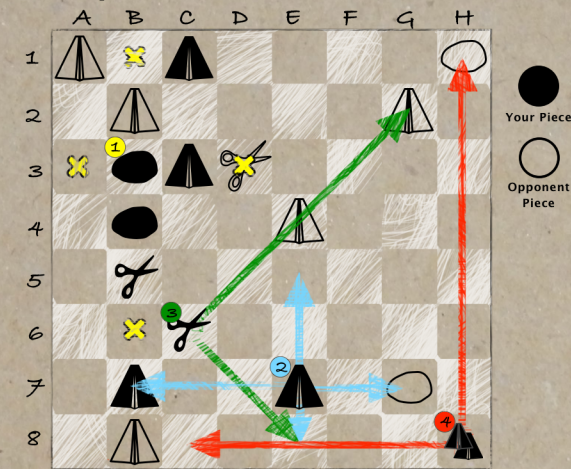


Example Movements



1 UP: Hop to B1 (Choose to Flip A1, B2 AND C1).
LEFT: Hop 1 space to A3 (Nothing to Flip).
RIGHT: Hop to and capture opponent scissors at D3 (Choose to Flip C3).
DOWN: Hop to B6 (Choose to Flip B5, C6, AND B7).

2 UP: Can move as far as E5 (Blocked by paper at E4).
LEFT: Can move as far as B7 (would FOLD at B7).
RIGHT: Can move until it captures rock at G7.
DOWN: Can move 1 space to edge (E8).

3 UP/RIGHT: Can move as far as G2, taking every paper it passes. Cannot backtrack after capturing a piece.
DOWN/RIGHT: Can move to edge (E8).

4 UP: Can move all the way across the board, until it captures rock at H1.
LEFT: could move to C8 (blocked by paper at B8).

For the above 4 cases -- if the copycat were in the same position, mimicking the same type of piece (i.e. mimicking rock from B3, etc) the following moves would change:

1 Could not hop the paper at B2, could capture it instead. Could not SMASH and flip pieces.

3 Could not continue past the paper at E4 after capturing (No Slice).

2 could capture the paper at E4. Could not FOLD on the paper on B7.

4 Could take the paper at B8.

Game Variants

Simple: Play without special abilities. First player to capture the rock hiding their opponent's flag wins! This might be easier for kids or beginners. Some games may end in a tie.

Catch the Cat: First one to take the opponents copycat wins (Can be played either standard or simple).

Mystery: Setup your pieces as described in Setup, but do so randomly with respect to the backs of each piece. You are never allowed to "check" the backs of your own pieces -- even you don't know where your flag is!

Rock, Paper, Scissors Chess

Rulebook

