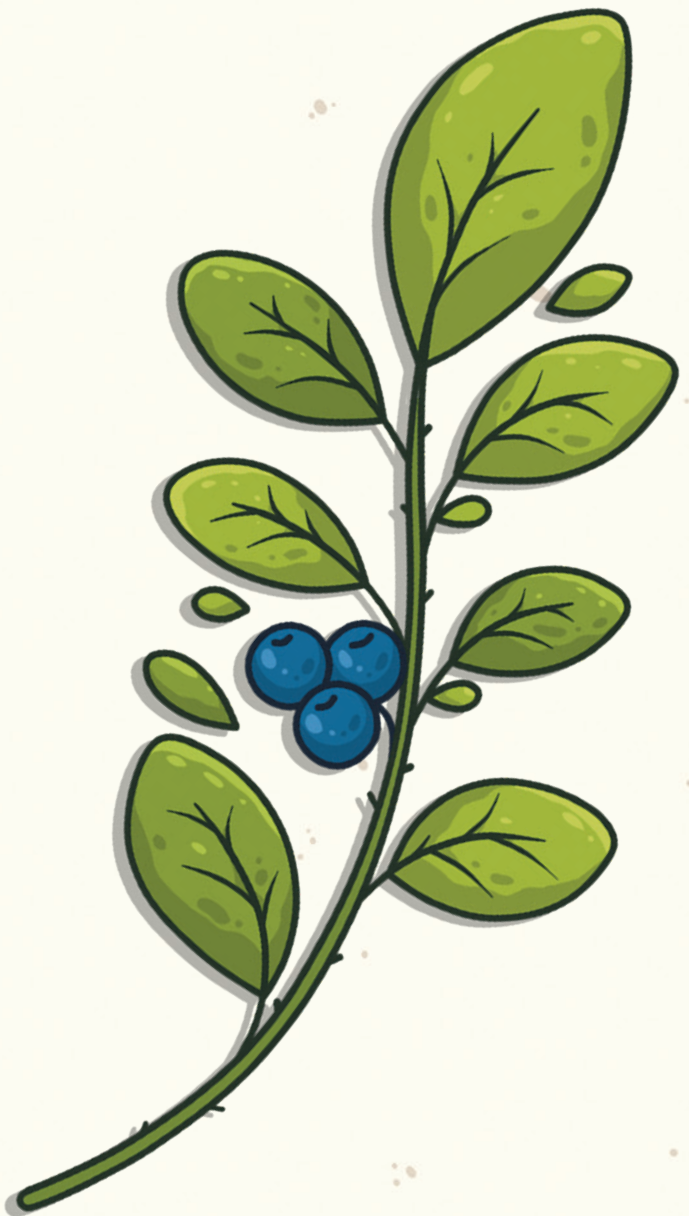


Important: If you fail to unlock the Final Adventure, you must try the scenario another time. Don't sleep on your personal quests and the scenario conditions. You've got to work as a team to reach the magic words: "Unlock the Final Adventure..."

Open the Final Adventure: **The Runaway Circus**.



Now, don't you fret, folks! I'm the elder of Mopkinville, and our town takes care of its heroes. Before the final battle, we'll give you a hand!



Challenges of Mountween

This section covers challenges players will face while exploring the twisted corners of Mountween.

Dialogues & Decisions

While completing Personal Quests, reading the Scenario Book, you will have to make many choices.

Sometimes, however, the choice isn't really a choice, but a consequence of your current game state. In these cases, you **must** follow the option that applies to your group. You cannot choose a different outcome.

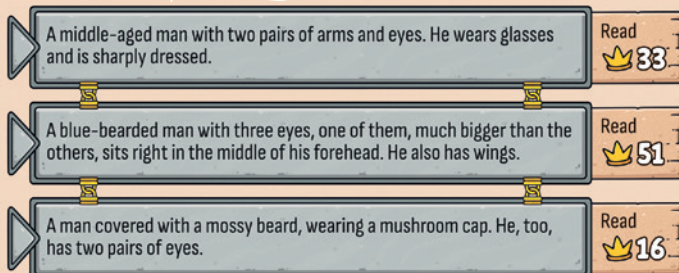


Example: The players must resolve the option whose condition they currently meet. They cannot choose an option.

At other times, you get to choose one of the options.



Choices are marked with arrows. Choose one option and apply the result, which may often lead to performing actions or jumping to another scenario entry.

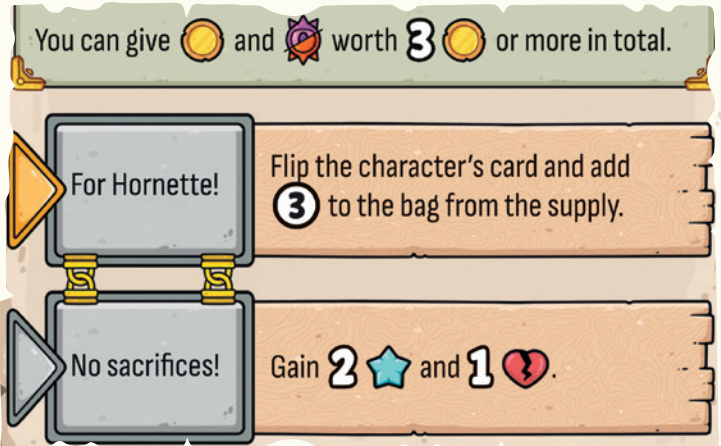


Example: Your group needs to find the Mayor. It's time to guess who actually looks like one...



Some choices require you to give the specified amount of coins or items. In some situations, you have to give the specified number of coins and items or more. You may 'overpay' with any combination of coins and items (but don't expect any 'change').

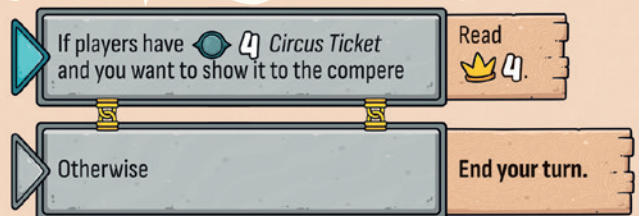
You cannot choose this option if you don't have enough coins or items.



Example: Cultists are trying to convert Motato, demanding an offering for their god. Too bad (or maybe lucky?) Motato has no coins and only a single item worth 2 (coin icon). He can't afford the donation, so he must choose the second option instead, and gain 2 (star icon) and 1 (heart icon).



Some choices are available only if your group meets a specific condition, such as possessing a certain Object Card or a particular achievement, etc. You cannot choose this option unless the condition is met.



Example: If players have a key, they may open the tower door. If not (or they don't want), they must choose the second option, which ends their turn.

Checks

Checks can be found in Character Quests, and while interacting with a token on the board.

Performing a Check always follows these steps:

- 1) Before drawing tokens, you may equip any relevant items from your backpack. (see Items, p. 24).
- 2) To pass a check, draw the number of Path tokens indicated by the check (or as many as you have, if you have fewer).
- 3) Some checks instruct you to Take 1 ❤️ or more. Place the specified tokens onto an empty Health Slot for each matching token you draw. If you take more wounds than you have empty slots, discard the excess tokens.

Check! Draw 5 ?.
Take 1 ❤️ per each 1 ♣️.

Example: Motato performs a check in his "Lab Assistant" personal quest. He only has four tokens in his bag, so he draws all of them. Two are 1 ♣️ tokens. Motato has only one empty Health Slot, so he places one 1 ♣️ token on it (gaining 1 ☆) and discards the second 1 ♣️ token.

Next, check if the tokens you draw meet the success condition (e.g., Have at least one ... token). Before checking the result, discard all drawn Path tokens except tokens placed on Health Slots.

The requirement is always minimum. For instance, if a Check requires at least 1 1 ♣️, drawing 1/2/3 1 ♣️, or more all count as a success.

If you met the condition, resolve the top (more favorable) result. If not, apply the bottom result.

If there are 2 1 ♣️ Zinger learns something new for his studies! Met Zinger. Gain 4 1 ☀️.

Otherwise The experiment fails... Gain 1 1 ☀️.

Example: It's time to see if Motato succeeded. He drew 4 tokens: 2 1 ♣️, 1 1 ♣️ and 1 1 ♣️. The check requires 2 1 ♣️ tokens for success, but Motato only has one. He fails the check and applies the bottom effect, gaining 1 1 ☀️.

Some checks require a specific level, while others require a specific terrain. Only the requested aspect matters. If a check requires a Level 3 token, any Level 3 token will work, regardless of its terrain. This is especially important when using items and abilities.

Check! Draw 5 ?.
Take 1 ❤️ per each except 1 ♣️ and 3 1 ♣️.

If there are 3 1 ♣️ Keep reading.

Otherwise Take 2 1 ☆. Leave the Hermit on the board. End your turn.

Example: To pass a check, Visitor needs to draw 3 1 ♣️ a token. She draws 2 1 ♣️, 2 1 ♣️ and 1 1 ♣️ from the bag. Even though she has a Magic Suppressor equipped, she cannot use it because it meets the terrain conditions, not the level conditions. So she fails the check and must resolve the lower result.

Adventures

Adventures are the heart of the game: some throw you into combat, others send you wandering through locations, choosing which path to take.

Find adventures in the Adventure Book. While most Adventures fit on a single page, some are so epic that they spill onto the next page.

Multi-page adventures are marked with a special icon. When you see the icon, flip to the next page and read the description before you start the Adventure.

13 Gnomes' Den

Example: If the adventure (like Gnomes' Den in the picture) has an arrow icon right to the title of an adventure, flip to the next page and read the additional text before starting the adventure.

Adventure Rules



Every adventure is a sequence of connected steps. Your goal is to move your Adventure Pawn from the Start step to a final step.

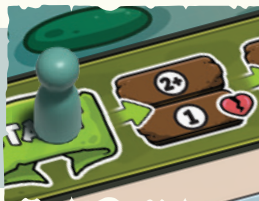
Once you open the Adventure Book and see the challenge ahead, you may equip any items you think are useful (see Items on p. 24).

To complete an adventure, besides the usual components, you need your character **Adventure Pawn**. At the start of the adventure, place your Adventure Pawn on the Start step.

Check the next step you have to take (follow the arrow). Draw one Path token from the bag. If the token meets any of the conditions for the next step, move your Adventure Pawn to that step and activate the effect printed on the right to the step you took. Then, discard the token.

Some steps are divided into two halves, each with different conditions. Depending on which condition you meet, resolve the top or bottom effect. If your token meets both conditions (e.g., a dual token), you choose which effect to resolve (top or bottom). Some steps have no effect at all, while others offer only a top or only a bottom effect. Find more details about step effects on p. 28.

Example: **Motato** draws a token . It is a level 1 token, matching the condition for the bottom section of the step. **Motato** takes a wound, placing the drawn token on a Health Slot.



Some steps can only be taken if you are equipped with a item (see the icon at top-right corner of the item). You cannot take the step if you do not have it. If you move to this step, do not place the item with to the Junkbox or remove it from the game. The lantern simply lights your way, allowing you to take the darker paths.



Example of an item with a lantern icon

Adventure Layout



- 1 Title & Entry Number.
- 2 Flavor text (which may or may not be completely made up.)
- 3 Start space — where the journey begins
- 4 Adventure steps.
- 5 What to do with mismatched tokens.
- 6 The entry to read if you reach the final step.
- 7 The entry to read if you fail the adventure.

Types of Adventure Steps

Choice Steps: These can be taken using a token, a token, or any level 2 or 3 token.

Final Step (with a green border): If you reach this step, read the success text in the matching box at the bottom of the adventure.

This step can be taken only with the certain token type.

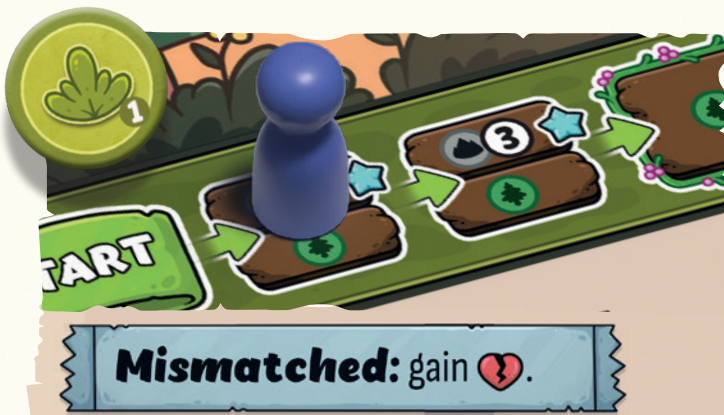
Dual Effect Step:
Has two possible effects, depending on the token used to take it.

Top Effect: Activated if you use the .

Bottom Effect:
Activated if you use any token.



If you draw a token that doesn't meet any condition for the next step, follow the instructions in the Mismatched section.



Example. **Hunter** draws a token. It doesn't match any conditions for the next step: either (3), or (leaf). So he must follow the Mismatched section, which instructs him to take ❤️. **Hunter** places the drawn token on a Health Slot.

Some steps act as forks in the road. You can choose which step to take next after drawing a token – but only if your token matches the conditions for more than one path. If it only matches one path, you must move another way (unless an item or ability changes the situation.)



Example. **Stone Stealer** draws the token (tree). It doesn't match the step above (marked with a blue frame), but it does match the step to the right. He must move the pawn to the right and take a wound.

If the (spiral) icon appears in an adventure effect or the Mismatched section, follow the instructions in the box with the icon (spiral). If it states "Place here (1)", place the indicated token on the leftmost empty slot in that frame.



If you place a token in a framed space, read the text in the matching box at the bottom the adventure.



Example. At the start of the adventure, **Motato** draws a token. He must resolve the bottom effect (spiral) of the step. The frame instructs him to place (1) token, so he places the token in the leftmost empty slot. Since the covered slot has no frame, he simply draws the next token and continues his adventure.



Fortune favours the sly! Nobody's stopping you from a sneak peek inside your token bag before the adventure!



Some steps are marked with a blue frame. When you move onto one of these steps, read the text in the matching blue box at the bottom of the adventure.



Blue-framed steps are not the final steps. After reading, return to the same step and continue your adventure from there. Steps with a blue frame usually help you notice something new in your environment or find items that might be useful later.



Every adventure ends in one of two ways: You reach a final step with a green frame, or you fail before finishing the adventure. Sometimes there are several final steps. It's up to you which one to choose.



Failing an adventure is easier than you think: either by running out of tokens or having no open Health Slots when you're supposed to take ❤️. In either case, jump to the red-framed marked Failure at the bottom of the adventure.

Failure is... a mother of... ahh, experience? This is why I never get upset if an adventure doesn't go my way. Trust me, a well-timed defeat might teach you more than a smooth win.



Important: As long as you don't spend your token to take a step, you can use your character's abilities or equipped items (your own or another player's) to improve the situation. (See Character Skills, p. 26, and Items, p. 24.)

Some steps require tokens with a specific level while others require tokens with a specific terrain. Only the requested aspect matters, and vice versa. This is especially important when using items and abilities.



Example: The Gatewood Cape lets you return your drawn token to the bag to activate (mountain) or (heart). These tokens are Level 2, but that doesn't help because this step requires a terrain type, not a level.

Important: Some adventures in the game have their own conditions for gaining effects, as well as for victory and failure. If these rules contradict the basic rules, the adventure's rules take priority. The world of the Flipside doesn't play fair!

Full Adventure Playthrough



Example: **Motato** vs. **Shieldback**.

- 1 First, **Motato** places his pawn on the Start step.
- 2 Then he draws a token. It meets the step's lower condition. He moves forward one space and takes a wound, placing the token on a Health Slot and gaining 1 .
- 3 His next draw is another . Once again, he takes a step, gaining 1 and 1 .
- 4 Then **Motato** draws another . He could take another wound to take a step, but instead he uses his Thornflies Lord's Stick. He places the token on the item to activate its ability. Now he can use the token. The item lets him take a step and resolve the step's top effect: a new Regular Item from the top of the deck. It's the Magic Coin. He would like to equip the magic coin instead of the already used stick, but he can't un-equip it now because it now has a token on it. Since the staff is useless for this adventure, he returns it to the backpack and equip the magic coin.
- 5 He draws another . It doesn't match the next step condition, so he uses his newly equipped Magic Coin, placing the token onto it. It's great! Because the Magic coin lets him gain 1 from the supply and keep the token on the card.
- 6 The next token is . The final step requires a token, so this is also a mismatch. The Mismatched section for this adventure instructs him to simply discard it. And so he does.



- 7 He draws . No luck. It also goes to the discard pile.
- 8 Only one token is left in the bag: another ! Time for the Singing Blade! He activates the blade by placing 1 on it. The blade's effect states: "Return the drawn token to the bag to take a step." So he returns the in the bag and takes the final step.

Adventure complete! The green-framed Success box directs **Motato** to read entry 7 in the Scenario Book.

If **Motato** hadn't used the Singing Blade, he would have failed the adventure by running out of tokens and the adventure wouldn't have been fully completed. In that case, he would have had to read the red-framed box — entry 12.

Hmm, you found Shieldback by the lake and somehow won with your amazing skills. Coincidence? I think not.



Final Adventure

The Final Adventure begins in the final round, but only if the players successfully complete the scenario's objective. When instructed, get a special Final Adventure board from the box.

This is a cooperative challenge where the entire group moves a group pawn (use the Round Tracker) from the Start to the final step.

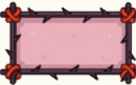
Unlike regular adventures, the Final Adventure consists of step chains. Also, steps in the Final Adventure have only one effect — no top or bottom effects.

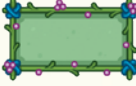
At the start of the adventure, search for the step chain marked Start. Place the group pawn on the starting step that matches the number of players who began the Final Adventure (ignore players who were eliminated or didn't qualify.)



Example: In a three-player game, **Hunter**, **Motato**, and **Stone Stealer** are getting ready for the Final Adventure. But here's the catch: Hunter hasn't completed his personal quests, so he can't help the others during the final adventure. The group token is placed on the step marked **2** for 2 players.

Characters can drop out of the Final Adventure just like in regular adventures (if they can no longer draw a Path Token from the bag, or if they must take a **♥**, but have no available Health Slots.) Eliminated players can no longer draw tokens, use abilities, or activate items. They now simply watch the story unfold.

 If all players are eliminated, the adventure ends immediately. The last player to drop out reads the entry shown in the red frame.

 If the group reaches a green-framed step, you win! Read the entry shown in the green frame.

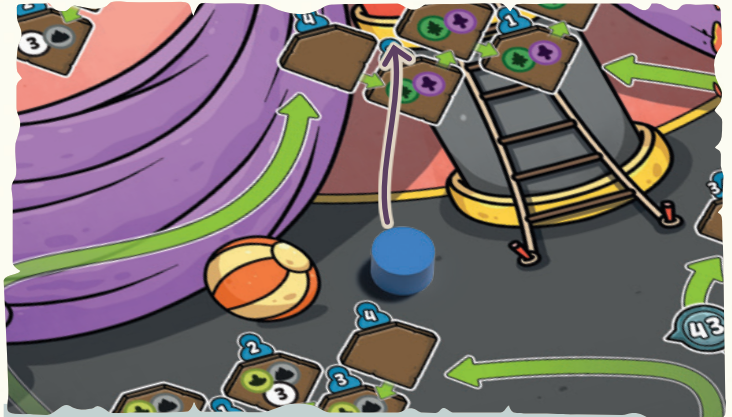
The Final Adventure is played over a series of turns, which are different from regular adventures:

- 1 At the start of every round, every active player draws 1 random Path token from their bag. For each matching token, players move the pawn forward by one step. Any player who draws a mismatched token activates the effect from the Mismatched section.

 **Important:** As long as you don't spend your token to take a step, you can use your character's abilities or equipped items.

- 2 Once the pawn reaches the final step of the chain, all unused path tokens are returned to the bag. Even if you draw tokens that cannot be used to take a step, do not activate any Mismatched effects at the end of the chain — simply return the tokens to the bag. If there are more matching tokens than steps left, players decide together which tokens to use and which ones to return to the bag.

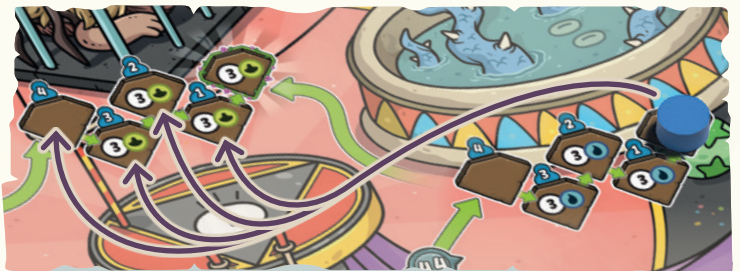
After finishing a step chain, follow the arrow to the next step chain. Place the group pawn on the starting step of the new chain that matches your group's size (the number of players who started the Final Adventure, not the current number). This chain transition is free; no tokens are required. Afterwards, players keep taking turns.



Example: The adventurers group, **Motato**, **Stone Stealer**, and **Visitor** barely makes it through the first chain. Sadly, the group has lost **Stone Stealer**, who had to take a wound and couldn't keep moving. Even though only two characters will continue the adventure, **Motato** and **Visitor**, they place the pawn on the starting step of the next chain marked **3**, since that's how many started the Final Adventure.

Some step chains end with a choice of which chain to follow next.

When following an arrow to a new chain, always place the group token on the step of a new chain that matches your group's size , even if the arrow points to a different step. (The arrow only indicates which chain to go to, not the specific step.)



Example: When moving from the pool chain to the final chain, place the group pawn depending on:

- 4 players: on the leftmost step 
- 3 players: on the second step from the left 
- 2 players: on the third step from the left 
- Solo play: on the second step from the right 

If  icon appears, while moving the group Pawn along an arrow to the next chain, move the pawn to the starting step of the new step chain. Then, draw the Stuff card with the matching number from the Stuff deck and follow its instructions (see Final Adventure Stuff on the right.)



Example: **Visitor**, **Hunter**, and **Motato** complete a step chain using Motato's token. **Visitor** has a mismatching  token, so she returns it to the bag. **Hunter** has a matching  token (due to his level (3)), but since the chain has ended, it's also returned to the bag along with Visitor's token.

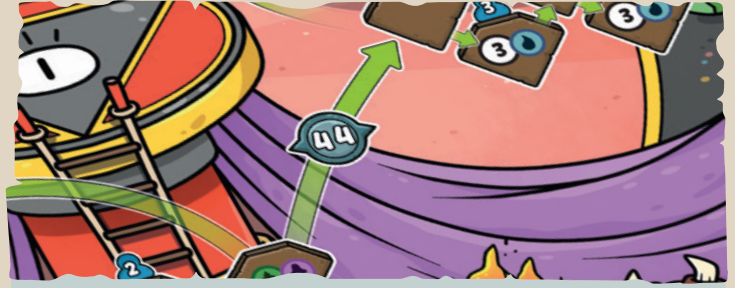
The players now have a choice: move to the step chain on the left or the right. They choose right, placing the group Pawn on the new chain's starting space with a  icon.

There is a stuff icon  on the arrow leading to the new chain. This means the players draw Stuff card numbered 43 from the Stuff deck and follow its instructions. After that, they continue the Final Adventure following the standard rules (see Step ).



Final Adventure Stuff

During the Final Adventure, you face various challenges. Moving from one step chain to another often requires activating a Stuff card's effect.



Example: After moving from the lower chain to the upper one, the players must activate the effect of Stuff card 44.

There are two types of Final Adventure Stuff cards: with single-use and permanent effects

Single-use effects

Activate the effect immediately when revealed, then return the card to the Stuff cards deck.

Permanent effects

Lasts for the entire step chain (if specified on the card) or until the Final Adventure ends.

Example: This permanent effect lasts until the Final Adventure ends (unless stated otherwise.)

Example: This permanent effect applies only to the current step chain. Return the card to the Stuff Cards deck when moving to a new chain.

Quick Tentacles

Single-use adventure effect



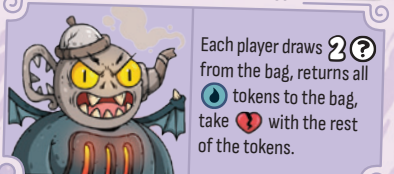
Sleepwalking

Permanent Adventure Effect



Boilzebub

Single-use adventure effect



A shortcut might save you time, but it sure won't save your skin — watch out for traps! But if you don't have the muscle for the final fights, my door is always open. I'll feed you some cured stinker, toughen up those scrawny bodies of yours, and maybe even toss an artifact or two so you can beat the enemy.



A Guide to Not Getting Flipped

Items: Regular and Flipside Items

Items help characters move across Mountween more efficiently and improve their chances to complete adventures and the checks.

Items come in two types: Regular (🔴) and Flipside (🟡). This distinction matters when you're instructed to gain or lose an item of a specific type.

🔴 icon represents any item — Regular or Flipside (players choose.)

Items are useless while they are stashed in your backpack. To use an item during movement, checks, or adventures, you must equip it. An item's ability only affects the character who has it equipped.

You can equip as many items as you have open slots on your Character Board (you always start with 2 slots). Items can be equipped or swapped at any time during the Movement Phase, or at the very start (not during!) of the Check or Adventure. (Items gained mid-adventure are a special case. See Icons in the Adventure Book, p. 28.)

All unequipped items are kept in your Backpack — there's no limit to how many you can carry there. Broken items are kept in 🗑️, no limit as well.

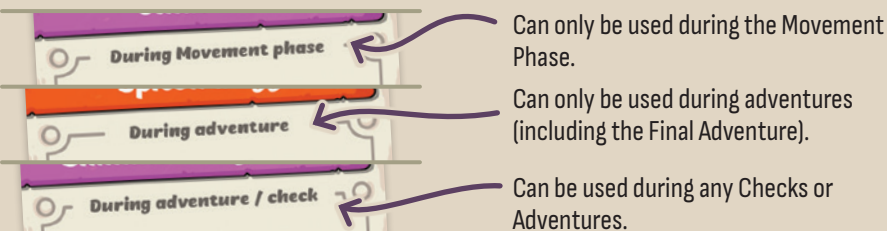
Anatomy of an Item Card



Item Usage Conditions

Some items can only be used under certain circumstances. The Usage Condition text on the card specifies when its ability can be activated.

There are several conditions in the game, the most common conditions ones are:



No condition means you can use it anytime you like.

Item Types

Items in the game work differently. In The Flipside, there are four main types of items:

1 Items Activated with Path tokens

To activate the ability of this item, place a Path token on the equipped item during the Movement Phase, check, or Adventure.



Important: You cannot simply decide to draw a token to activate an item whenever you wish. You can only do this when you're instructed to draw a token.

A Path token placed on this item shows that its effect has been activated this round. This token is returned to your bag during the Upkeep Phase.

Example: **Motato's** Staff usage examples

At the start of the **Movement Phase**, **Motato** draws 5 Path tokens: 3 green, 1 blue, and 1 red. He decides to place 1 green on his staff to be able to activate and move onto a Mountain location during this phase.

Motato's Staff during the check. **Motato** performs a Check: "Draw 3 tokens. Take a wound per each green." The success condition is at least one blue among the drawn tokens.

He draws 1 green, 1 blue, and 1 red. Normally, he would take a wound for 1 green token. Instead, he places 1 green on his staff to activate instead of 1 green. It helps him avoid taking a wound and meet the check condition, since he now has at least one blue among the drawn tokens.

Some items can **only** be activated to avoid wounds.



Example: **Visitor** completes her personal quest and must take 1 red. Instead of placing the token on a Health Slot, she places it on Grimeowr, activating the item and gaining 2 stars.

2 Items Activated with Coins

To use this item's ability, place a coin on the equipped item card. A coin placed on the item shows its ability has been used this round. If an item has 2 slots for coins, its ability can be used twice per round, placing a 1 coin each time. All coins on items are discarded during the Upkeep Phase.



Example: **Stone Stealer** performs a check: "Draw 3 tokens. Take a wound per each green." The success condition is to have a blue token among the drawn tokens. **Stone Stealer** draws 1 green, 1 blue, and 1 red. Instead of taking a wound for a green token, he gives 1 yellow to activate the Zinger's Magnet. Its ability helps him return the green to his bag and choose a blue token from the bag to replace it. He avoids the wound and passes the check because he has a blue among the drawn tokens.

If he didn't have a blue in his bag, he would have to use another token. He'd still avoid the wound, but fail to meet the success conditions.

3 Single-Use Items

After using this item's ability, the card is returned to the box.



Example: **Hunter** wants to save tokens during the Movement Phase. He moves onto a location with a blue, then activates the Swiftrunners to cross the board onto his quest destination. After using the Boots, he removes the item immediately (returns it to the box).

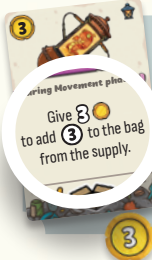


4 Fragile Items

After using this item's ability, place the card in your Junkbox (box). Items from your Junkbox can be fixed (for money or experience) during Visit Stall or Set up camp actions (or by gaining a blue effect during an Adventure.)

If you sell or give an item from your Junkbox, it's value is reduced by 1.

There's no limit to how many items can be in your Junkbox.



Example: During the Movement Phase, **Motato** is delighted to have 3 yellow. He uses 3 yellow to activate the Queen Iguana item and adds an extra token (3) to his bag. The item is then moved to the Junkbox. With luck, and a few coins, he might find in his winter coat pockets, and fix it later.

Equipping Items

Before any check or adventure, once you see what's coming, you may equip items you think will be most useful.

The only exception is if you gain an item during an Adventure, you may equip it immediately. Even if it requires un-equipping another item, place it in your backpack.

You cannot unequip an item that has any coins or Path tokens on it, even when preparing for a check or adventure. They are now part of your ship.



Character Abilities

In The Flipside, teamwork is everything. Character abilities are designed not just to help you, but the other players as well.

Character abilities follow the same usage conditions as items; they can only be used in specific situations, like during the Movement Phase, when your teammate is facing a check or Adventure, while visiting a shop, and so on (see Item Usage Conditions, p. 24).



Each ability begins with the **Chosen player**, which means the player controlling the character can choose either themselves or any other player, regardless of their location.

To activate an ability, your teammate must perform the action required by their character's ability condition (e.g., Visiting Stall for Stone Stealer's ability), or perform a check or Adventure if it's specified by the ability.

Character abilities are used the same way as activating items: place your coins on the ability (see Items Activated with Coins, p. 25). The character who owns that ability must pay for that.

Your character's abilities are printed on your Character Card. At a certain point, players may be instructed to flip your Character Card to its golden side. It means you can turn your Character Card to its "golden" side, which features a more versatile ability and/or easier activation conditions.

When you flip your character board, discard any coin on it (indicating the ability has been used this round) and move all Path tokens currently in your Discard Pile (on the starting side) to the Discard Pile on the new golden side.

Example: **Hunter's** starting side of the Character Card, and its golden side (more versatile ability.)



How to Use an Ability



Example: Stone Stealer can help his teammates gain more items when they visit the stall.

During the Action Phase, Motato ends his move in a stall location and performs the Visit Stall action. Then he asks Stone Stealer to activate his ability. Stone Stealer places 1 from his supply in the shown place to activate his ability. As a result, Motato gains 1 extra Regular Item from the market.

Heroes of Mopkinville always have each other's backs! Even miles apart, I can feel their support and experience!



Stuff Cards

Players gain Stuff cards during scenarios. These cards sometimes represent your progress through the story, and sometimes open up new ways to overcome checks and adventure.

 is a Stuff icon. When it appears in the Scenario Book or you're instructed to Gain , search for the card with the matching number and read its name and text aloud.

There are three types of Stuff cards: **Common Stuff**, **Personal Stuff**, **Adventure Effects** (most often seen in Final Adventures, see on p. 23)

Common Stuff cards are placed under the Scenario Board. They belong to all players. If the Scenario Book asks whether your group has a specific Common Stuff card, the entire team is considered to have it.



Some Stuff has nothing but a name and a picture. These are always considered Common cards and placed under the Scenario Board.

Personal Stuff is kept in front of the player who gains it, placed in the Stuff area above the Player Board. Some Personal Stuff can be passed using the basic rules during the Movement Phase (see Movement Phase on p. 12).



Some Personal Stuff cannot be passed (this will be stated on the card).



If the Scenario Book asks whether you have a specific Personal Stuff, that card must be in possession of the player who interacts with the token in that location.

Note: When returning *Stuff* cards to the deck, try to place them back in their correct numbered slot — this makes setup much easier for future games.

Some Stuff cards can be activated only during a specific phase or while you're in a certain location.

Note: If a **Stuff** card reads “While in this location during the Action Phase, read...,” then reading the indicated entry is your only action during that Action Phase. You cannot read that entry if you have already taken another action.



Some stuff is also Items. They follow the same item rules. Their abilities can be used only when the card is equipped. If you don't want to equip a Stuff-Item, keep it in your backpack. If you are instructed to lose a Stuff-Item, return it to the Stuff cards deck.

Challenge Difficulty in Mountween

The Flipside is full of danger: some are deadly, some are just annoying.

To help you understand what monster or challenge you are up against, tokens are marked with difficulty icons.

No icon: Easy challenges, manageable even in early rounds.

Icon (

Icon (): **Epic.** You'll need powerful gear and a well-built token bag to succeed.

Achievements in The Flipside

As you play scenarios, you earn Achievements that affect the rest of the game:

When you see the Achievement icon  followed by an achievement name, mark it on your Achievement Sheet — it's now earned for the whole team.

If the Scenario Books asks whether you have a specific achievement, make sure it's marked on your Sheet before you proceed to the scenario.

Note: You cannot unlock every achievement in one playthrough! To fully explore the Flipside, you'll need to replay Scenarios to uncover them all.



Not every achievement is a game-changer — brushing your teeth won't exactly refill Mopkinville's treasury!

Key Symbols & Keywords

Icons in the Scenario Book Other Icons

The icons below are step effects gained during adventures.



Fix 1 Item from your Junkbox (🗑️). Move 1 🐾 to your Backpack or Character Board from 🗑️. Unlike fixes at the Shop or during Camp, **no coins** are required.

Items fixed by an adventure effect can be equipped immediately to an empty slot on your Character Board, or replace an equipped item, provided that item has not yet been activated with coins or Path tokens.



Gain a Regular Item from the top of the deck (you cannot take an item from the Market this way). You may equip this item immediately to an empty slot on your Character Board or replace an equipped item that hasn't yet been activated with coins or Path tokens.



Gain a Flipside Item from the top of the Flipside Item deck (you cannot take an item from the Market this way). You may equip this item immediately to an empty slot on your Character Board or replace an already equipped item that hasn't yet been activated with coins or Path tokens.



Gain 1 🌟 and move your character's XP up by 1 space.



Gain the specified number of coins. These coins can be used immediately during this exact adventure to activate character abilities or item effects.



Take a wound for the token you have just used to take this step in the adventure. If that Path token was previously a Blocking token, place it face up onto an empty health slot.



Follow the instructions written in a box with the icon 🌀. If the frame reads, "Place ! here," place the indicated token on the leftmost empty space of this box.



Example: **Motato** draws the token 🐾 and moves to the next step, gaining its bottom effect. This effect directs him to a 🌀 Box, requiring him to move 1 of his equipped item to his Junkbox.



You may only take a step with this icon if your character has an equipped item with 🏠 icon. Do not discard or move that Item to the Junkbox — it simply lights your way.



Number of players. Contents and starting steps of the Final Adventure marked with 2 are used in two-player games; icon 3/4 is for three- or four-player games.



Path token of a particular terrain type and level.



Path token that has just been drawn but has not yet been used for movement, steps, item activation, or any other action.



Path token of the indicated level.



Example: To move to a step requiring '3', you must use any Level 3 Path token.



Path token of Level 2 or higher (i.e., Level 2 or Level 3 tokens).



Path token of Level 1 or higher (all Path tokens in the base game.)

Loot Die Faces



- 🌟 Gain 1 🌟 from the supply.
- 🌟🌟 Gain 1 🌟 from the supply and 1 🌟.
- 🌟🌟 Gain 2 🌟 from the supply.
- 🌟🌟🌟 Gain 1 🌟 from the supply and Fix 1 🐾 (see Fix 🐾, p.30)

Key Gameplay Terminology

Common phrases sorted alphabetically for easy reference

Return to the Stuff deck: Return the specified stuff to the Stuff deck. Place it back in numeral order to make setup easier for your next game.

Return drawn (?) / (👤) to your Bag: Return the token you have just drawn back to your bag without using it. If a specific token is named, return that one.

Return (X) (?) from the Discard pile to your Bag: Choose the specified number of Path tokens from the discard pile on your Character Card and return them to your bag (if no number is specified, you return 1 token.) You are free to choose which tokens to return.

Return (?) to the Supply: Return the specified token (from your discard pile, from your bag, etc.) to the corresponding compartment in the organizer. If you have no tokens to return (the required token isn't in your discard pile or bag), do nothing and continue following the rest of the instructions. (If you're instructed to add a Path token to the bag from the supply, add it, even if you didn't return anything.)

If instructed to return a token to the supply and then add a token to the bag, but none are left in the supply (e.g., there are only 7 (👤) tokens in the supply, and they can run out), you still return the specified token to the supply, even if you gain nothing instead.

Return (!) / (?) to the supply from the current location: Return the (!) / (?) token from the location you interacted with this token to the supply.

Take (👤) / (👤) / (👤) from the Market: Choose an item of the specified token type from the Market. You may equip it immediately or place it in your backpack.

Draw (X) (?) : Draw the specified number of random Path tokens from your bag. No peeking into the bag while drawing.

Add (?) to the bag from the supply: Take the specified token from the organizer and add it to your bag. If a specific level is indicated, you may choose any available token of that level.

If there are no matching tokens left in the supply, nothing is added.

End Your Turn: Stop reading the Scenario Book at this point. Your action is complete, but you may still use your character's ability to help other players.

Heal (X) (❤️): Return the specified number of Path tokens from your Health slots to your bag. You choose which tokens to return.

Use (?) : Use the specified token (from your discard pile, bag, etc.) to pass a check, complete an adventure, etc. Then discard the used token. If the token does not meet the step's conditions, you must follow the Mismatched rules or use another item or character's ability.

You cannot use an item or ability if the required token is not available (not in a discard pile, bag, etc.)

Buy (X) (👤): Give coins to buy up to the indicated number of items from the Market. You may buy fewer items or skip this action entirely. You cannot buy items from the deck.

Do not refill the Market with new cards to replace the bought ones.

Buy (X) (?) : Give XP to buy any number of Path tokens from the supply. Take them from the organizer and add them to your bag.

Token costs are shown on price tags in the organizer next to the matching token types:

Tokens ① (👤 and 👤) cannot be purchased (as shown ✖️ on the price tag).

Tokens ② (👤 and 👤) cost 2 (⭐).

Tokens ③ such as (👤 and 👤) cost 4 (⭐), and (👤) cost 5 (⭐).



Leave on the board: Leave the specified token in its current location. Any other player may interact with this token, even in the same round, provided they are in the same location and haven't performed their action yet. The player who originally tried to interact with the left token may try again in any future round (following basic rules).

Flip the Character Card: Flip your Character Card from its starting side to the golden side. This upgrades your character's ability and may also change its activation conditions. A Character Card can never be flipped back to its starting side.

Gain (👤) / (👤) / (👤): Draw the specified item from the top of the deck. You may equip it immediately.

Gain (👤): Search for the Stuff card with the matching number and read it aloud. Common Stuff is placed under the Scenario Board. The player currently performing the action keeps Personal Stuff in their personal Stuff area above the Character Board.

Take (❤️): Place the Path token you drew on a Health slot. If you must take a wound during an adventure but have no empty Health slots, turn to the red-framed entry at the bottom of the adventure.

Take (❤️) with each (?) : Used during checks. After drawing tokens during a check, place all tokens of the specified type on your Health slots. If you have more wounds than empty Health slots, place as many tokens as possible and discard the excess tokens.

Take (X) (❤️): Take the specified number of random tokens from the bag. If you have more wounds than empty Health slots, do not take new wounds and discard the excessive tokens. If there are fewer tokens than required (X) wounds, place as many tokens as possible and (❤️).

Gain (X) (⭐): Gain XP and move your XP Marker up the track by the specified number of spaces.

Gain (X) (👤): Gain the specified number of coins.

Lose (👤) / (👤) / (👤): Remove an item of the indicated type from the game (you won't need it for the rest of the game.) If you do not have this item, you lose nothing.

Lose (X) (👤): Return the specified number of coins to the organizer. If you have fewer coins than required, return all left coins.

Give (⭐): Move your XP Marker down by the required number of spaces. XP can typically be given during the Set Up Camp action, or when directed by the Scenario Book.

Give (👤) and (👤) worth (X) (👤) or more: Remove items and return coins to the supply in any combination worth the required cost. You may 'overpay' with but don't expect any 'change'. You cannot perform this action if you don't have enough coins or items. You can give (👤) from the Junkbox, but keep in mind their value is reduced by 1.

Give (X) (👤): Return the specified number of coins to the organizer. You cannot perform this action if you do not have enough coins.

Give ✕ : Remove the specified number of items from the game (equipped, in Backpack, or in Junkbox). You cannot perform this action if you do not have enough items.

If you remove equipped items that have coins or Path tokens on them, return coins to the supply and place Path tokens in your discard pile.

Activate (?) : Treat yourself as temporarily possessing the specified Path token (terrain/level). Immediately use it to move, perform a check, or take an Adventure step.

You do not physically gain this token from the organizer, nor can you use it to take a wound  (even if you're instructed to.)



Example: *Motato* performs a Check requiring to draw 4 tokens, at least one of them has to be . He draws no Mountains. *Motato* doesn't give up: he places one of his drawn tokens on his starting item Staff of Motato» [effect: «Resolve «]. He is now considered to have a  token, and he successfully passes the check.

Activate : Follow instructions in the box marked with this icon ... If it states «Place  here,» place the token in the frame's leftmost empty space of this box.



Example: *Motato* is fighting a Charmweaver. At start, he draws a  token. He moves to Step 1 and resolves its bottom effect : «Resolve ...» He reads the instructions in the corresponding frame and places the  token from the supply on the frame's leftmost space.

Fix ✕ : Move the specified number of items from your Junkbox  to your Backpack. It's free, unless stated otherwise (like in Visit the Stall and Set Up Camp actions.) Fixed items may be equipped immediately to an empty slot on your Character Board or used to replace an equipped item that has not yet been activated with coins or Path tokens.

Check: Perform a check. During a check, you may use any character abilities or items marked During Check or During Adventure / Check, as well as any abilities and items without usage conditions (see more about checks, p. 18).

Checks always list a minimum success requirement. (e.g., There are  means drawing 1/2/3 and more  tokens all count as a success).

Sell  /  / : Remove an item from the game and gain coins from the organizer equal to its printed cost. Items with no value cannot be sold. Items in your Junkbox may be sold, but their value is reduced by 1. Equipped items with coins and Path tokens on them may be sold. Return coins and items to the supply and place Path tokens to the discard pile (on the Character Card.)

Continue your adventure: Return to the Adventure Book and continue completing from the step where your character's pawn is currently placed.

Take a step: Move from the current step to the next step.

Take a step, ignoring its effect: Move from the current step to the next step without activating the effect normally triggered by the used Path token.

Unlock a Slot: Remove a Blocking token from your Character Card and place it into your bag, opening a new Health slot or Item slot for your character.

You may remove any token you choose in any order.

You must place Blocking tokens in your bag; you cannot remove them from the game. Some dual Blocking tokens have unique terrain combinations. They are used the same ways as other dual tokens.

This action does not cost XP unless stated otherwise.

Unlock the Cheapest Slot: Remove 1 Blocking token with the lowest XP cost from your Character Board to your bag.

If there are multiple Blocking tokens with the same lowest cost, choose one.

This action does not cost XP unless stated otherwise.

Refill the Market: After buying each item, immediately replace it with a new item from the matching deck.

Discard (?) : Place the specified token on the discard pile on your Character Card.

Roll the Loot Dice : Roll the dice and gain the result.

Lose as a group: All players must lose the specified number of  or . If you have fewer coins and items than required, lose as many as possible.

Give as a group: Players may 'club together' to get the specified cost.

One player may pay the entire cost (not necessarily the one performing the action).

Remove from the game: Remove the specified token from the game (you won't need it for the rest of the game.)

Keep reading: Keep reading the current entry until you see **Proceed to Movement Phase, Continue your Adventure, or End Your Turn.**

Solo Mode

The Flipside is brilliantly designed for solo play. Dive into the mysteries alone and savor every eerie detail alone. But remember: when things go wrong, there's no one to call for help.

Who needs extra eyes and ears? More trouble than they're worth. Trust no one — I certainly don't.



Solo play uses the same basic rules, with minor changes to the number of rounds and certain Adventure steps. You must still complete all your personal quests during the game to unlock the Final Adventure and reach the green-framed step to win.



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Rules version 2.0



Want to dive even deeper into the Flipside and follow Mopkinville's heroes on new adventures?

The «Buttons and Biscuits» and «Picks and Potions» expansions each add over 100 pages of wild adventures in the journals of your favourite heroes! What is the true price of patching the Flipside? What's that stone in Motato's forehead? What happens if you steal every Keepers's stone? And why did Mopkinville Flip over in the first place? Find the answers to all these and many other questions in the expansions — not to mention secret envelopes full of new abilities for the characters you've already come to love!



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Mountween Residents



St John Wort

Local herbalist and healer, master of all secrets. Will patch you up — if you've got a few coins and something to patch up.



The Hermit

Quite a grumpy, eccentric loner who has no time for softies. The one who taught the Hunter how to stitch the Flipside with magical thread. Knows everything about monsters — and how to kick their butts.



Zinger

Mad engineer ready to dismantle reality if it means finding the parts for his perfect robot. He barely notices people — only wires. He'll trade you incredible gadgets, but only for your most interesting junk.



The Lord

Ever since his wife flipped over and turned into a quiet, snarling beast, he now sits in his gloomy castle, bored and hoping for visitors. And he's also searching a way to flip his wife back.



Simon

The perpetually sleepy owner of Simon's Lost & Found. Always looking for "lost things." If your sensitive legal documents went missing, there's a decent chance Simon has already got it. He's always willing to make a trade, provided you have something he wants.



Darkhand

He runs the Darkhand shop. He'll sell you anything — even your own brother (if he's valuable enough). Knows every shady character and sketchy deal in the region.



The Blind Thinker

Lives by the Volcano of the Very Beginnings. Don't let the «blind» part fool you; the old man sees more than most. He knows every story and tradition of Mountween. His explanations usually leave you with more questions than you started with.



The Headmaster of the Academy

A cheerful fishman chancellor of the Pretzel Flipside Academy (which also happens to be a candy factory). Hard to say if his real job is academic administration or perfecting his cake recipe, but he's quite good at both.