

# The Flip Side

The game called 'The Flip Side' has karma and reincarnation as the theme. The board consists of two parts - "Heaven" and "Hell". At each turn, the player is required to make a decision based on a given scenario. This decision can be good or bad which can be advantageous depending on the side of the board the player is playing on.

The trick of the game is, at any point, the board might shift from one part to another. From "Heaven" to "Hell" or vice versa. The players have to strategize keeping these changes in mind. The player will traverse 4 increasingly dangerous levels. To win, the player must reach the end of the final level of the board while having a certain number of what we call "Karma Points".

Karma points are either "Good" or "Bad" and typically they are a representation of the kind of deeds the person has done in the game.

Just as it is in life, going down the path of evil is risky, but can have huge payoffs, while being good is difficult, but definitely a less dangerous option.

## RULES OF THE FLIP SIDE:

- **Beginning the game:**
  - The side of the board to start playing on is chosen by throwing a dice.
  - All the players have to start at the starting position of the side of the board picked.
  - All players roll the dice. Highest takes the first turn. Play then continues clockwise.
  - Start off with 50 KP either good or bad. It's up to you!
  - A dice is rolled and if the number is even, the board starts off in Hell mode. Otherwise, it starts in Heaven mode.
- **What you do on a turn:**
  - On your turn, roll the dice.
  - Move your piece those number of spaces.
  - Always move your piece forward in the direction of the arrow.
- **Level Transition:**
  - At the end of a segment, demarcated by a barrier, you may pass through if you meet the following Karma Point requirements:

	Heaven		Hell	
	Good	Bad	Good	Bad
1st Barrier	100	125	125	100
2nd Barrier	150	175	175	150
3rd Barrier	200	225	225	200
4th Barrier	250	275	275	250

- You must either meet the requirement in purely GKP or purely BKP. After you cross the barrier, you start off with a clean slate(ie. no points).
- Advantages garnered from previous cards will still be valid.
- If you reach a barrier and do not have the required number of points, you have to move back to the center of the segment (marked by stars). (MID-LIFE CRISIS)

### THE FLIP SIDE SQUARES:

- Flip Square
  - If you land on this square, flip the board to make the other side of the world influence the gameplay. The corresponding positions in each segment remain the same.
  
- Decision Square
  - If you land on a decision square, draw a decision card.
  - Each card depicts a scenario and asks you to make a decision which can either be good or bad.
  - Based on if you think your choice is morally good or bad, pick a card from the 'Good Deed' or the 'Bad Deed' deck, respectively.
  - Each card displays the point gains incurred by your decision and may have an additional bonus advantage. **Keep the cards till you use the advantage.**
  
- Event Square: If you land on an event square while the board is flipped to Heaven, you will encounter one of the following people:
  - **Note:** If GKP and BKP are equal, you get an advantage (Benefit of Doubt)
  - Police ( Bulldog)
    - If you have more Bad Karma Points, the police will send you to jail for 1 turn.
    - If you have more Good Karma Points, the police will offer you their protection, allowing you to skip one event square when the board flips to Hell(up to Demon).
  - Priest (Panda)
    - For Bad Karma, the priest absolves you of your sins and cuts your Bad Karma Points in half(some acceptable fraction).
    - For Good Karma, the priest blesses you, increasing the good karma you receive from your next good deed twofold.
  - Judge (Owl)
    - For Bad Karma, the Judge forces you into community service. You must not make any bad decisions in your next 4 turns or you will be sentenced to prison for 4(or any suitable number) further turns.
    - For Good Karma, the Judge makes you a witness, allowing you to bypass the actions of the Godfather in Hell.
  - Angel
    - For Bad Karma, the Angel strikes you down, resetting your Bad Karma Points to 0.
    - For Good Karma, the Angel grants you its protection, nullifying all bad effects of event squares in Hell except for Satan, once.

- God
  - For Bad Karma, God smites thee, infidel, sending you back to the beginning of the current segment.
  - For Good Karma, God saves you from his adversary Satan (and any of Satan's underlings) once.

Event squares when the board is flipped to Hell.

- Thug (Raccoon)
  - Bad Karma: You and the thug join forces to mug people. Gain 50 BKP.
  - Good Karma: You are mugged by a thug. Move back 3 steps and give up 10 GKP.
- Hitler (Snake)
  - Bad Karma: Hitler charges you with a Panzer force. All bad decisions will have double BKP for the next 4 turns.
  - Good Karma: Hitler prevents you from saving refugees. All GKP gained from good actions are halved for the next 4 turns.
- Godfather (Cat)
  - Bad Karma: The benevolent Godfather pays off the Judge, allowing you to bypass all actions of the Judge (and under) in Heaven. You also multiply your BKP by 2
  - Good Karma: The Godfather strikes fear in your heart by placing a bloody knife and a skull in your bed. You are unable to do good deeds for the next 4 turns.
- Demon
  - Bad Karma: The Demon endows you with his hellish flames. All bad deeds until the end of the segment are increased twofold.
  - Good Karma: The Demon corrupts you and drags you to hell...GKP are set to 0.
- Satan
  - Bad Karma: Satan reserves a special place in hell just for you. God can no longer harm you, once.
  - Good Karma: Your soul is devoured for its purity. You lose all GKP and have to restart the level.

## Alternate Game Rules

There are 2 major rule changes in this alternate game:

- The Heaven and Hell flip takes place every 4 rounds of turns regardless. All other methods of board flip are disabled.
- It is no longer obvious which decisions are truly good and which are not. To handle this grey area, each player excluding the player who drew a decision card is given a vote as to whether the deed is good or bad and must provide a reasonable justification for their vote. Each player's vote has a different weight.
  - The player who is farthest behind in the game has a vote worth 2.
  - The other two players have votes worth 1.

- If a player has more BKP than GKP, their BKP are considered (and vice-versa) when judging who is furthest behind in the game.
- The event squares are now a dice roll.
  - 1 - Bulldog/Racoon
  - 2 - Panda/Snake
  - 3 - Owl/Cat
  - 4 - Angel/Demon
  - 5 - God/Satan
  - 6 - Nothing

