

Reversi

Adapted for the piecepack by Mesomorph Games

Version 2.0, February 2004

2 players, duration varies

Object

The object of the game is to have the majority of your pieces on the board at the end of the game.

Note: This game is best played with all red suits. Mesomorph Games' Playing Cards Expansion™ is a source of 2 red suits (Hearts & Diamonds), while standard piecepacks have 1 red suit (Suns).

Size of the board will vary with number of coins available. To find the size of the board you need to use divide the total number of coins you plan to use by 4 and round up if the product is a fraction.

Equipment for Easiest Game:

Red coins from one standard piecepack & Playing Cards Expansion™

4 Tiles (divide number of coins used by 4, and round down)

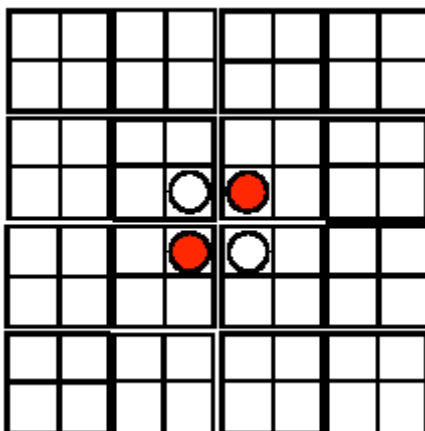
Equipment for a more difficult game - Suits v. Numbers:

- Red and Black coins from one standard piecepack & Playing Cards Expansion™
- 9 tiles

The Basics

Depending on equipment available, each player takes all red or black coins or 1/2 of the coins and chooses either number side or symbol side to use throughout the game (actual numbers or symbols on each coin are of no consequence).

Player 1 places two Number coins and Player 2 places two Black/number coins, as shown in Figure 1. The game always begins with this setup (it doesn't matter which symbol/number is used in either place).



For demonstration purposes, white circles represent Number coins and red circles represent Red Suits or Symbol coins.

Figure 1

A move consists of “outflanking” your opponent’s coin(s), then flipping the outflanked coin(s) to display your side of the piece. To outflank means to place a coin on the board so that your opponent’s row (or rows) of coin(s) is bordered at each end by one of your pieces. (A “row” may be made up of one or more coins).

Here’s one example: Numbers coin A was already in place on the board. The placement of Numbers coin B outflanks the row of three Red/Symbol coins:



Number flips the outflanked coins, and now, the row looks like this:



Reversi Rules

1. Red/Symbol always moves first.
2. If, on your turn, you cannot outflank and flip at least one opposing coin, your turn is forfeited and your opponent moves again. However, if a move is available to you, you may not forfeit your turn.
3. A coin may outflank any number of coins in one or more rows in any number of directions at the same time - horizontally, vertically, or diagonally. (A row is defined as one or more coins in a continuous straight line). (See Figures 2 and 3.)

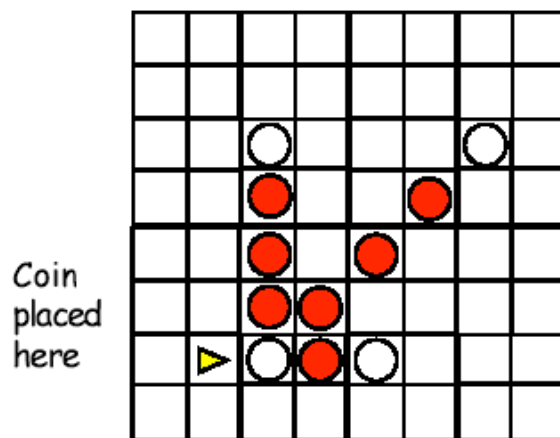


Figure 2

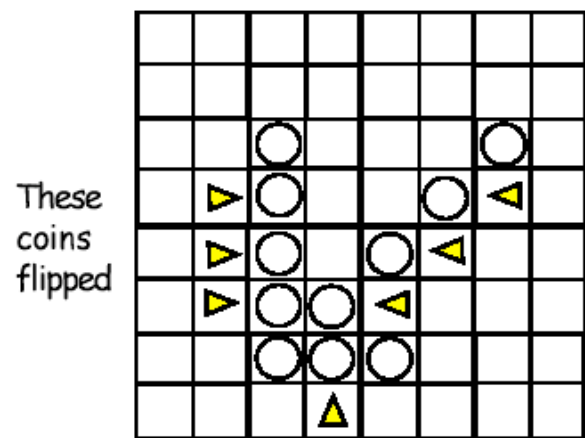


Figure 3

4. You may not skip over your own coins to outflank an opposing coin. (See Figure 4.)

This coin only
outflanks
and flips
white coin A

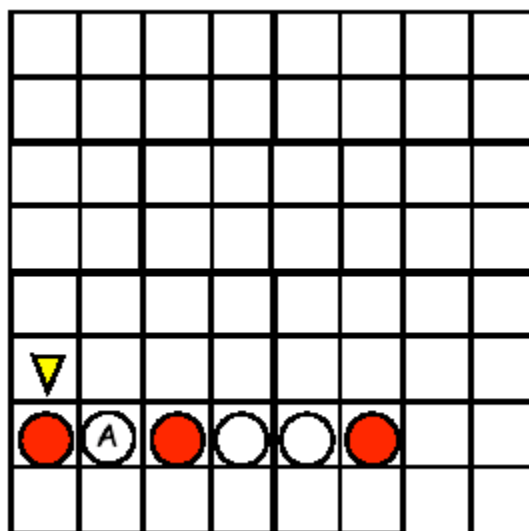


Figure 4

5. Coins may only be outflanked as a direct result of a move, and must fall in the direct line of the coin placed down. (See Figures 5 and 6.)

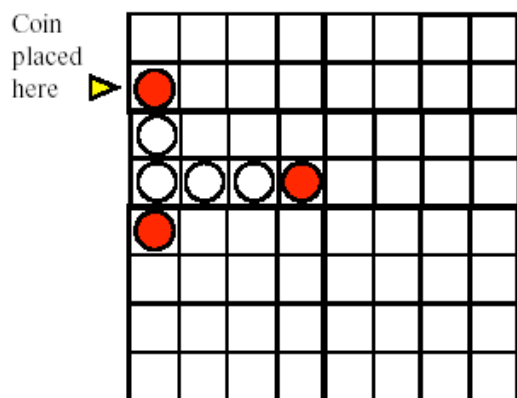


Figure 5

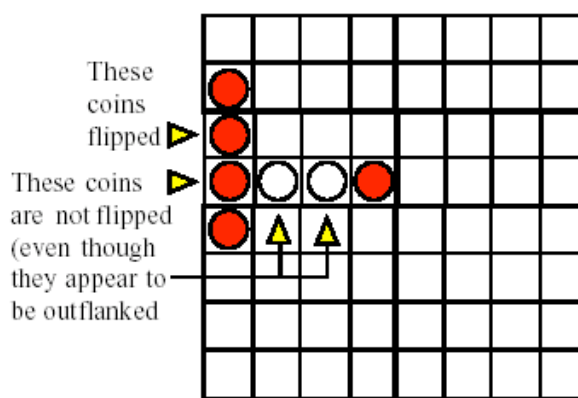


Figure 6

6. All coins outflanked in any one move must be flipped, even if it is to the player's advantage not to flip them at all.
7. A player who flips a coin which should not have been turned may correct the mistake as long as the opponent has not made a subsequent move. If the opponent has already moved, it is too late to change, and the coin(s) remain as is.
8. Once a coin is placed on a square, it can never be moved to another square later in the game.
9. If a player runs out of coins, but still has an opportunity to outflank an opposing coin on his or her turn, the opponent must give the player a coin to use. (This can happen as many times as the player needs and can use a coin.)
10. When it is no longer possible for either player to move, the game is over. Coins are counted and the player with the majority of his or her color coins on the board is the winner.

Note: It is possible for a game to end before all squares are filled.