

Chip Flip™

The Board Game

This game is played like the traditional 'checkers', but the difference makes it a whole new adventure!

SET-UP:

- 1) Each player selects 8 chips.
- 2) Each player selects a different 'icon' to represent him/her (e.g., Flowers v. Shoes pieces). These are on the obverse and reverse sides of each chip.
- 3) Players compete from opposite sides of the board, as in the traditional 'checkers'.
- 4) Each player sets up her/his 8 chips at her/his end of the board. Each player's chips should be set up in the first two rows on his/her end of the board. Both players decide whether ALL chips will be playing on light squares or on dark squares. All chips must be on squares of the same hue.

PLAY:

- 5) To decide who will move first, flip a chip. The side it lands on is the player who moves first.
- 6) All moves are diagonal AND forward (advancing toward the opponent's side of the board).
- 7) Single, double, and triple jumps are permitted. And the jumped chips are left in place, but turned over (see item #9, below). All jumps must be diagonal AND forward in their direction.
- 8) The goal is to get one's chips to the opponent's end of the board first. Once a player's chip reaches the opponent's side, it is immediately removed and stacked off the board as a "point" toward the player's score.

THE BIG DIFFERENCE: 9) When jumping an opponent's chip, a player **DOES NOT REMOVE IT, but, instead, turns it over. The chip ceases to be one's opponent's and becomes one's OWN.**

STRATEGY:

- 10) If a player cannot make a move (e.g., being trapped by an opponent), then s/he must pass. A player might be forced to pass on several successive turns as a function of being trapped by the opposing player.
- 11) If a jump is possible, a player may elect to jump the opponent's chip(s) or not. The player might choose a different move with a different one of his/her chips.

PLAY END:

- 10) The game ends when one player's chips are entirely removed from the board--even if one's opponent still has chips on the board.
- 11) Then, tally each player's "point (removed) chips" to determine who wins (s/he with the higher number of chips off the board). If players have the same number of chips off the board, then the game is a tie.

ADVANCE PLAY: (If you want to add strategy to the game.)

- 12) If you have chips with numbers on them; divide them up evenly such that each player has the same values. (e.g., Flower 10 / Shoe 7 for one player; Shoe 10 / Flower 7 for the other). Turn each chip to the largest value and place them on the board; any number on any tile, as described previously.
- 13) Two additional differences for advance play; 1) A chip can only jump another chip of equal or lesser value. 2) A chip can still only move forward, but now may jump either forward or backwards.