

PAPER FLAGS

OFFICIAL
RULES



PAPER FLAGS

1. OVERVIEW

Paper Flags is a game of positional strategy for two players: Light and Dark blue.

THE BOARD & PIECES

The game is played on a 9x9 rectangular grid consisting of 81 Squares. Each square is references by a file (A–I) and a rank (1–9).

Players command 14 pieces each. Every piece on the board exists in one of two distinct states:

- **Folded:** The default, restricted movement state.
- **Unfolded (Flag):** The powerful, long-range state.

THE GOAL

Victory is achieved by invading the opponent's Back Row with Flags, or by dominating the board and eliminating the enemy's forces.

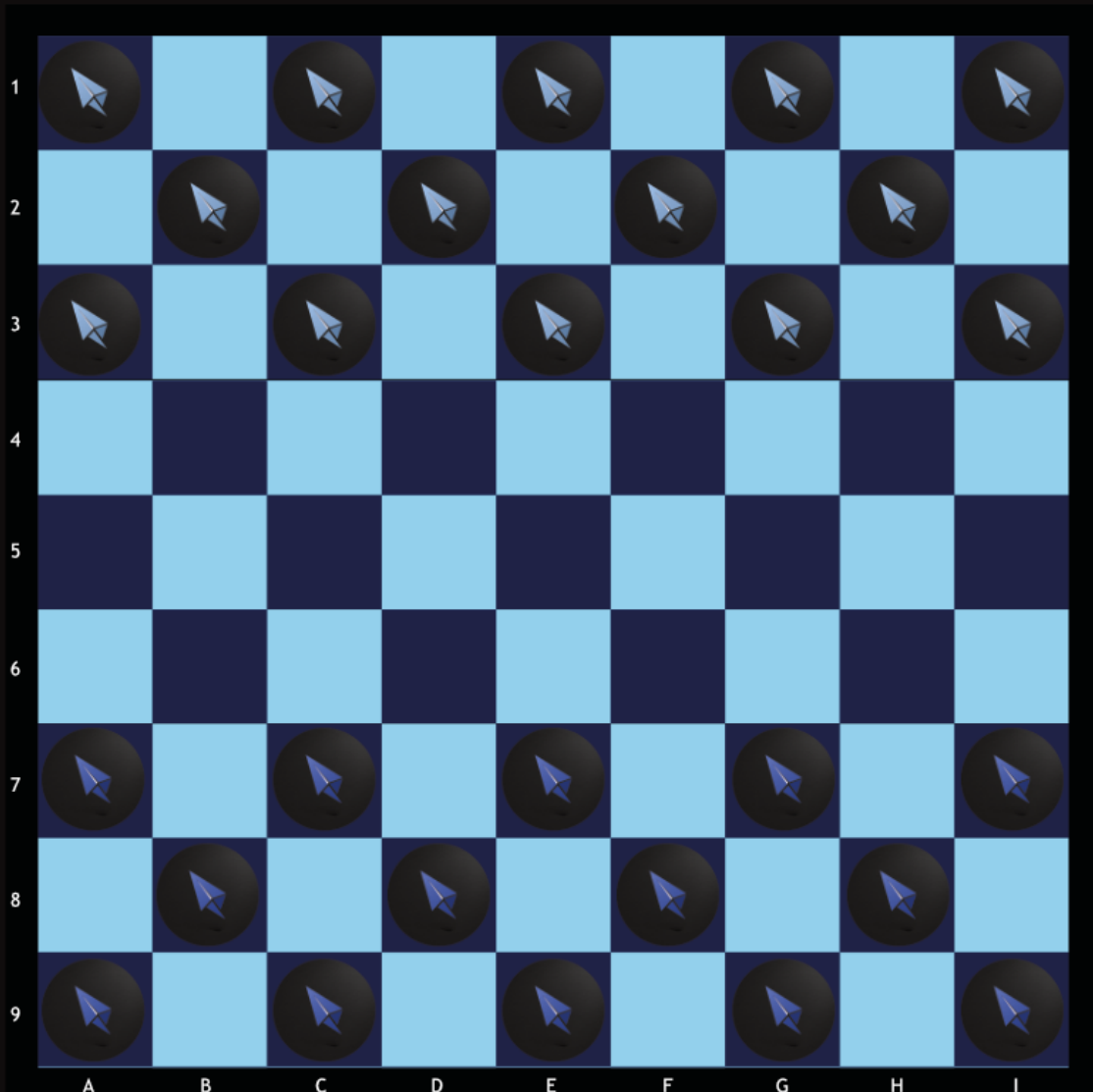


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2. INITIAL SETUP

All 28 pieces begin the game in **Folded** state.

Light Blue sets up on Ranks 1, 2, and 3. Dark Blue sets up on ranks 7, 8, and 9. Light Blue takes first turn.





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3. PLAYING A TURN

Players alternate turns. Passing is not permitted. On your turn, you **MUST** perform exactly one of three Legal Actions:

1. MOVE ACTION

Relocate one of your pieces to a different square based on its current state (Folded or Unfolded).

2. FOLD ACTION

Change one of your Unfolded pieces back to the Folded state. The piece does not move.

3. UNFOLD ACTION

Change one of your Folded pieces back into the Unfolded (Flag) state. The piece does not move.

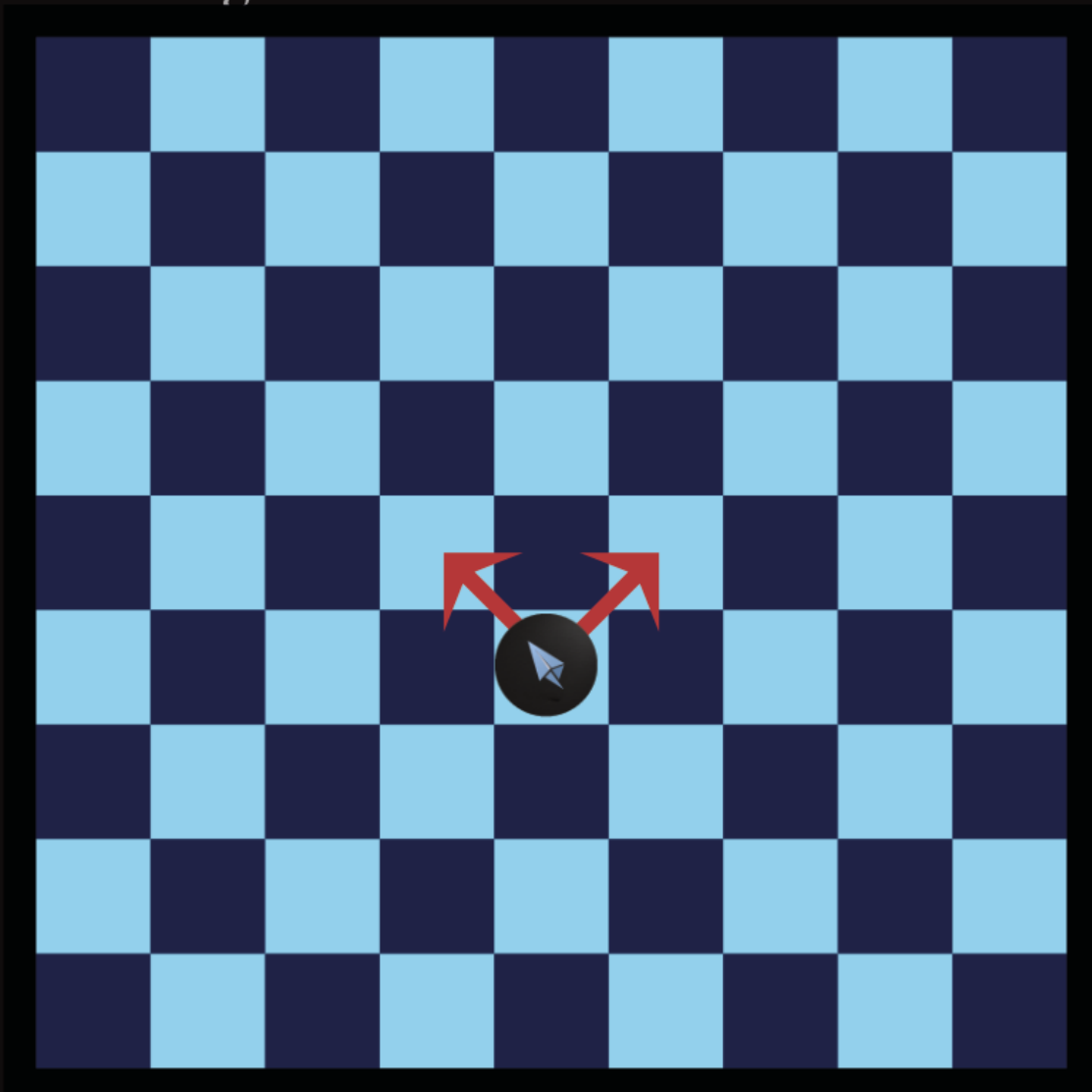


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4. FOLDED MOVEMENT

A Folded piece moves exactly one square **Diagonally Forward**. Forward is defined as moving toward the opponent's Back Row.

This means a Folded piece generally has two possible forward-diagonal destinations.



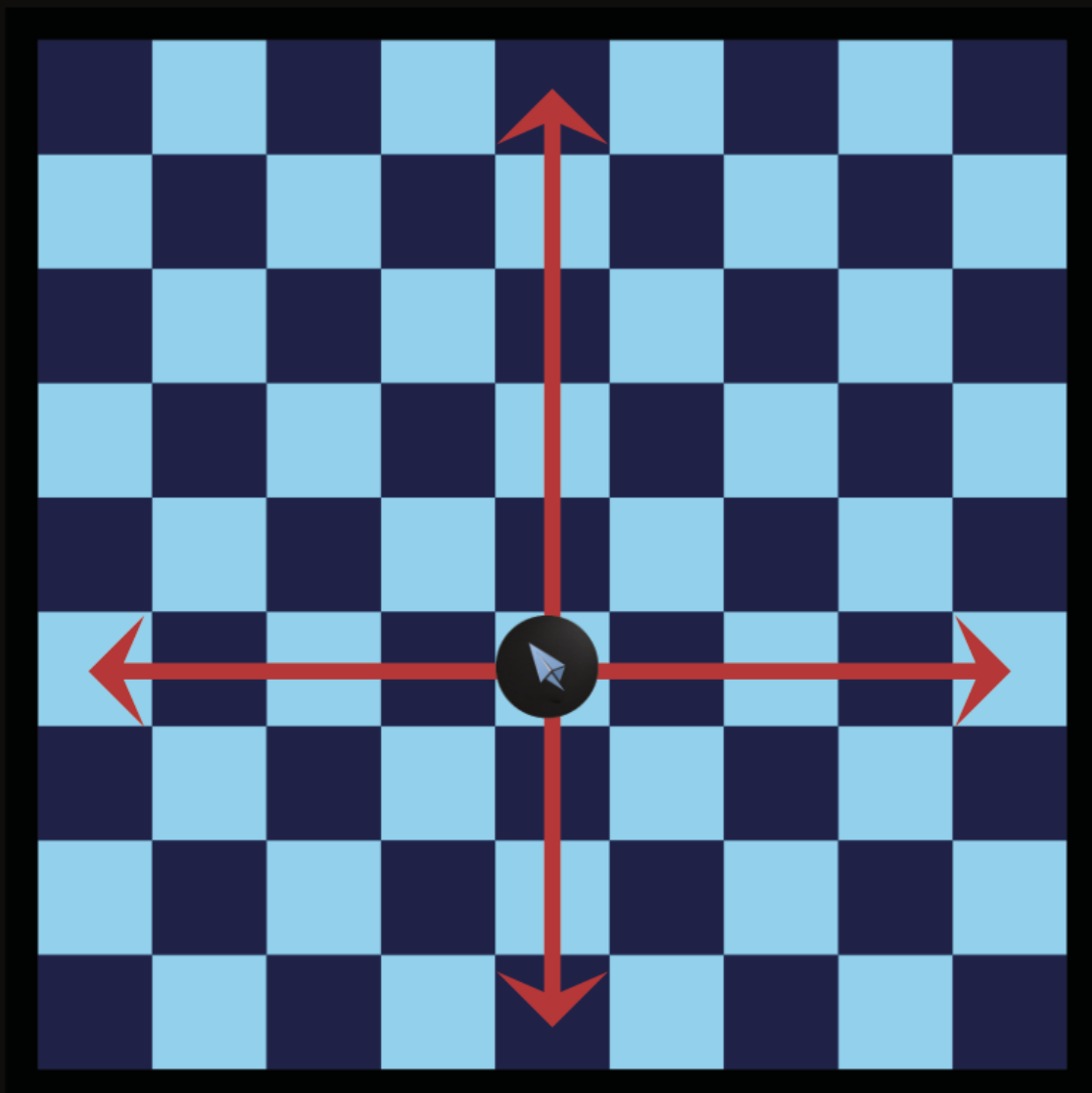


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5. FLAG MOVEMENT

An Unfolded Piece (Flag) moves exactly like a Rook in Chess.

It may slide any number of squares along a single **Orthogonal Direction** (horizontally or vertically).





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6. CAPTURING

Captures happen strictly during Move Actions.

If your piece's legal movement path ends on a square occupied by an enemy piece, the enemy piece is captured.

- The captured piece is permanently removed from the board.
- Your capturing piece ends its movement on that square.
- You may never move a piece onto a square occupied by a friendly piece.



7. UNDER THREAT

A crucial rule in Paper Flags is the Threat constraint.

You are **Under Threat** if your opponent could win the game on their immediate next turn using a single Legal Action.

THREAT-BREAKING

If you begin your turn Under Threat, your chosen Action **MUST** be a **Threat-Breaking Action**. This means your move, fold, or unfold must result in a board state where you are no longer Under Threat.

If you are unable to break threat, you are **OVERRUN**, and your opponent wins the game with their next and final Action.



8. VICTORY

The game ends immediately when a victory condition is met.

TERRITORIAL VICTORY

You win if you have at least **three Unfolded Pieces (Flags)** occupying the opponent's Back Row (Rank 9 for Light Blue, Rank 1 for Dark Blue).

Note: Unfolding a piece already on the back row can trigger this win. Folded pieces (not Flags) do not count.

DOMINANCE VICTORY

You win if your opponent has **three or fewer** total pieces remaining on the board, regardless of their state.



9. DRAWS

The game is drawn under the following conditions:

- **Stalemate:** A player has no legal moves but is NOT Under Threat
- **Repetition:** The exact same board position has occurred three times.
- **75-Move-Rule:** 150 total halfmoves occur without any capture.
- **Agreement:** Both players agree.

