

# FlipFlop+FlipFour

by Masahiro Nakajima

With this Nestorgames version<sup>1</sup> of **FlipFlop**, you can play 2 different games: **FlipFlop** (3×3 and 5×5) and **FlipFour**.

The one of the most distinctive characteristics of the **FlipFlop** family of games is that the pieces move differently every turn. Therefore, even with small board sizes, and with a limited number of pieces, the games are not that “easy.” Welcome to “A Small yet Beautifully Complex World”!

## FlipFlop

### INTRODUCTION

**FlipFlop** is an abstract strategy game for 2 players, invented in 2009 by **Masahiro Nakajima**, the Curator of The Museum of Abstract Strategy Games. The designer’s goal was to create a game of mathematical beauty, strategic depth, yet of sufficient simplicity that anyone in the world, of any age and any cultural background, can enjoy.

**FlipFlop** was featured in a Japanese web comic on Shonen Sunday’s website, Sunday Webry. The comic is called *Checkmate: Satan, it’s your turn!*, and in episode 7, which appeared on 2016-08-26, the heroines play **FlipFlop** in a battle for world peace!

The Nestorgames version allows you to play two different versions of FlipFlop; the 3×3 game depicted in *Checkmate: Satan, it’s your turn!*, and the 5×5 game.

<sup>1</sup>Please visit the original website:  
<http://www.nakajim.net/index.php?FlipFlop%20%28English%29>

Online versions are also available:  
<http://www.nakajim.net/index.php?Abstract%20Strategy%20Games%20Online%204>

<http://www.nakajim.net/index.php?Abstract%20Strategy%20Games%20Online>

### MATERIALS

#### Boards

You get two different boards in one: FlipFlop 3×3 and FlipFlop 5×5. Fig. 1 illustrates how the 3×3 board is set within the 5×5 board.

The spaces with “△○□” symbols are the Goal spaces for the 3×3 board, and the spaces with the “FlipFlop” logo are the Goal spaces for the 5×5 board.

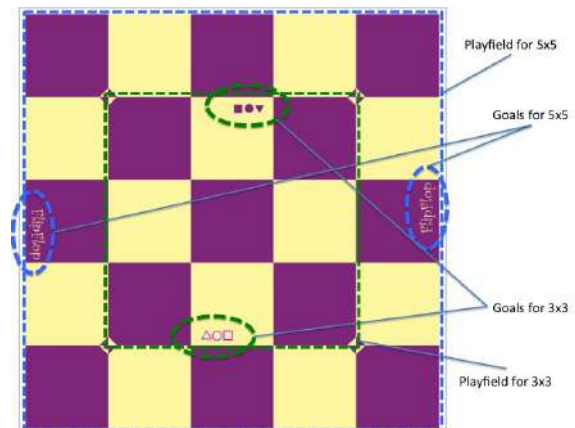


Fig 1: Boards: 3x3 and 5x5

#### Pieces

There are 5 double-sided pieces for each player. One side has a diagonal “x” cross (this side moves like a bishop in chess), and the other has an orthogonal “+” cross (this side moves like a rook in chess). (Fig. 2)

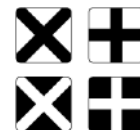


Fig 2: Pieces

### SETUP

Decide which player plays white; the other plays black. Choose whether you are playing a 3×3 or 5×5 game, then rotate the board so the appropriate Goal spaces face the players. In a 3×3 game, you should see “△○□” at the bottom of the center space of the row closest to you; in a 5×5 game, you should see “FlipFlop” at the bottom of the center space of the row closest to you. Place a piece, +-side-up, in each space of the row closest to you.

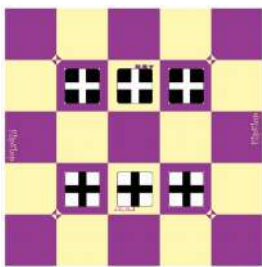


Fig 3: 3x3 Setup

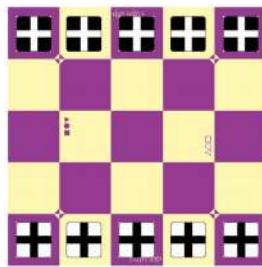


Fig.4 5x5 Setup

## RULES

### Goal

You win when any of your pieces is in **the Goal space** on your opponent's side of the playfield at the **end of your opponent's turn**, or when **your opponent has no legal moves**.

The game ends in a draw if the same configuration appears on the board three times.

### Play

White plays first. Players take turns moving one of their own pieces on the board, following the rules below:

- 1) **+** moves orthogonally, and **x** moves diagonally, as the lines suggest. Move your piece any distance through empty spaces.
- 2) Jumping other pieces is not allowed.
- 3) After you move your piece, you must flip it over (**+** becomes **x**; **x** becomes **+**).
- 4) You can capture a piece only if it is in one of the Goal spaces (yours or your opponent's). You capture the piece by moving through empty spaces onto the Goal space it occupies, and removing the captured piece from the board.
- 5) Passing is not allowed.

# FlipFour

## INTRODUCTION

**FlipFour** is an abstract strategy game for 2 players also invented in 2016 by Masahiro Nakajima.

**FlipFour** is an innovative approach to creating a new four-in-a-row game with great game play, but using just 4 pieces per player (i.e. the absolute minimum number of pieces).

## MATERIALS

4 white FlipFlop pieces, 4 black FlipFlop pieces and a 5x5 board.

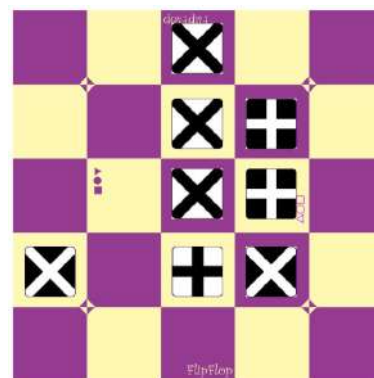
## RULES

### Initial Setup

The board starts empty. Decide which player plays white; the other plays black. Take all 4 pieces of your color.

### Goal

The first player to get all 4 of her pieces in an orthogonal or diagonal line wins (It does not matter whether her 4 pieces are **+**, **x**, or some of each). (*White wins in the Fig. Below.*)



### How to Play

White plays first. Players take turns either placing or moving one of their own pieces on the board, following the rules below:

- 1) When you place a new piece, it must be placed on an empty space, but you can choose whether to place it **+**side-up or **x**-side-up.
- 2) When you move a piece, **+** moves orthogonally, and **x** moves diagonally, as the lines suggest. Move your piece any distance to an empty space.
- 3) Pieces can jump over other pieces as long as the destination space is empty.
- 4) After you move your piece, you must flip it over (**+** becomes **x**; **x** becomes **+**).
- 5) You are welcome to move your pieces before all of your pieces are on the board.
- 6) Passing is not allowed.