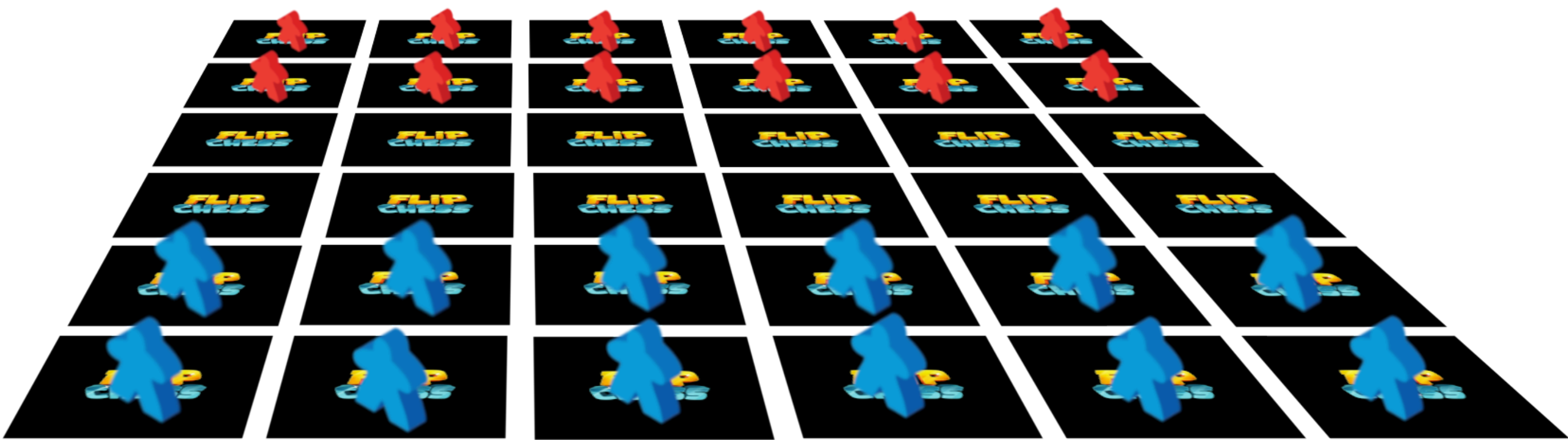


FLIP CHESS – QUICKSTART (2 PLAYERS)

GOAL:
WIN BY EITHER:

CONTROLLING THE MAJORITY OF KING CARDS WHEN THE LAST CARD IS FLIPPED, OR
CAPTURING ALL 12 OF YOUR OPPONENT’S MEEPLES

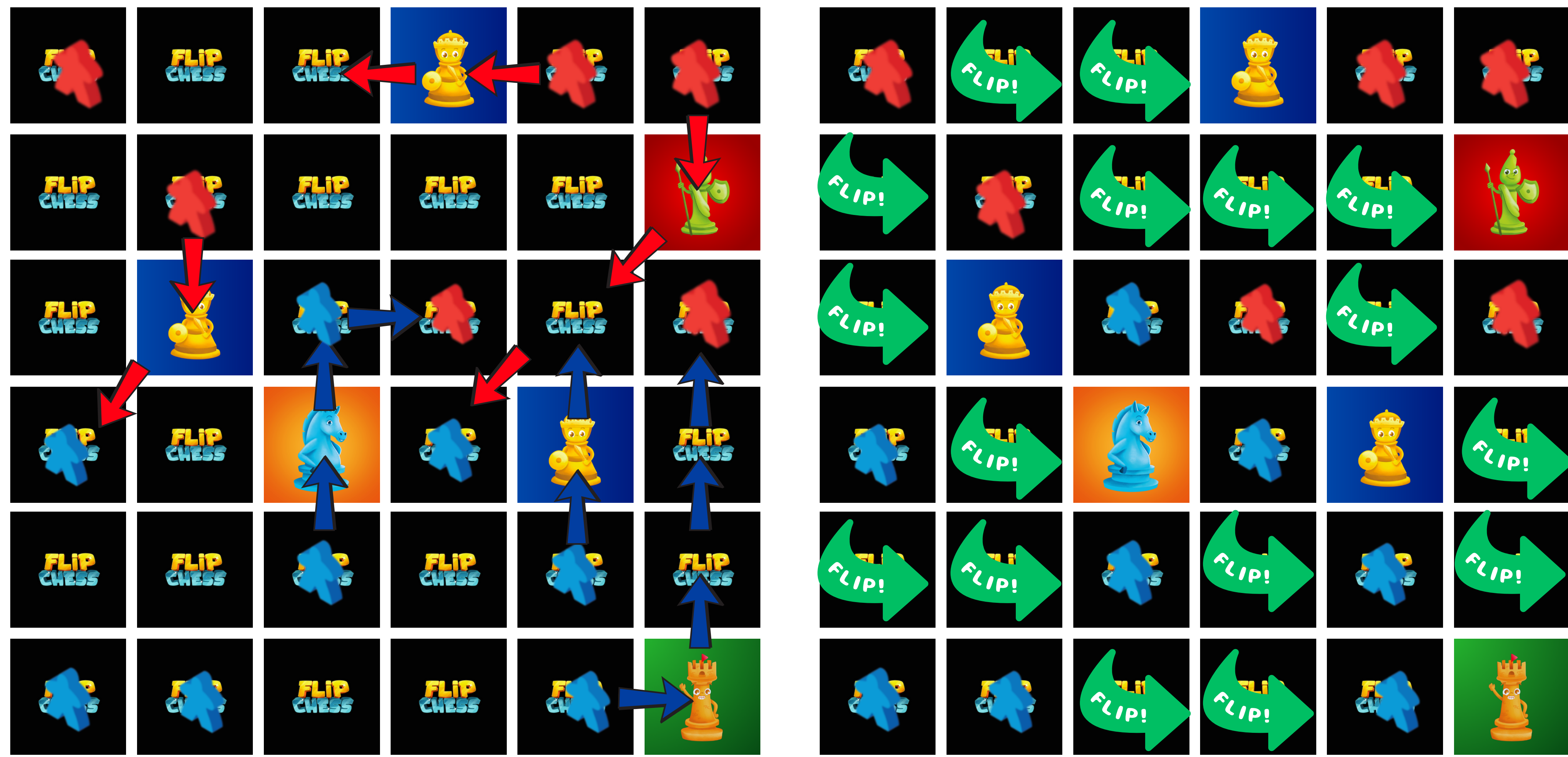
BOARD:
6×6 GRID WITH FACE-DOWN CARDS
12 RED AND 12 BLUE MEEPLES
THE SETUP IS READY WHEN THE GAME LOADS
CARDS (36 TOTAL):
2 KINGS 2 QUEENS 2 BISHOPS 2 KNIGHTS 2 ROOKS 26 PAWNS



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

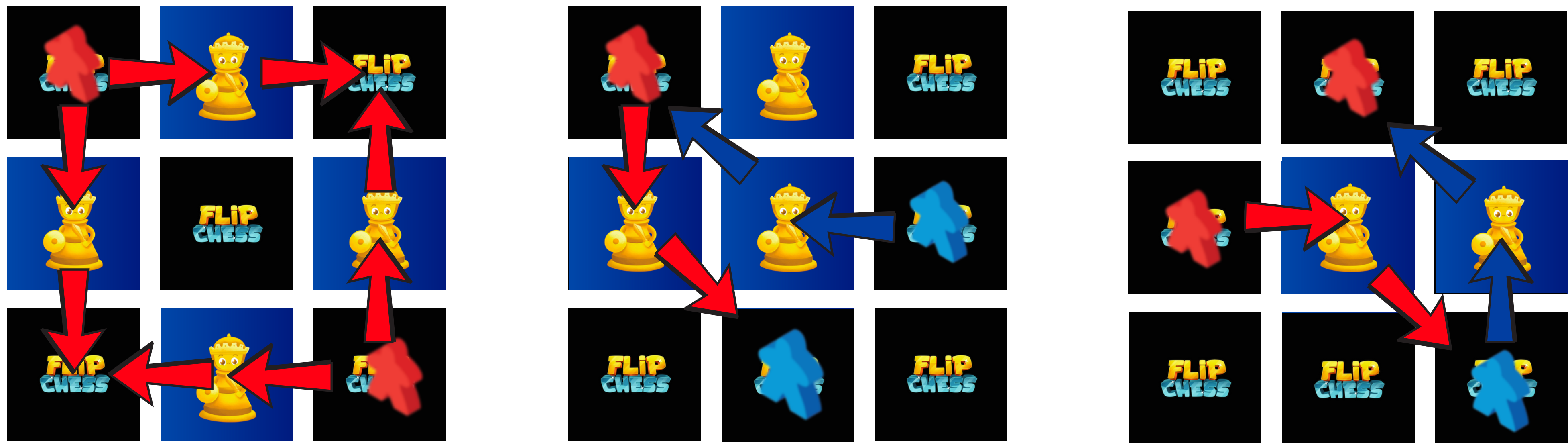
2. FLIP ONE FACE-DOWN CARD (MANDATORY IF POSSIBLE)
→ YOU MUST FLIP A CARD IF AT LEAST ONE IS AVAILABLE
(WITHOUT A MEEPLE ON IT.)



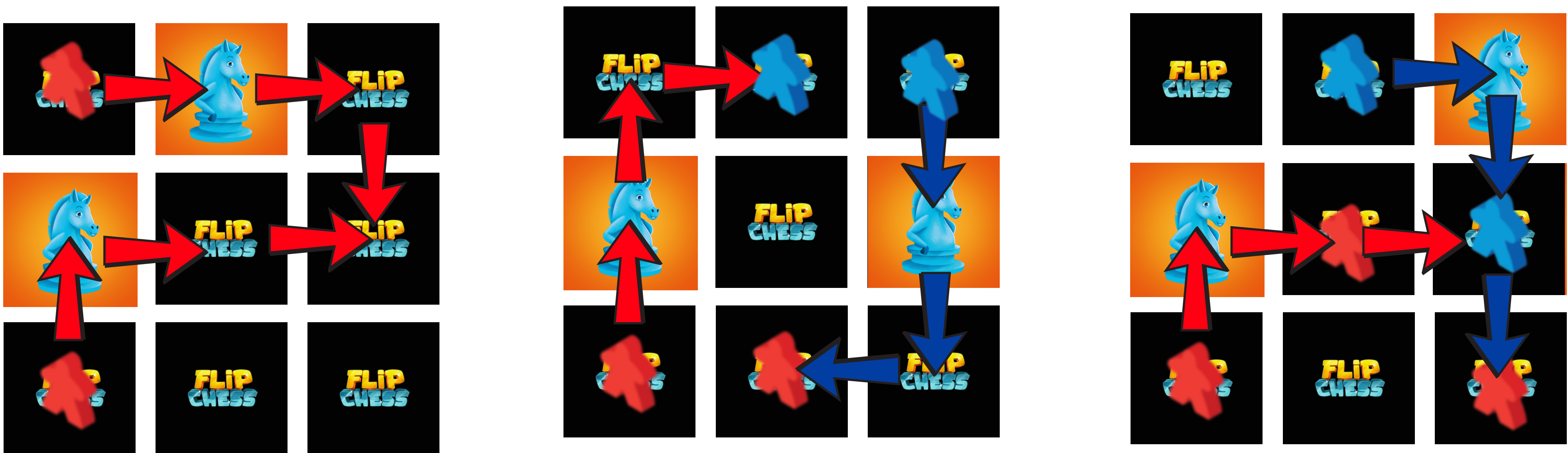
CARD EFFECTS:

IF YOU MOVE ONTO A REVEALED CARD, YOU MUST PERFORM THAT PIECE'S MOVE IMMEDIATELY –
EXCEPT KING: YOU MAY STAY ON THE KING CARD.

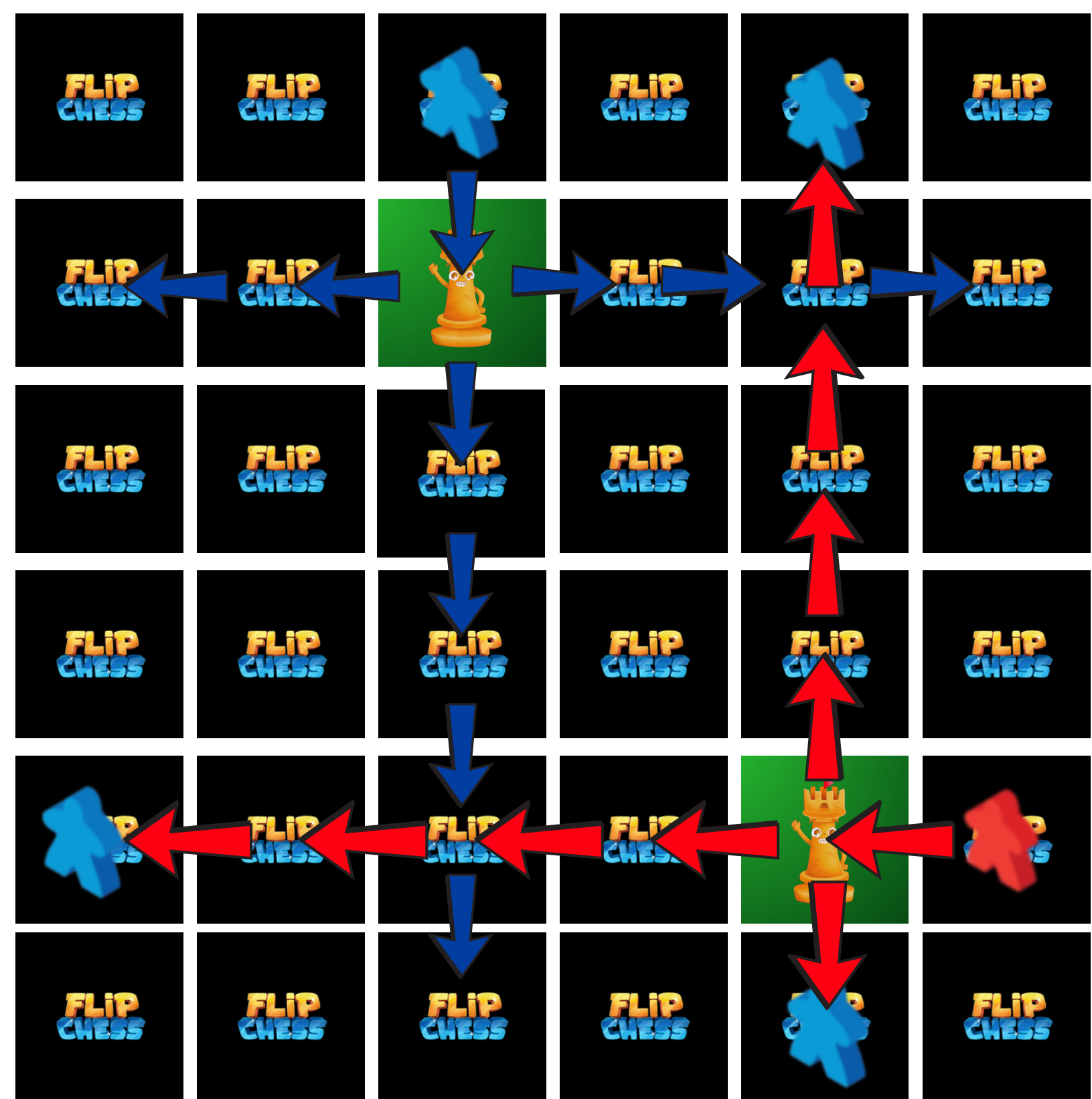
PAWN – MOVE 1 CARD FORWARD, CAPTURES DIAGONALLY FORWARD (1 CARD)



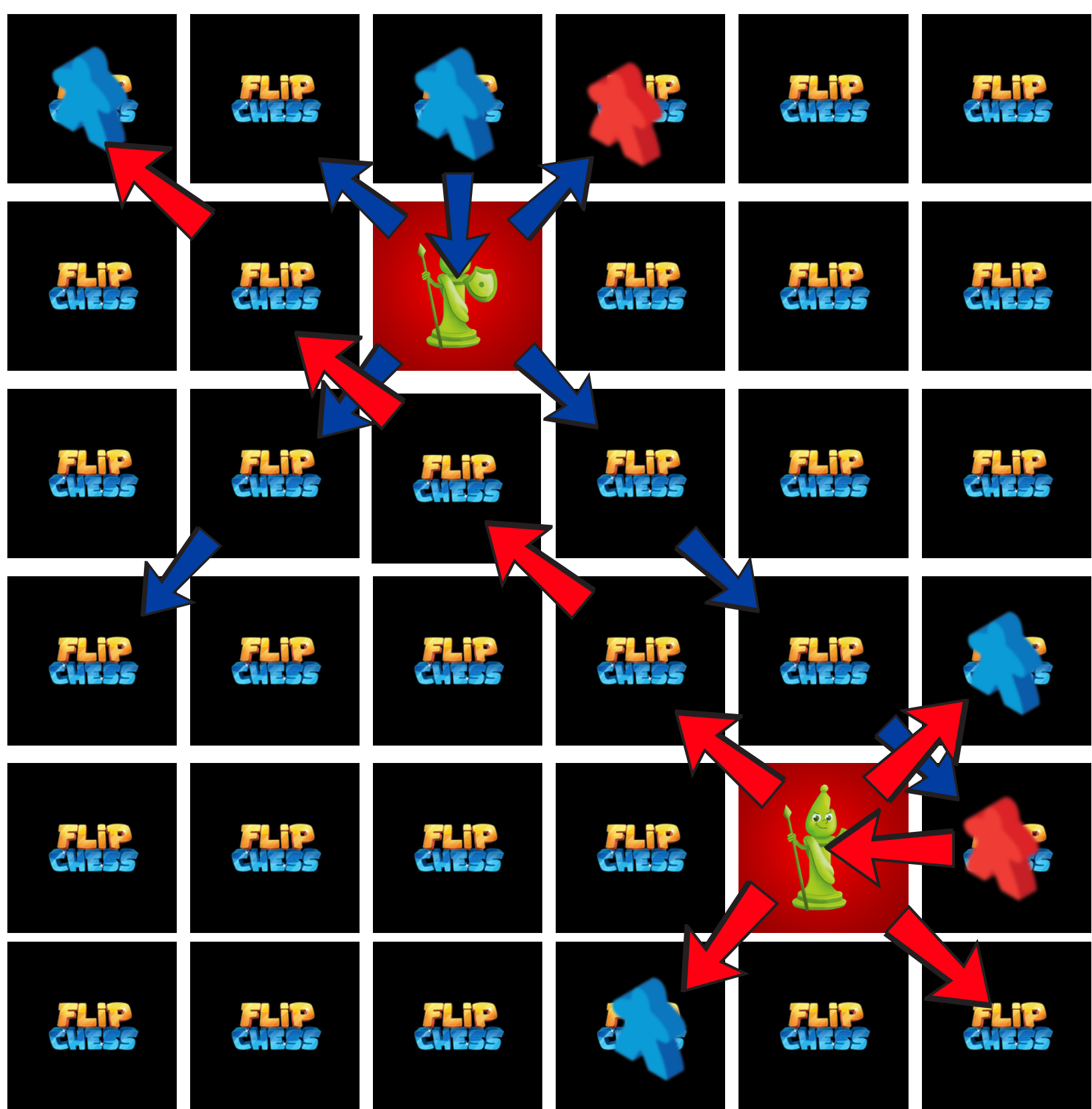
KNIGHT – L-SHAPED JUMP



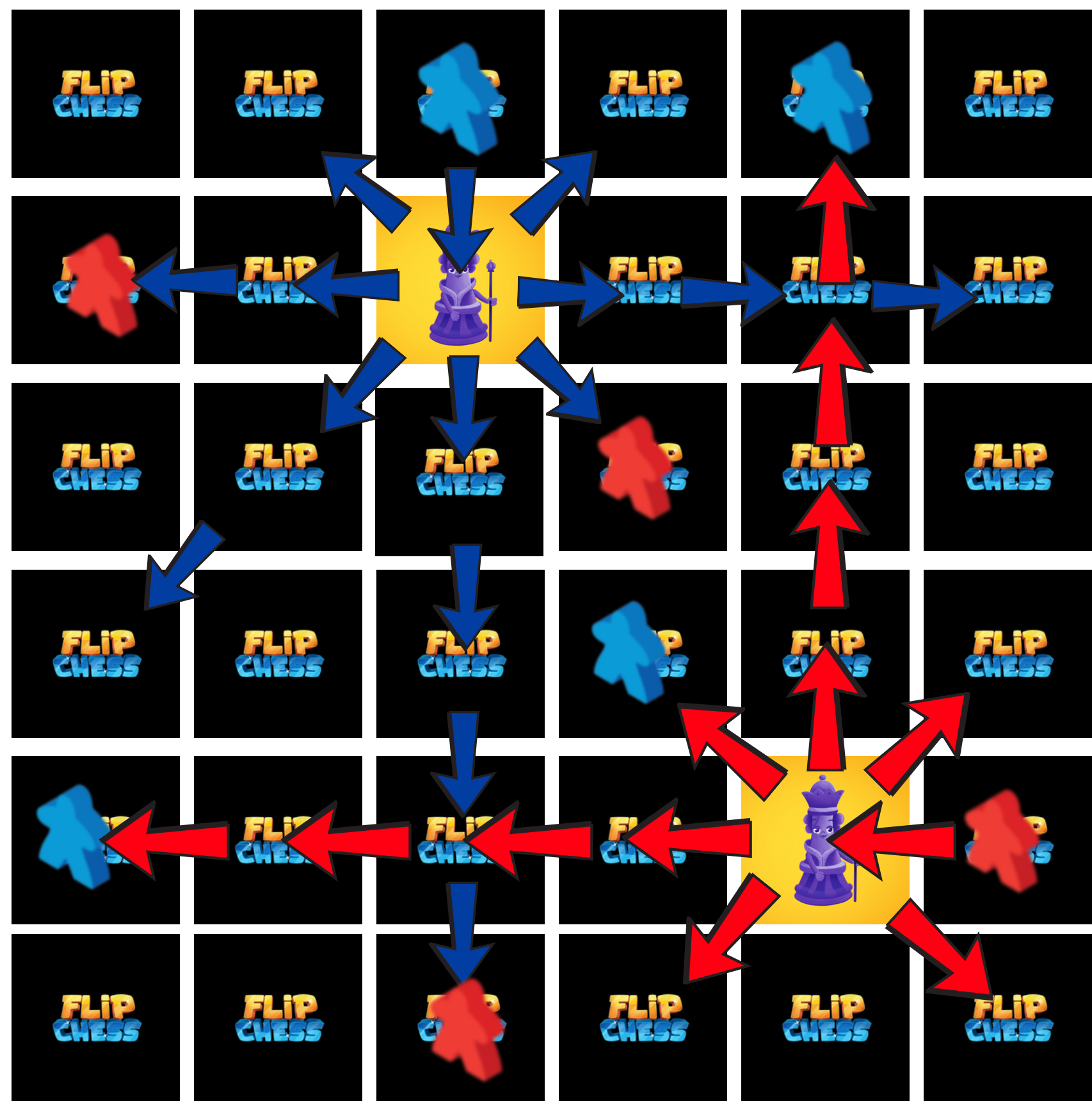
ROOK – STRAIGHT, ANY NUMBER OF EMPTY CARD



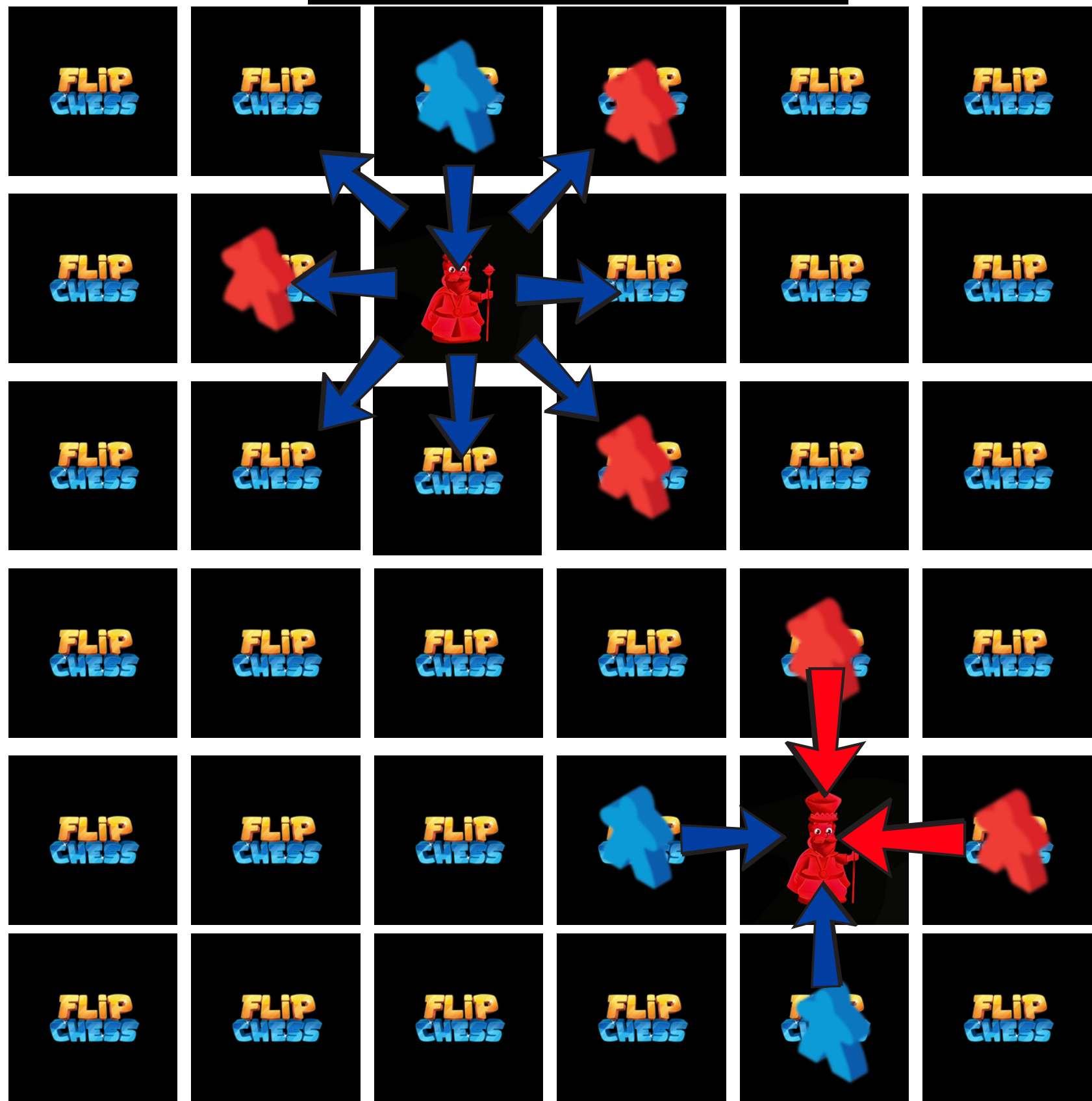
BISHOP – DIAGONAL, ANY NUMBER OF EMPTY CARD



QUEEN – ANY DIRECTION, ANY NUMBER OF EMPTY CARD



KING – MOVE AND CAPTURE 1 CARD IN ANY DIRECTION
(OPTIONAL – YOU MAY STAY)



GAME END:

ALL CARDS REVEALED → PLAYER WITH MORE KING CARDS WINS

OR ONE PLAYER LOSES ALL MEEPLES → OPPONENT WINS IMMEDIATELY

OR A PLAYER HAS NO LEGAL MOVES → IMMEDIATE LOSS