



By Mostly Harmless Games

Designed in Germany and made in France

Author: Anthony Lethuillier  
Art: Jean Pingrenon

1

## Setup

Put the tower tile in the center of the table in between all of the players. Give each player the tiles with their chosen symbol and 3 spy tokens of their color (the symbols are used only at the beginning of the game to distribute all the tiles, once the game starts only the color counts). Put the unused tiles back in the box.

## Objective of the game

To be the player with the most points by the end of the game.

## Flow of the game

The first player is the player who can best imitate a hexagon. The game then goes in a clockwise order. Each turn a player puts down a tile and will flip an opposing player's tiles whenever possible. The game keeps going until all the tiles have been placed, then the points are tallied.

4

## The story so far...

In the distant land of Terraflip, the ruler has died. The four main families of the land do not wait long before claiming themselves as the new ruler.

Will you lead your family to victory ?  
Will you be the next ruler of Terraflip ?

## Introduction

In Terraflip each player takes control of one of the four families of the land (represented by a color). The previous ruler has died and each player's objective is to become the next ruler of the land. In order to accomplish this, each player will try to have as many tiles of their color on the board.

2

## Contents



1 Tower tile



4 Catapult tiles  
(1 of each color)



9 River tiles



4 Knight tiles  
(1 of each color)



9 Desert tiles



4 Campsite tiles  
(1 of each color)



9 Forest tiles



4 spy tokens  
(1 of each color)

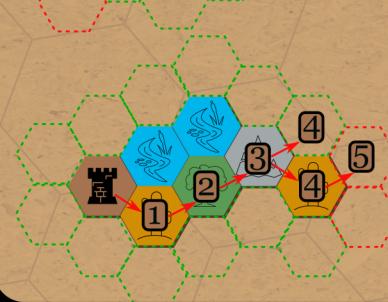
3

## Placing tiles

When a tile is put down, it must be in contact with an already placed tile. This means that the first player must put down their tile in contact with the central tower. Furthermore, a tile cannot be placed more than four tiles distance from the tower (this drops to three in a game with 2-3 players)



Example 1: The yellow and blue players have placed their first tiles in contact with the tower. It is now the turn of the green player. They can put their tile down in any of the green emplacements as these are connected to another tile, and less than 4 tiles away from the tower. The red location is not allowed because it is not connected to any of the previously placed tiles.



Example 2: The game has progressed and it is now the second turn of the green player. They can put their tile on any of the green locations, but they cannot put it down in the red locations as these are more than 4 tiles away from the tower.

6

## Definitions

**Connected tiles:** Connected tiles are two tiles that share at least one border between themselves.

**Framed tile:** A tile is said to be framed if we can draw a line between the center of two other tiles of the same color and that line goes through the center of the framed tile (the two tiles used to draw the line must be of a different color to the framed tile). The imaginary line stops as soon as it crosses the center of a tile of the same color as the ones used to draw the line. Additionally, the line cannot go over an empty space.



Example 1: The blue and green tiles are framed by the yellow tiles

Example 2: The gray tile is not framed by the blue ones as the red line does not go through its center.

5

## Flipping tiles

Once the game is in play, players can try and flip an opponent's tile. In order to do this, the targeted tile must be framed by two tiles of the player's color. The player cannot look under the tile they want to flip. They will have to use their memory or luck to flip a tile over to their color.

## Flipping multiple tiles

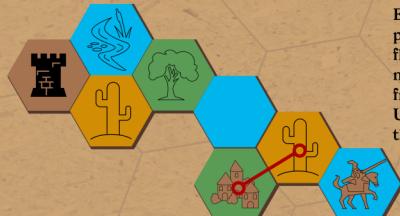
If a player ever flips a tile to their color and it forms another framed sequence, they can flip another tile. They can even frame any tile between the tile that was just flipped and the initial tile they put down. This continues until there are no more tiles to flip.



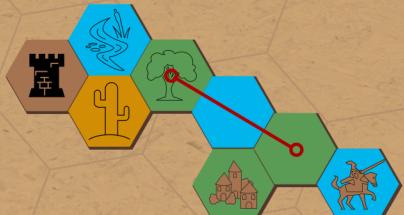
Example 1-1: On their third turn, the yellow player places a tile in the green location. This allows the player to flip the blue tile located between their two yellow tiles.

7

The campsite tile allows a player to flip a tile connected to the campsite without the need to frame it. If the tile flipped is their color, the player can keep on playing as normal (the framing starts from the tile that was just flipped and not the campsite tile)

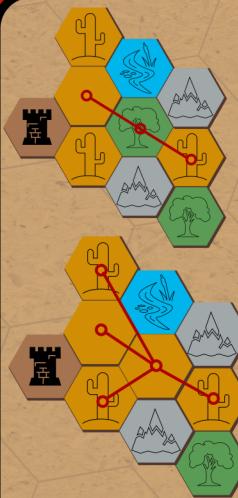


Example 1.1: It is now the green players turn. They would like to flip the yellow tile, but this is not possible as it hasn't been framed by two of their color. Using the special campsite tile, they are able to flip it.

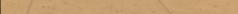


Example 1.2: The flipped tile is green; they can therefore keep on flipping tiles that are framed by this tile. The green player knows this tile is gray, but they flip it anyway to reduce the blue player's dominance.

10



Example 1-2: The yellow player flipped a tile over to yellow. This flipped tile now can be used to frame another tile. The yellow player can draw a line between this tile and another yellow tile, framing the green tile. They can also flip this tile.



Example 1-3: The flipped tile is also yellow, but because this flipped tile does not frame any other enemy tiles their turn ends. No more tiles can be flipped. (by tracing a line between this yellow tile and all others they do not go over any other tile of their opponents.)

## Spy Tokens

These tokens (3 per player) represent your spies. At any moment during your turn, you can spend a spy token to look under a tile. You must then put the tile back in place. This allows you to check a tile before playing your own tile.

8

The catapult tile allows a player to catapult a connected opponent's tile to anywhere on the board. This new emplacement must still follow the rules of placement (connected to another tile, and less than the maximum authorized distance away from the tower.) Once the player has chosen and moved the selected tile (this cannot be a tile of their color or any special tile), he must then flip it to the other side. By using the catapult a player is also not allowed to disconnect any tiles in direct contact or directly connected to the tower



Example 1.1: The gray player puts their catapult down. Out of the two tiles connected to it, only the blue one can be chosen as the target (changing the location of the green one would separate tiles from the tower)



Example 1.2: The player catapults the tile to the location indicated by the arrow and flips it. The tile flipped is gray; they can keep flipping tiles: for example the green one in between their tile and catapult.

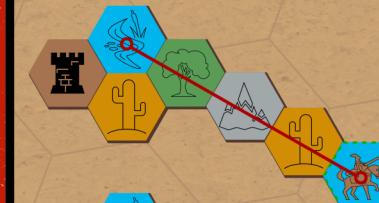
11

## Special tiles

Each player has 3 special tiles at their disposal. These tiles are powerful as they can never be flipped. Each tile has a special power.

### The Knight

The knight tile allows you to go past the limits of the kingdom. The knight can be placed at a distance of five tiles (four in 2-3 player games) from the tower tile. The normal flipping rules apply after placement.



Example 1.1: It is now the blue players turn, they would like to put a tile on the green location but it is located at a distance of 5 from the tower. Fortunately, they can play their knight in this location.



Example 1.2: The player flips the gray tile and it is blue on the other side. He can now flip another tile as the tile they just flipped now frames the green and yellow tiles.

9

## Counting points

Having the most territory does not make you the winner. Each tile of your color gives you points, but consolidated areas give more points than isolated ones. Each isolated tile gives the player 1 point whereas each tile connected to another tile of its color is worth 2 points.

Additionally, some extra points are given based on the turn order. The first player gets an extra 3 points, the second 2 and the third 1. The last player does not receive any bonus point as going last is more advantageous in this game.

In case of a tie, the tied player with the most tiles of their color wins the game.

Isolated tiles	1 point each
Connected tiles	2 points each
First player	+ 3
Second player	+ 2
Third player	+ 1



0-3



Age 14+



Contact:  
[lindet@castoretpivert.fr](mailto:lindet@castoretpivert.fr)  
[mostlyharmlessgames@proton.me](mailto:mostlyharmlessgames@proton.me)

12