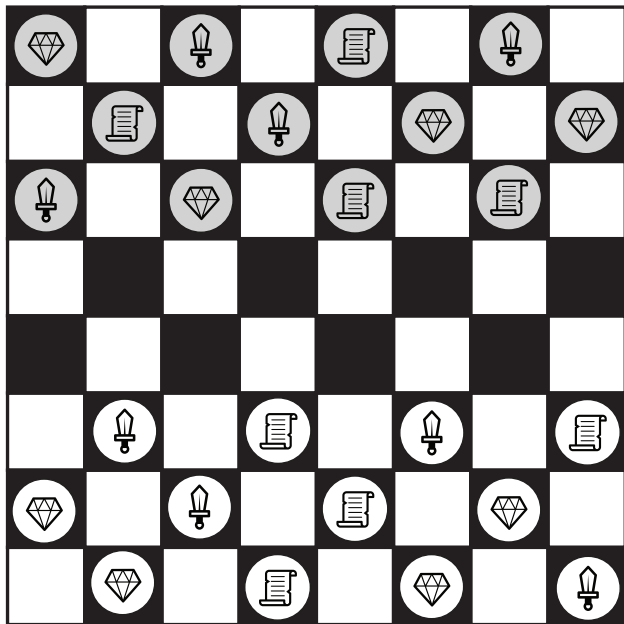


# FLIP & SKIP

## RULEBOOK



**Chess is too hard.  
Checkers is too easy.  
Flip & Skip is just right.**

## TUTORIAL

To watch a video tutorial on how to play, please scan the QR code to the right or visit <https://tinyurl.com/yprhzar2>



### COMPONENTS

- 1 Board & 1 Game Bag
- 2 Player Cards
- 2 Sets of Wooden Coins

### PLAYERS & PLAY TIME

- Age: 14+
- Players: 2
- Playtime: 15-30 minutes

### BACKSTORY

Flip and Skip, a pair of troll brothers, were sitting in the back of a busy tavern, waiting for their next big adventure to begin, when one of them pulled a stack of light and dark wooden coins from his pocket and spread them out over a checkerboard that was carved into their table.

“Let’s make up a game,” he said. Thus was born the tabletop game *Flip and Skip*, which has become the favorite game of fantasy creatures everywhere.

### GOAL

The goal of the game is to be the first player to collect 3 of each coin (Stone, Sword, and Scroll) in your Victory Pile.

### SET UP

- As in *Chess*, the player who chooses to play with the light-colored pieces goes first
- Set the Board on the table. Place 12 coins, in random order, on the dark squares on each side of the Board, light coins on one side and dark coins on the other, as pictured on the next page

- Each player takes a Player Card, then takes 2 of the other player's coins from the Board and places one to the left and one to the right of their Player Card. The coin on the left will be the player's Victory Pile and the coin on the right will be their Hand



Board



Victory Pile



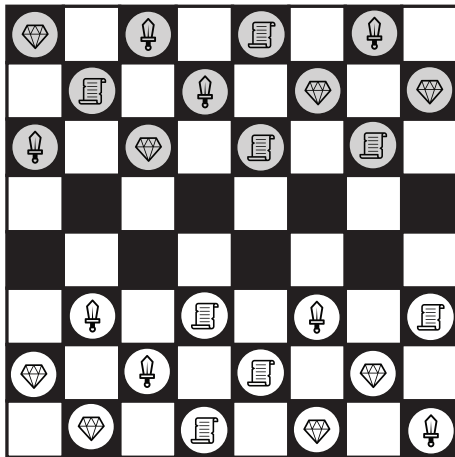
Player Card



Hand

## BOARD SET UP

Place 12 coins, in random patterns, on the dark squares on each side of the Board, as pictured below.



## HOW TO PLAY

### 1. FLIP: FLIP A COIN IN YOUR HAND

The first player flips a coin in their Hand and takes the appropriate Action (see “How to Flip Coins” below), or the player may take an Action from any other coin in their Hand. After taking an Action, the player places the coin they flipped in their Victory Pile.



TOP

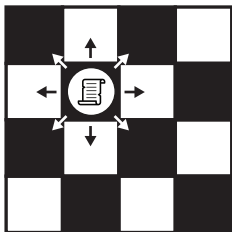
FLIP



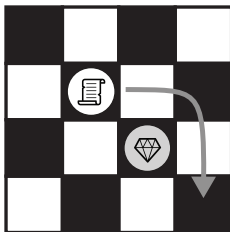
BOTTOM

### 2. SKIP: MOVE OR SKIP COINS ON THE BOARD

A player may move a coin one space in any direction on the Board and they may skip over a coin (see “How to Skip Coins” below) or they may do two skips or two moves.



Move in any direction



Skip over a coin

### 3. MOVE ON TO THE NEXT PLAYER

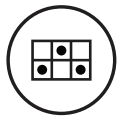
It is now the other player's turn. Keep taking turns until someone wins the game (see “Winning” below).

## HOW TO FLIP COINS (ACTIONS)

A player does a flip by turning over one coin in their Hand. Next, they take the Action associated with the icon revealed.



**HAND:** Move a coin from your opponent's Victory Pile to their Hand. The player who flipped the coin picks which coin will move.



**BOARD:** Move a coin from your opponent's Hand to the row closest to you on the Board. The player who flipped decides the coin that moves.



**AXES:** Make three totals moves and/or skips on the Board.



**WREATH (LAUREL):** Move this coin to your Victory Pile, then flip over another coin in your Hand, take the Action, and do your regular moves/skips on the Board.



**MONSTER:** Move a coin from your opponent's Victory Pile to the row closest to you on the Board. The player who flipped the coin picks which coin will move.



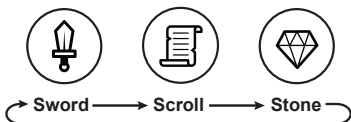
**EYE:** Look underneath any coin in your opponent's Hand, Victory Pile, or on the Board.

## HOW TO SKIP COINS

Skipping coins is optional. The way the coins skip over each other is based on the game Rock, Paper, Scissors (the Stone is the Rock, the Scroll is the Paper, and the Sword is the Scissors).

### Skip Order:

- Sword skips over Scroll
- Scroll skips over Stone
- Stone skips over Sword



Once a coin is skipped on the Board, it is removed to the player's Hand. Multiskips (skipping over more than one of the same type of coin) are possible, as long as each skip is "legal" (meaning the skips conform to the skip order above).

Players may skip horizontally, vertically, or diagonally (see the example below).

In *Figure 1* below, the Board has an empty space, so a player decides to skip the Sword coin at the top of the Board over the Scroll coin in the center (Sword skips Scroll).

In *Figure 2*, the player has now skipped the Sword coin over the Scroll coin. Next, they remove the Scroll coin (with the "X" over it) from the Board and place it in their Hand.

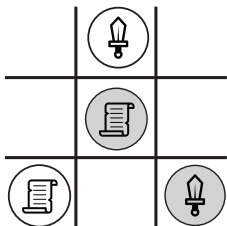


Figure 1

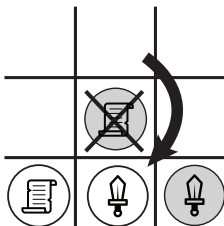


Figure 2

## NO KINGS OR HIDING IN CORNERS

- Players are not awarded “Kings,” like in *Checkers*, when they reach the last row of the Board
- A coin that is threatened by an opponent may not stay in, or continually move to, a corner to avoid being skipped

## WINNING

The first player to collect 3 of each coin (Sword, Stone, and Scroll) in their Victory Pile, wins.

## ALTERNATE ENDINGS

### RUNNING OUT OF COINS TO MOVE OR SKIP

If a player cannot move or skip a coin on the Board, their turn ends. If neither player can skip a coin on the Board, the game proceeds with each player only doing the first part of their turn (flipping coins, taking Actions, and placing coins on their Victory Piles) until someone collects three of each coin and wins the game.

### RUNNING OUT OF COINS TO FLIP

If no player can flip a coin, the game is over. Whoever has the most coins on their Victory Pile at this point, wins the game.

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- Made in Tucson, Arizona
- Designed by Greg Loumeau
- Developed by Livia Lopez, Aaron Fox, and Greg Loumeau

For more information about this and other fun games,  
please visit: <https://pouch.games>

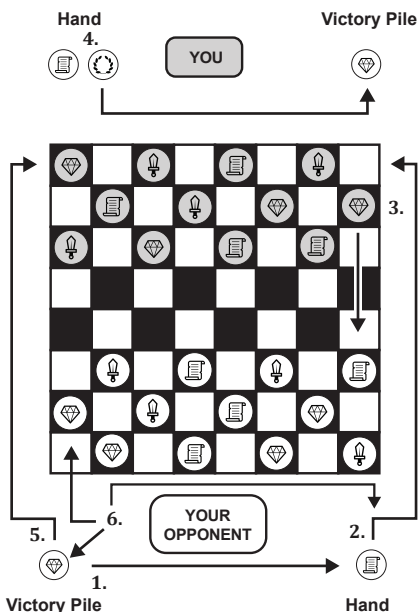


**POUCH**



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## ACTIONS CHART



1. **HAND:** Move a coin from your opponent's Victory Pile to their Hand. The player who flipped the coin picks which coin will move.



2. **BOARD:** Move a coin from your opponent's Hand to the row closest to you on the Board. The player who flipped decides the coin that moves.



3. **AXES:** Make three totals moves and/or skips on the Board instead of two.



4. **WREATH (LAUREL):** Put this coin in your Victory Pile, then flip over another coin in your Hand, take the Action, then do the normal moves/skips on the Board.



5. **MONSTER:** Move a coin from your opponent's Victory Pile to the row closest to you on the Board. The player who flipped the coin picks which coin will move.



6. **EYE:** Look underneath any coin in your opponent's Hand or Victory Pile, or on the Board.