

# FLIPCHAIN

by Mark Steere

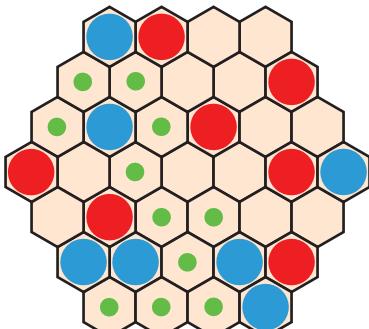


Figure 1

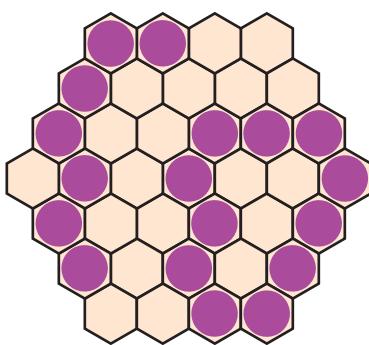


Figure 2

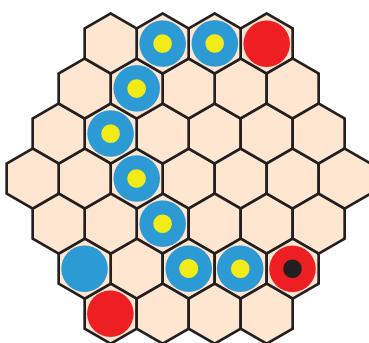


Figure 3

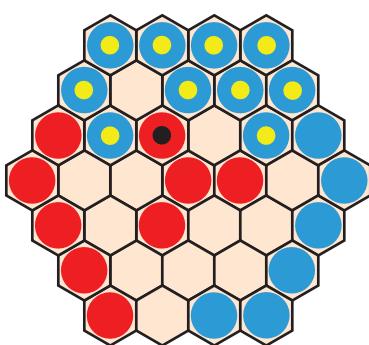


Figure 4

## INTRODUCTION

Flipchain is a two-player game played on a hexagonal board of any size, initially empty. Discs are colored red on one side and blue on the other side. Mark Steere designed Flipchain in December 2025.

## PLAY

The two players, Red and Blue, take turns placing discs onto unoccupied cells on the board, with their own color face up, one disc per turn, starting with Red. Immediately following your placement, you must flip zero or more enemy discs to your color, concluding your turn. Voluntary passing is not allowed, but if you don't have any legal placements available, you skip your turn. Flipchain uses the pie rule.

## PLACEMENT RESTRICTION

Your placed disc must form at least as many adjacencies with enemy discs as with friendly discs. In **Figure 1**, green dots indicate legal placements for Red.

## PATH

A path is a single width sequence of one or more discs (of either or both colors) with corners of at most 120 degrees. **Figure 2** shows a path on the left side.

## LOOP

A loop is a closed path. **Figure 2** shows a loop on the right side.

## OBJECT OF THE GAME

Form a loop of your color to win the game.

## FLIPPING

If your placement completes a bicolored path with a friendly disc on each end and only enemy discs in between, flip all the enemy discs in the path to your color. In **Figure 3**, Red has placed the disc marked with a black dot. He must immediately flip all the blue discs marked with yellow dots to red, concluding his turn.

If your placement forms a loop consisting entirely of an enemy path, except for your placed friendly disc, flip all the discs in the enemy path to your color (thereby forming a loop of your color and winning the game).

After your placement, identify all enemy paths which meet the requirements for flipping, as described above. Then flip all of them. In **Figure 4**, Red has placed the disc marked with a black dot. He must immediately flip all of the blue discs marked with yellow dots to red, forming a red loop (actually several red loops), and winning the game.

## DESIGN NOTES

Flipchain was just a hunch - a shot in the dark. Against all odds, it worked. At least a monocolored loop has always formed during testing. It hasn't actually been proven that a monocolored loop must form.

## AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Flipchain. 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](http://marksteeregames.com).