

REVERSI™

INSTRUCTIONS

AGES: 5+
PLAYERS: 2

CONTENTS: 64 Double-sided Disks, One Easy-flip Game Board and Instructions.

OBJECT: To have the most disks of your color on the board at the end of the game.

SET-UP: Position the game board so that each player is near a disk tray. Each player selects a color; white or black, and uses the disk side that corresponds to that color throughout play.

Players take two disks from their respective trays and set up play in the center of the game tray as shown in **Diagram 1**. The game always starts with the disks arranged in this manner. "White" always moves first.

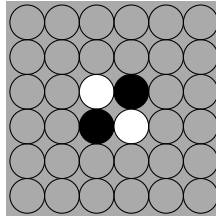


Diagram 1

PLAY: A move consists of a player positioning his/her disk in such a manner that it traps an opponent's disk or row of disks between two disks of his color. The player in **Diagram 2**, for example, plays white Disk 3, trapping the black disk between it and white Disk 2.

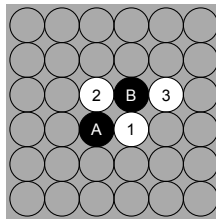


Diagram 2

The player then uses his/her index finger to flip the trapped disk. In the above example disks 1, 2, 3, and B are all now white side up.

It is now the other player's turn. He places his black disk next to a white one, trapping it between two black disks, then flipping the white disk to black.

As play progresses, players will be able to make multiple traps, capturing more than one disk in a row or rows. Rows may be horizontal, vertical, diagonal or any of those directions at the same time. See **Diagram 3a**.

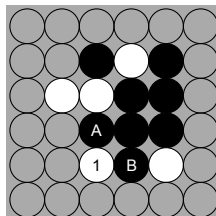


Diagram 3a

The player in **Diagram 3a** places disk 1 and then flips disks A and B to white.

When a disk is played, only the trapped disks in a direct line from it may be flipped. A single move may change the alignment of other rows, away from the played disk, but these disks may not be flipped. For example, when the disks trapped in **Diagram 3b** are flipped to white, it appears that two other disks may be flipped.

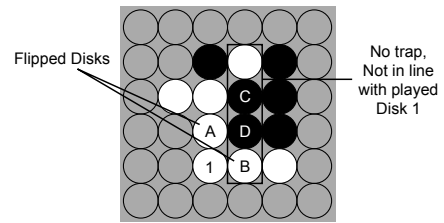


Diagram 3b

A player must always play to trap his opponent's disk(s). If he or she cannot make a trap play, he or she loses his turn.

Only like-colored disks next to one another may be flipped in a multiple trap move. If a different colored disk or empty pocket breaks up a row, there is no trap or a lesser trap. For example, in **Diagram 4**, Disk A is played and Disks 1, 2 and 3 are trapped and turned. However, Disks 4 and 5 are not trapped and are not turned.

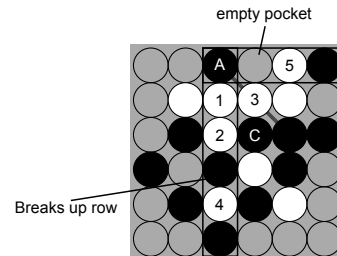


Diagram 4

The game ends when there is no possible move left for either player.

WINNING: The winner is the player with the most disks of his color covering the board at the end of play.

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