



RULEBOOK

## GOAL:

WIN BY ACHIEVING ANY OF THE FOLLOWING CONDITIONS:

CONTROLLING THE MAJORITY OF KING CARDS WHEN THE LAST CARD IS FLIPPED

CAPTURING ALL OF YOUR OPPONENT'S MEEPLES

FORCING YOUR OPPONENT INTO A POSITION WHERE THEY HAVE NO LEGAL MOVES LEFT ON THEIR TURN

## (BOARD):

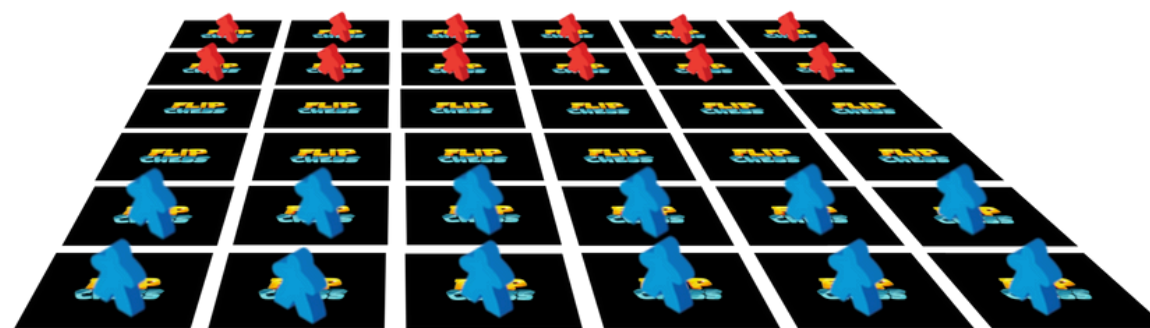
6×6 GRID WITH FACE-DOWN CARDS

12 RED AND 12 BLUE MEEPLES

CARDS ( 36 TOTAL):

2 KINGS 2 QUEENS 2 BISHOPS 2 KNIGHTS 2 ROOKS

26 PAWNS



## HOW TO PLAY

### YOUR TURN (2 STEPS):

#### 1. MOVE ONE OF YOUR MEEPLES ONE CARD

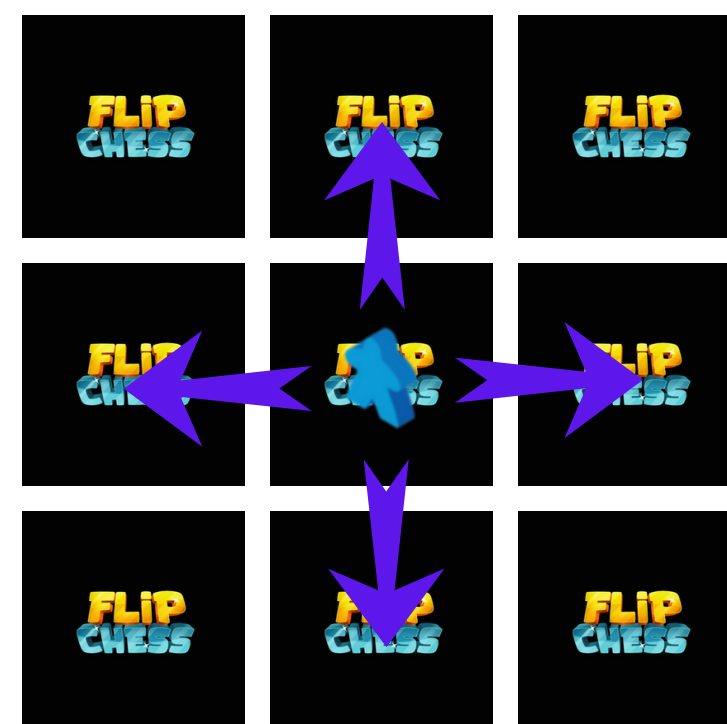
(up / down / left / right)

- Capture by moving onto a card with an opponent's meeple
- You can't move onto a card with your own meeple
- Only one meeple per card

#### 2. FLIP ONE FACE-DOWN CARD (MANDATORY IF POSSIBLE)

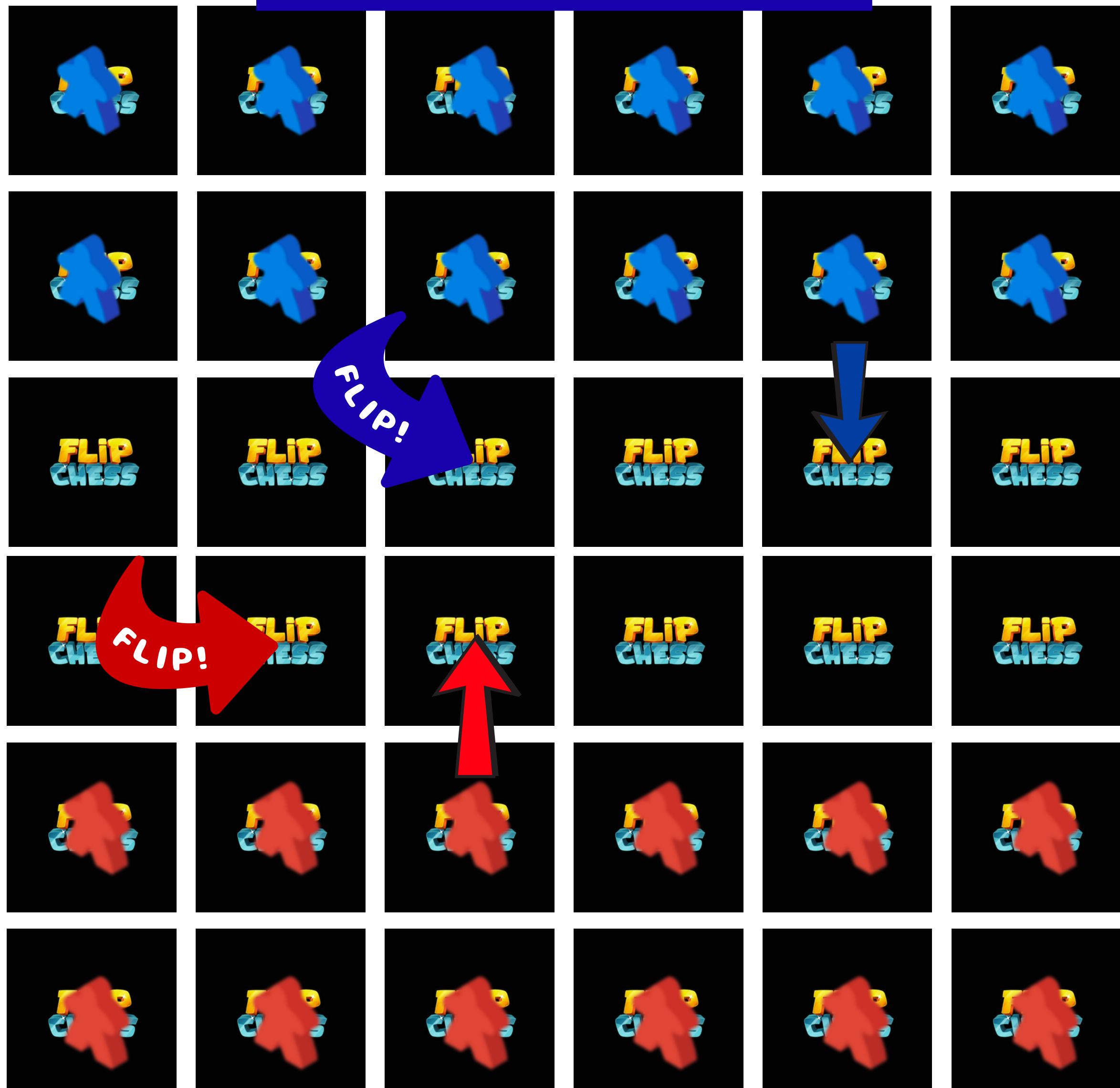
You must flip a card if at least one is available (without a meeple on it.)

THIS IS HOW YOU CAN MOVE YOUR MEEPLE OVER UNOPENED CARDS: HORIZONTALLY AND VERTICALLY, BUT NEVER DIAGONALLY.



## GAMEPLAY

THE PLAYER WITH THE BLUE MEEPLES STARTS THE GAME BY MOVING A MEEPLE AND THEN FLIPPING A CARD.

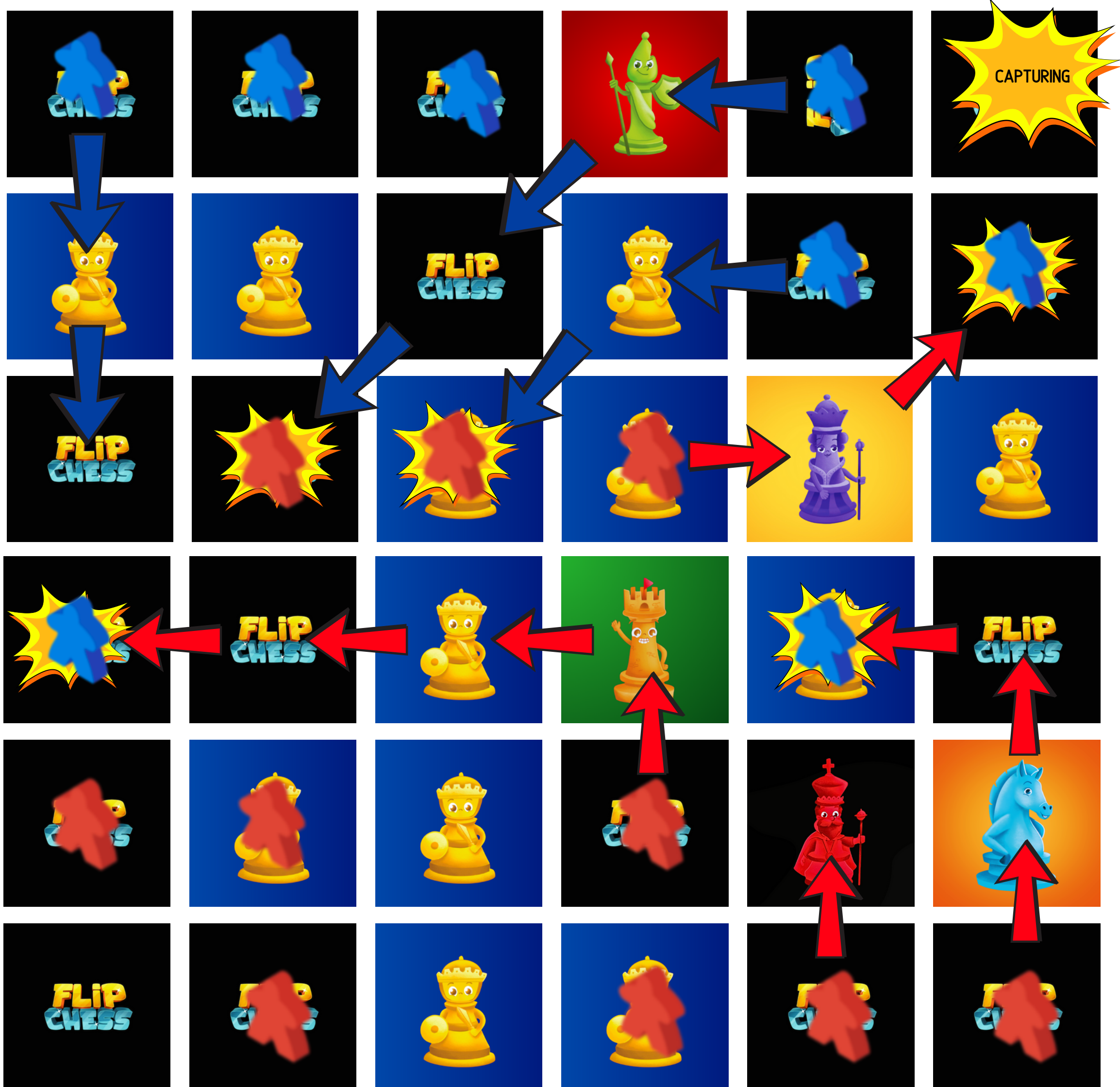


THEN IT'S THE RED PLAYER'S TURN TO MOVE A MEEPLE AND FLIP A CARD.

NOTE: YOU CAN FLIP A CARD ANYWHERE AS LONG AS THERE IS NO MEEPLE ON IT. BUT CONSIDER WHERE YOU FLIP THE CARD, AS YOU CAN GIVE YOUR OPPONENT A BIG ADVANTAGE BY FLIPPING IT IN THE WRONG PLACE.



**WHEN THE MEEPLE IS MOVED TO AN OPENED CARD PLAYER MUST PERFORM THE ACTION REQUIRED BY THE CARD'S CHARACTER.**



**THE GAME CONTINUES UNTIL ONE OF THE FOLLOWING CONDITIONS IS MET:**

- 1. ALL CARDS HAVE BEEN FLIPPED FACE UP AND ONE OF THE PLAYERS HAS A MAJORITY OF THE KING CARDS.**
- 2. ONE PLAYER HAS CAPTURED ALL OF THE OPPONENT'S MEEPLES.**
- 3. ONE PLAYER IS UNABLE TO MOVE ANY OF THEIR OWN MEEPLES.**



HELLO, I'M A PAWN!

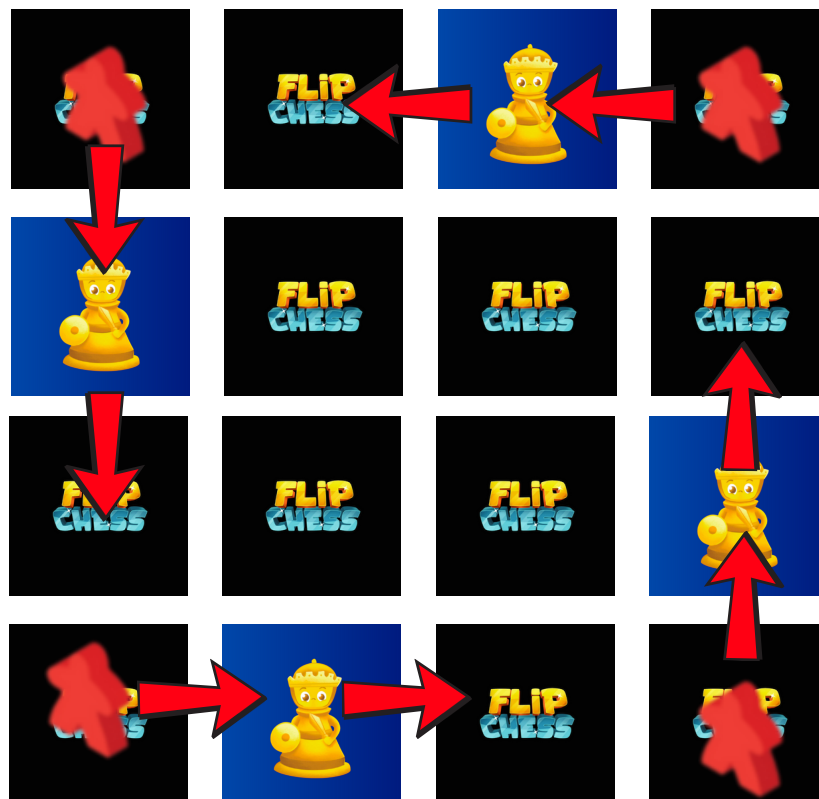
Small and cute — but don't mess with me!

With my card, your meeple moves one card straight forward.

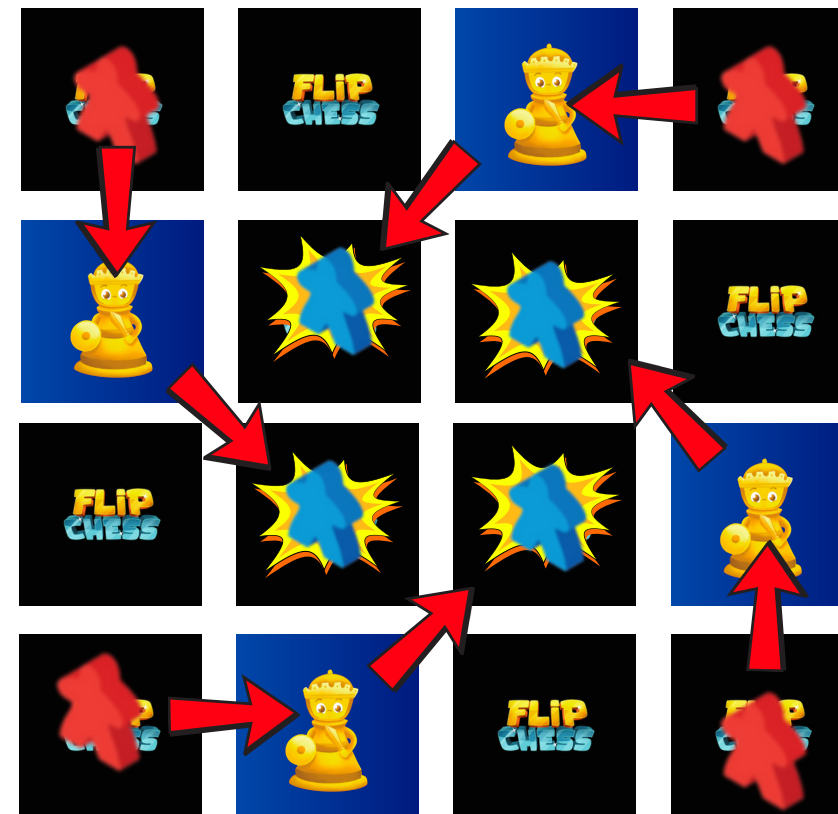
You can attack one card diagonally forward, but no moving sideways or backwards!

SEE YOU ON THE BATTLEFIELD!

You can move your meeple one step straight forward using the Pawn card.



You can capture opponent meeples diagonally forward using the Pawn card.



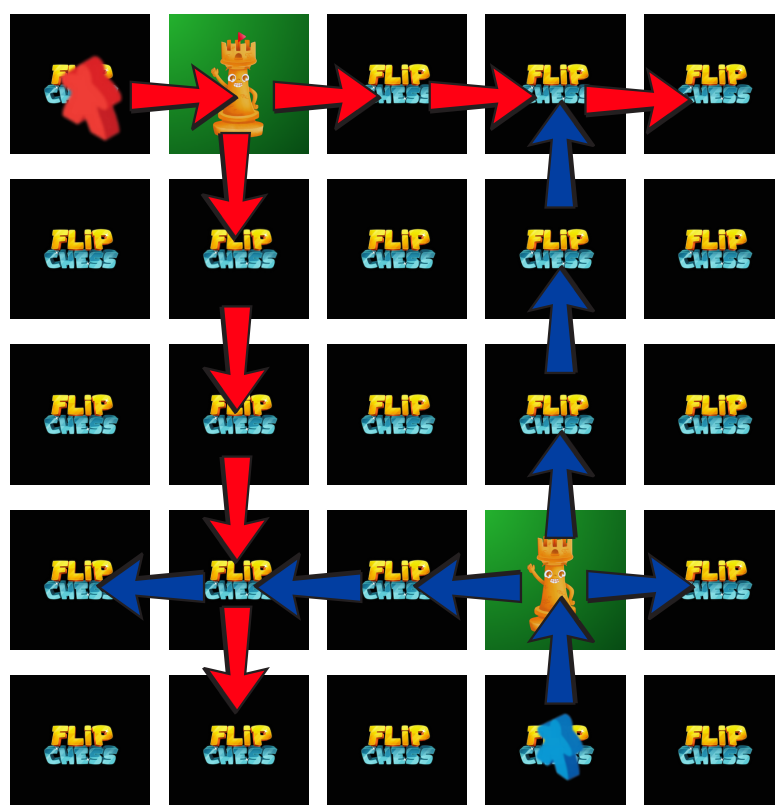
HI, I'M THE ROOK!

I may smile and salute politely, but make no mistake — I'm a powerful fighter. Once I'm flipped, you can use me to move and capture opponent meeples in straight lines — horizontally or vertically — all the way up to the last card.

BEST OF LUCK, AND MAY YOUR NERVES STAY COOL IN BATTLE!

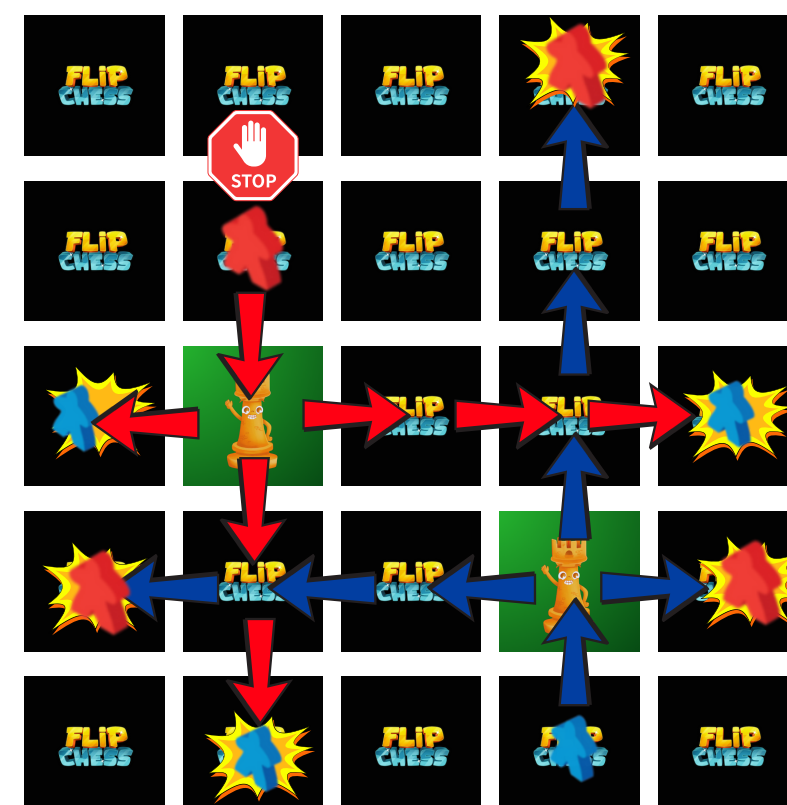
MOVE:

Horizontally or vertically, as far as the last card.



CAPTURE:

Horizontally or vertically, as far as the last card.







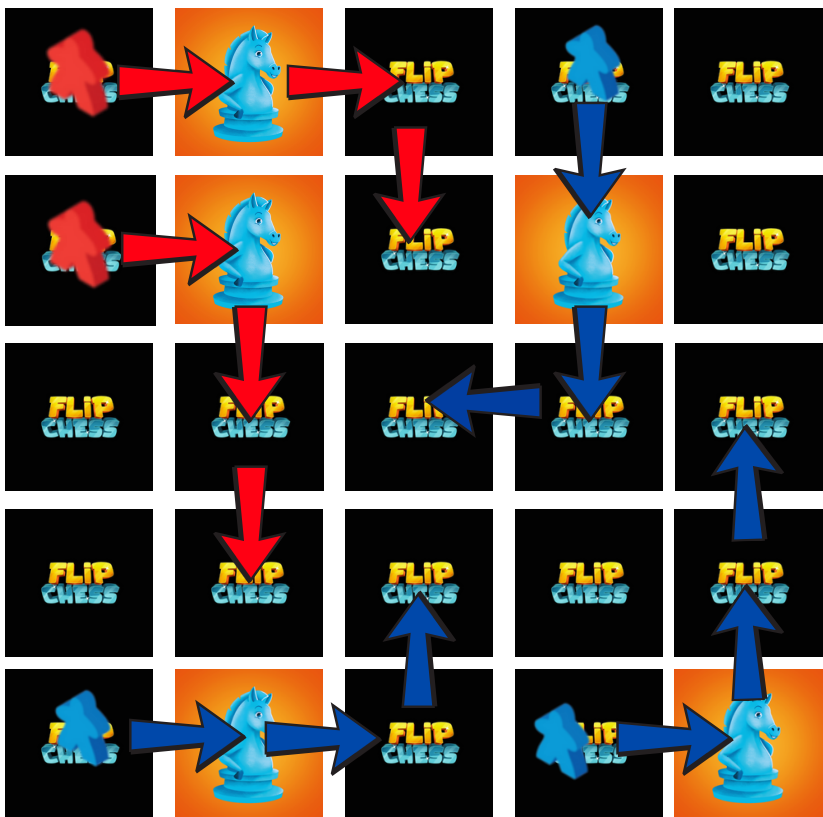
HEY, I'M THE KNIGHT!

Smart, stylish, and always ready to strike. I jump in L-shapes, hop over meeples, and take down enemies like it's nothing. Trust me—you want me on your side.

LONG LIVE THE NEW KING!

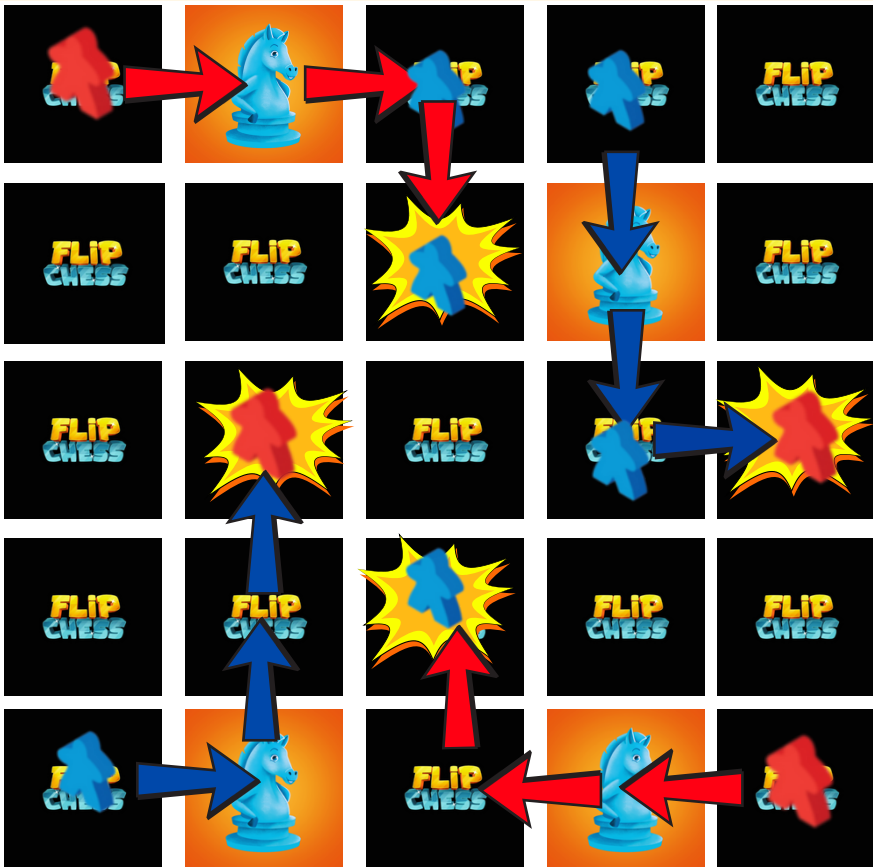
MOVEMENT:

Use the Knight card to move in an L-shape.



CAPTURING:

Capture enemy meeples with the same L-shaped move. Knights can leap over other meeples!



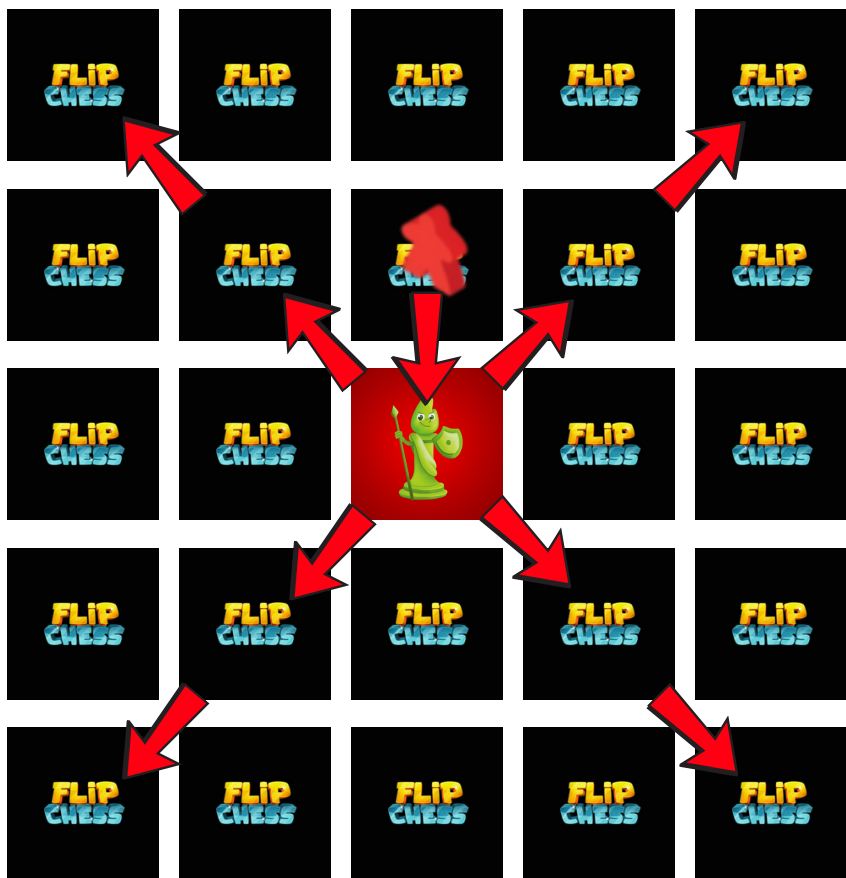
HELLO, I'M THE BISHOP!

I'm the silent assassin of this game. Once I'm flipped, you can use me to strike swiftly and smartly with diagonal moves — just like in chess.

I WISH YOU THE COURAGE OF A TRUE WARRIOR!

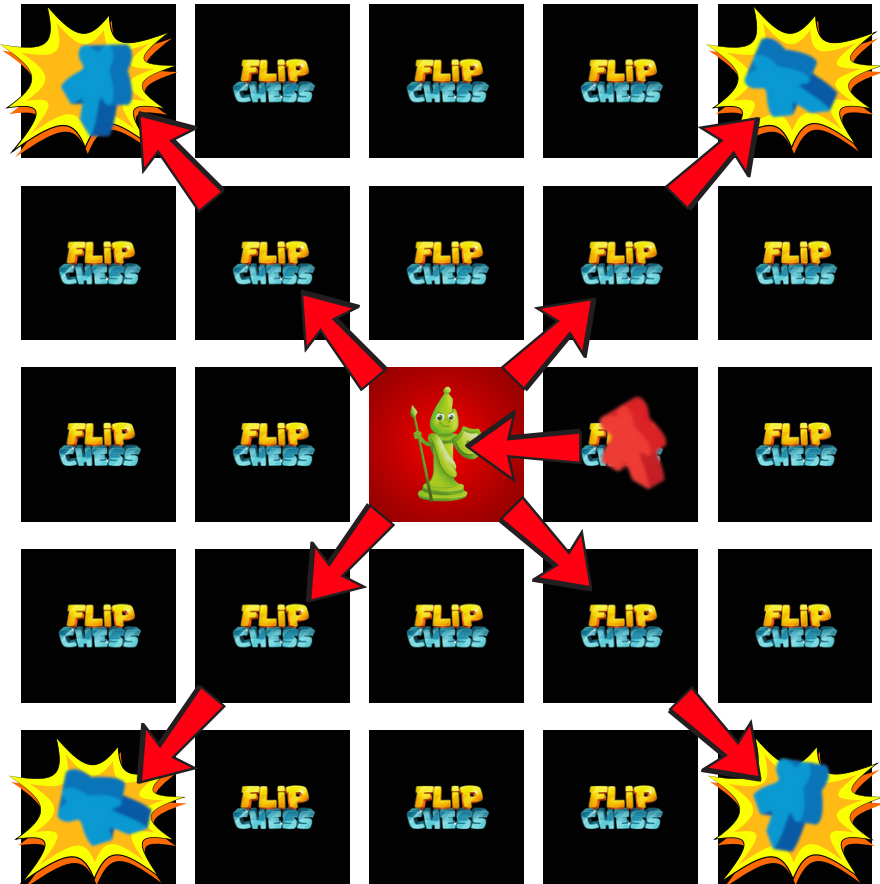
MOVE:

Diagonally, up to the last card.



CAPTURE:

Diagonally, up to the last card.





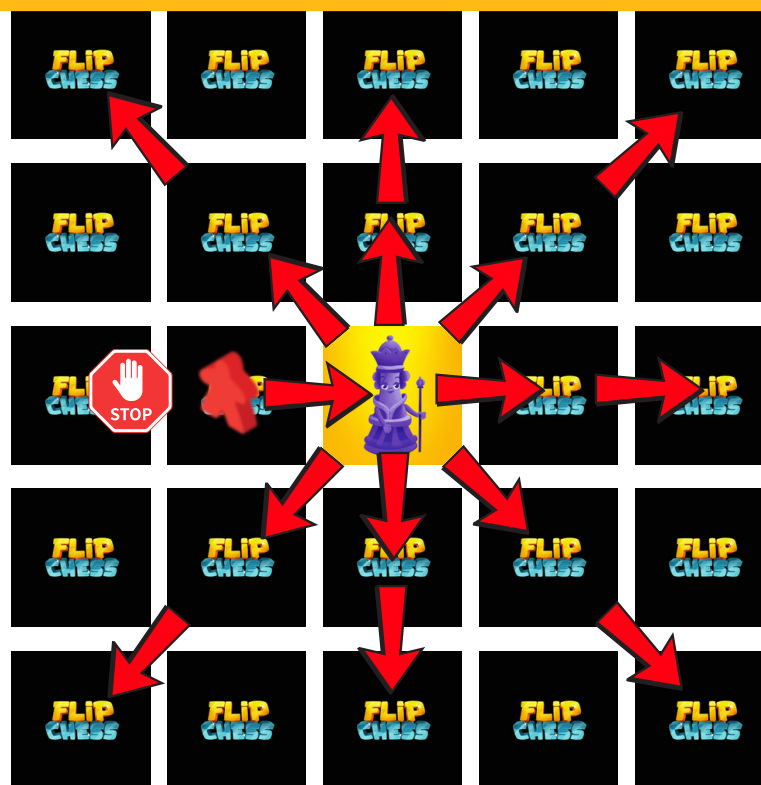
HELLO, I'M THE QUEEN!

By far the most lethal character on this game. If you can't turn me to your side, you'd better find a way to stop me. Move your meeple through me in any direction: horizontally, vertically, or diagonally, all the way to the last card.

FIGHT BRAVELY FOR YOUR RULER!

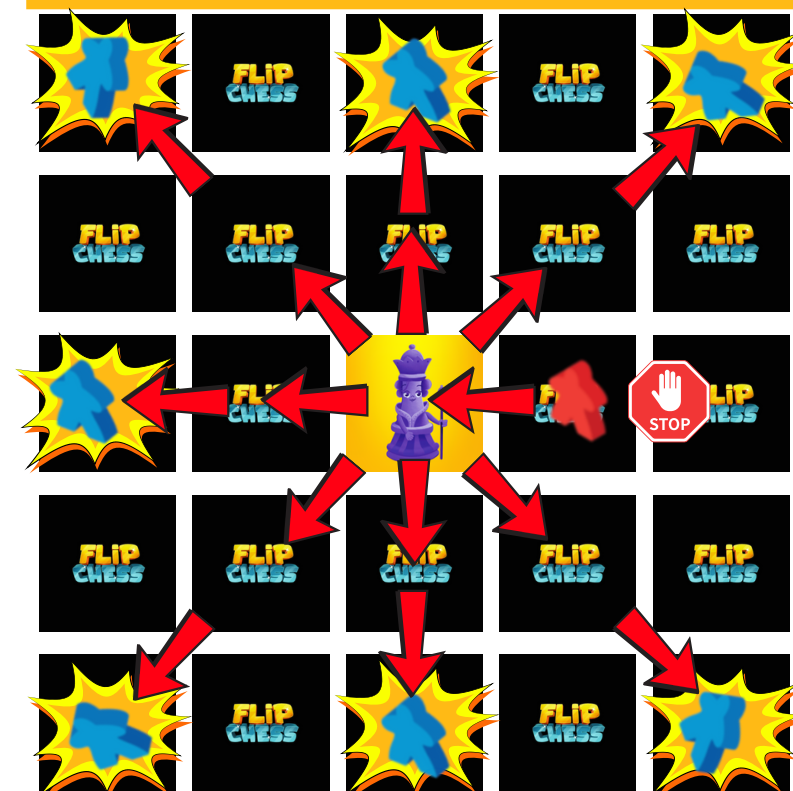
MOVE:

Horizontally, vertically, or diagonally up to the last card.



CAPTURE:

Horizontally, vertically, or diagonally up to the last card.



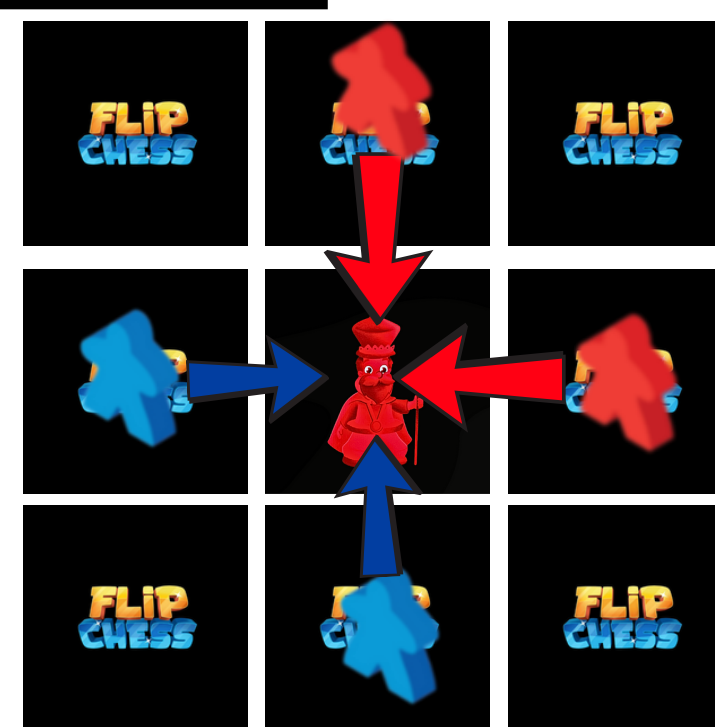
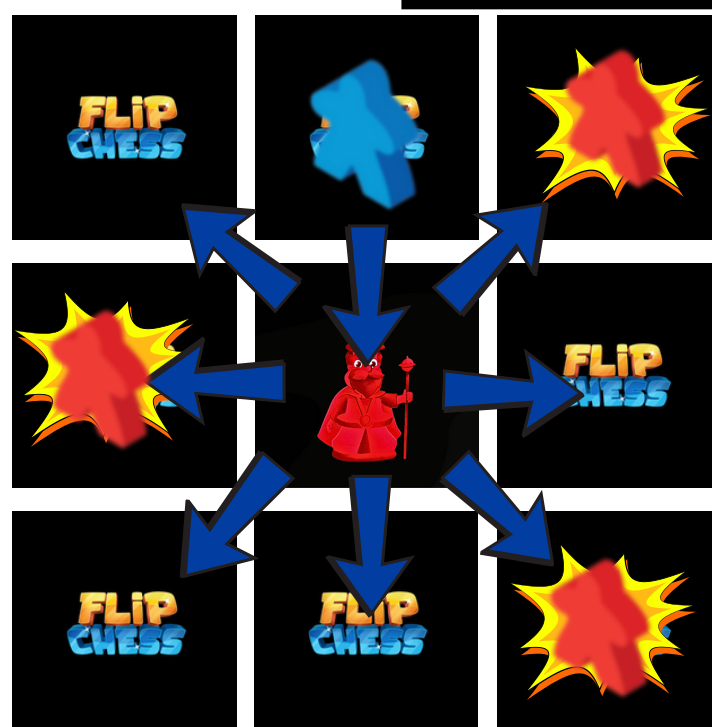
HEY, I'M THE KING!

I may not be as powerful or fearsome as my Queen, but make no mistake — I'm the one who usually decides who wins this game.

PLAY WISELY, AND YOU JUST MIGHT CLAIM THE THRONE!

The King card lets you move and capture one step horizontally, vertically, or diagonally, to the next card.

UNLIKE ALL OTHER CARDS, YOU CAN LEAVE A MEEPLE ON THIS CARD.





## 10 TIPS

### FLIP CHESS MASTERY

- 1. Block before you bite** – Sometimes blocking a dangerous card is smarter than capturing a meeple.
- 2. The last flip matters** – Time your move so you reveal the last card at the most strategic moment.
- 3. Think before you flip** – Don't reveal a card unless you're ready to deal with its power.
- 4. Let them do the work** – Use your opponent's moves to expose threats for you.
- 5. Play to the score** – If you're ahead in kings, protect what you have. If you're behind, go bold.
- 6. Position is power** – A well-placed meeple can control multiple key cards at once.
- 7. Avoid the obvious** – Don't rush into risky captures; sometimes the safer move wins the game.
- 8. Chain your threats** – Set up moves where flipping a card forces your opponent into another trap.
- 9. Stay flexible** – Meeples in open positions can reach more cards and adapt to sudden threats faster.
- 10. Surprise with the unexpected** – Switch from defense to offense in one turn to catch them off guard.

### FLIP CHESS

NO TWO GAMES ALIKE.  
EACH CARD TURNED IS A DOOR TO ANOTHER WORLD  
THE PATH YOU'VE TAKEN BEFORE  
WILL NEVER BE THERE AGAIN.

IN CHESS YOU HUNT A KING.  
HERE, YOU GROW INTO ONE.  
EVERY FLIP IS A VOW,  
EVERY STEP A WAGER FOR THE CROWN.

AND DRAWS? ONLY IN STORIES.  
IN FLIP CHESS, SOMEONE LEAVES THE TABLE  
WEARING THE THRONE.