

directions...

HIP FLIP™

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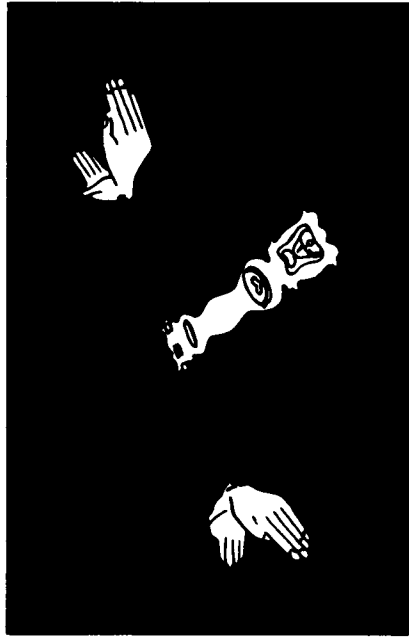
makes
a
party
indoors
or
outdoors

action skill fun

HIP FLIP™

COUPLES COMPETE FOR HIGHEST POINT COUNT ON CONSECUTIVE ROTATIONS OF THE FLIPPER.

ASSEMBLE



Remove retaining rings from plastic bag. Insert the rod through the channel at the top of the flipper. Slide one retaining ring on each end of the rod and position them so they are about $\frac{1}{8}$ " from the side of the flipper. Mount one set of hands on each end of the rod.

PICK A PARTNER

Couples compete with other couples — boy with girl, husband with wife — or, for added fun, have "girls' choice," "tall vs. short" couples, or "girl vs. boy" couples.

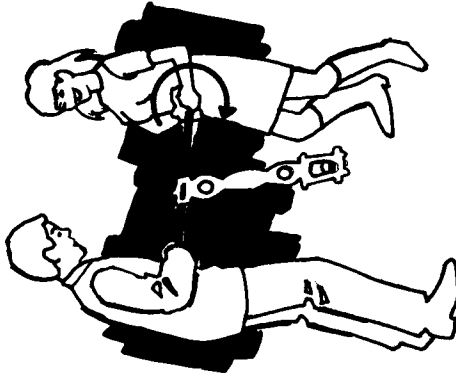
SWING

All couples compete in "SWINGERS" category totaling their points earned. Couples go on to "SUPER SWINGERS" and then to "FANTASTIC FLIPPERS" categories accumulating points as they play. The couple with the highest point count at the completion of all three categories is the WINNER.

GETTING STARTED

ALLOW ALL COUPLES A BRIEF WARM-UP PERIOD BEFORE THE FUN COMPETITION BEGINS.

Partners face each other placing plastic hands as shown in diagram. Place your hands over the plastic hands and move by shifting your weight from one foot to the other foot in rhythm with your partner. Both players must press their bodies firmly against the hands to obtain maximum control. **MUSIC HELPS!** As flipper swings higher and higher, use your hands to provide the extra momentum you need to make the flipper rotate over the top. Continue the rhythm to keep the flipper rotating. **YOU ARE NOW A QUALIFIED "SWINGER!"**

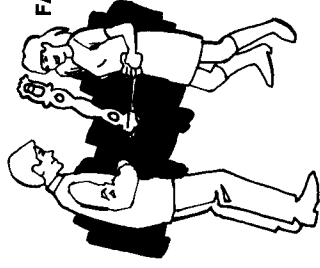


Now that you have mastered the "SWINGER" motion, you are ready to graduate into the **NO HANDS** — "SUPER SWINGER" category. The trick is to replace the hand motion with body motion. Reduce the side to side movement while increasing the amount of up and down movement. As the flipper swings downward, dip your knees — as the flipper swings upward, straighten your knees and add a **FLIP** of the HIP. Continue this motion until the flipper rotates easily around the rod. After you become a "SUPER SWINGER," you get to use the spinner and have a chance to qualify as a "FANTASTIC FLIPPER."

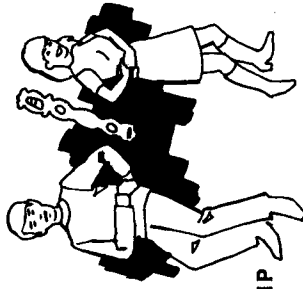
COMPETITION BEGINS

CATEGORY I — SWINGERS

Partners place their hands on the HIP FLIP hands to assist the swing of the flipper. Each couple plays in **TWO POSITIONS**:



FACE-TO-FACE



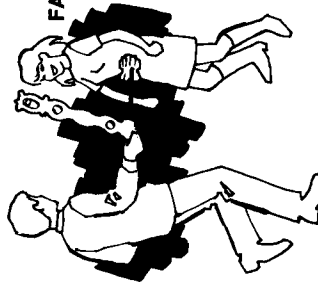
HIP-TO-HIP

In each position, score **1 point** for each consecutive rotation of the flipper up to a maximum of **10 flips**. Scoring begins with first full flip — ends when consecutive rotations are interrupted.

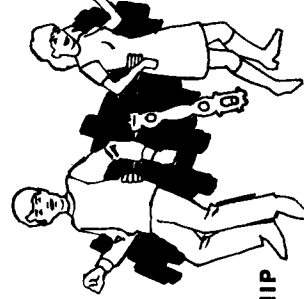
MAXIMUM SCORE: 20 points

CATEGORY II — SUPER SWINGERS

NO HANDS. Each couple plays HIP FLIP in two positions:



FACE-TO-FACE



HIP-TO-HIP

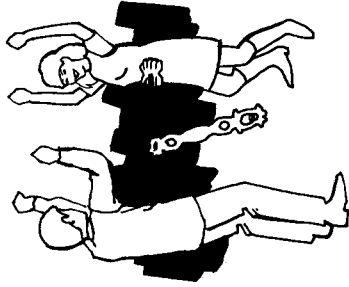
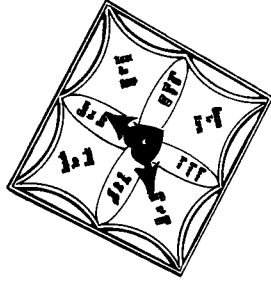
In each position, score **2 points** for each consecutive rotation of the flipper up to a maximum of **10 flips**. First full flip begins scoring — ends with a miss.

MAXIMUM SCORE: 40 points

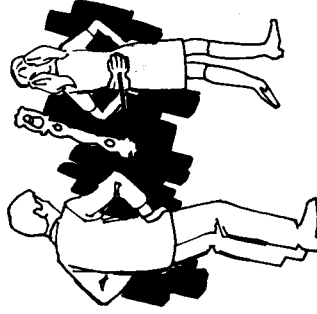
CATEGORY III — FANTASTIC FLIPPERS

Each couple *spins the spinner three times* following the specific body and hand positions indicated on the spinner. In each of these three turns score 5 points for each consecutive rotation of the flipper up to 5 flips. Scoring begins with first full flip — ends with a miss.

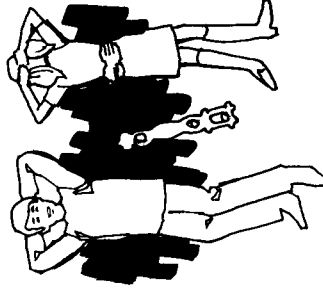
MAXIMUM SCORE: 75 points



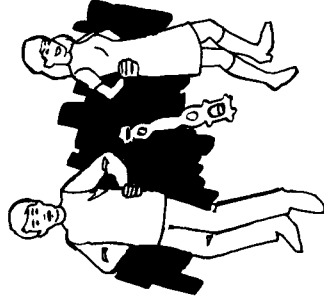
FACE-TO-FACE
hands above head
or
hands on hips



FRONT-TO-BACK
hands on hips
or
hands on head



BACK-TO-BACK
hands on head
or
hands behind back



HIP-TO-HIP
hands behind back
or
hands above head

OTHER IDEAS

MARATHON HIP FLIP — select one body and hand position. See how many times you can rotate the flipper consecutively. The couple completing the most consecutive rotations is the winner. When only two players are available, it's fun to try to establish a record that you or others may try to beat.

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Fantastic Flippers may enjoy thinking up new positions (example — left hip to left hip, etc.)

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You don't need a large group to have fun with HIP FLIP — **TWO CAN PLAY** against the score of other "SWINGERS." Compare your point count total for the three categories with those below:

25 Points — SOLID SWINGER

50 points — REALLY WITH IT

75 points — ARE YOU KIDDING??

Have you tried the HIP FLIP DANCE? Put on your favorite record. With your partner, SWING to the rhythm of the music making the flipper rotate to the beat.



Parker Brothers, Inc., Salem, Massachusetts