

FLIPSTOP

by Mark Steere

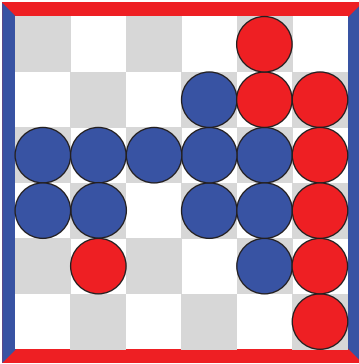


Figure 1

INTRODUCTION Flipstop is a two-player game played on a square board of any size, initially empty. The two players, Red and Blue, take turns placing their own checkers onto unoccupied squares, one checker per turn, starting with Red. Passing is not allowed, but if you don't have an available placement, your turn is skipped. Mark Steere designed Flipstop in August 2023.

OBJECT Red must form a path of red checkers (interconnected via horizontal or vertical adjacencies, or both) connecting the two red sides of the board. Blue must form a path of blue checkers connecting the two blue sides of the board. In **Figure 1**, Red has won.

CROSSCUT A crosscut is comprised of four adjacent checkers arranged in a square as shown in **Figure 2**. Two of the checkers are red and two are blue. Like-colored checkers are diagonally opposed in the square.

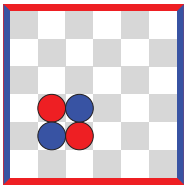


Figure 2

PLAY You can place a checker on any unoccupied square not subject to the placement restriction (see **PLACEMENT RESTRICTION**). If your placement forms a crosscut, then for each enemy checker in the crosscut, if you can remove it and replace it with one of your own checkers without forming a new crosscut, do so.

In **Figure 3a**, Red has placed the checker marked with a yellow dot, forming a crosscut. In **Figure 3b**, Red has replaced one of the blue crosscut checkers with a red checker (marked with a green dot). This new red checker doesn't form a new crosscut. Red was unable to replace one of the blue crosscut checkers (marked with a white dot) with a red checker because doing so would have formed a new crosscut.

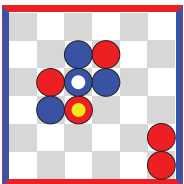


Figure 3a

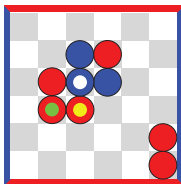


Figure 3b

PLACEMENT RESTRICTION If your placement would form a crosscut, and if for all of the enemy checkers in the crosscut, replacing each of them with a friendly checker would form a new crosscut, then said placement is illegal for you,

NOTE: It isn't possible for a square to be an illegal placement for both players.

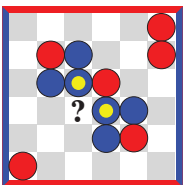


Figure 4a

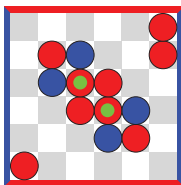


Figure 4b

In **Figure 4a**, if Red were to place on the **?**, forming a crosscut, then for all of the blue checkers in the crosscut (marked with yellow dots), replacing each of them with a red checker would form a new crosscut, as shown in **Figure 4b**. Therefore, **?** is not a legal placement for Red.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Flipstop. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.