



CHARISMA

Setup: Charisma can be played on various sized boards. A 7x7x7 hex board is recommended. Each player has a plentiful amount of their own colored pieces or both share a pool of Reversi stones.

Goal: The player with the largest group wins. If tied then another equal or second largest group wins etc...

Turn: Place one of your pieces on the board or strike with one already placed. If you cannot do either then you must pass. Passing is otherwise not permitted.

Strike:

The striking stone moves in a straight line and cannot pass through any other stone.

The strike value must be equal to the number of stones in the target group.

* strike value = number of spaces moved + number of stones in the group(s) adjacent to the departed space.

Upon striking, the target group is converted to the color of the striking stone.

End: When both players pass or when it's clear who will have the biggest group.

CHARISMA

Strike Value = number of spaces moved + number of own stones in the group(s) adjacent to the departed space.
($SV = m + g$)

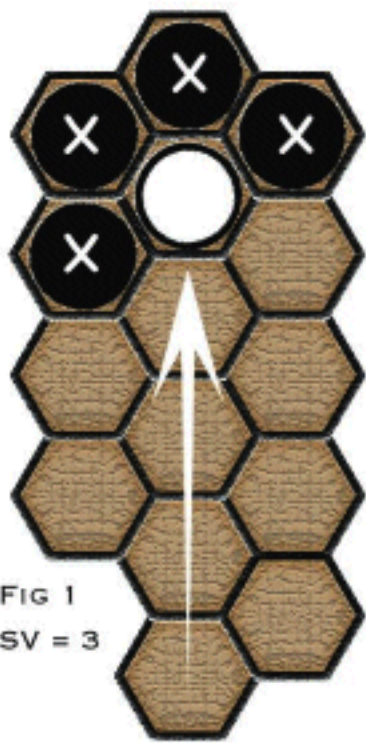


FIG 1
SV = 3

Figure 1:
The black stone moves 4 spaces and was not adjacent to any other black stones before the strike ($4 = 4 + 0$)

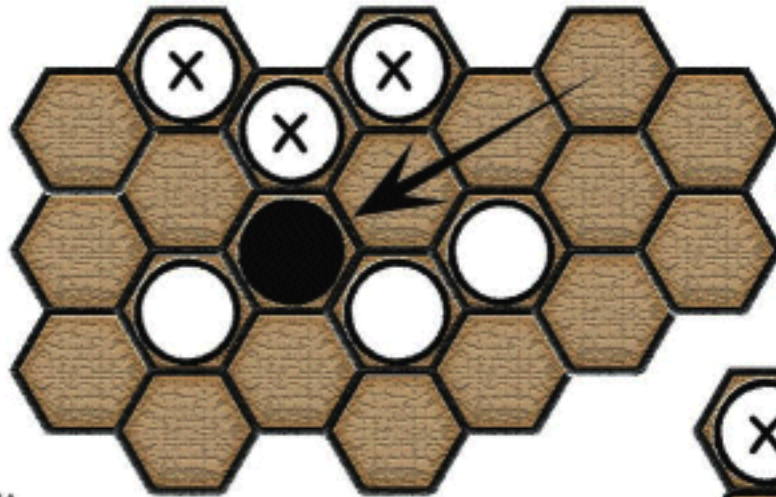


FIG 2
SV = 3

Figure 2:
The black stone moves 3 spaces to reach a strike value of 3. Notice that only the group with exactly 3 stones in it becomes converted to black. ($3 = 3 + 0$)

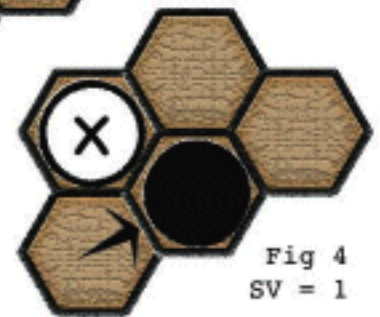


Fig 4
SV = 1

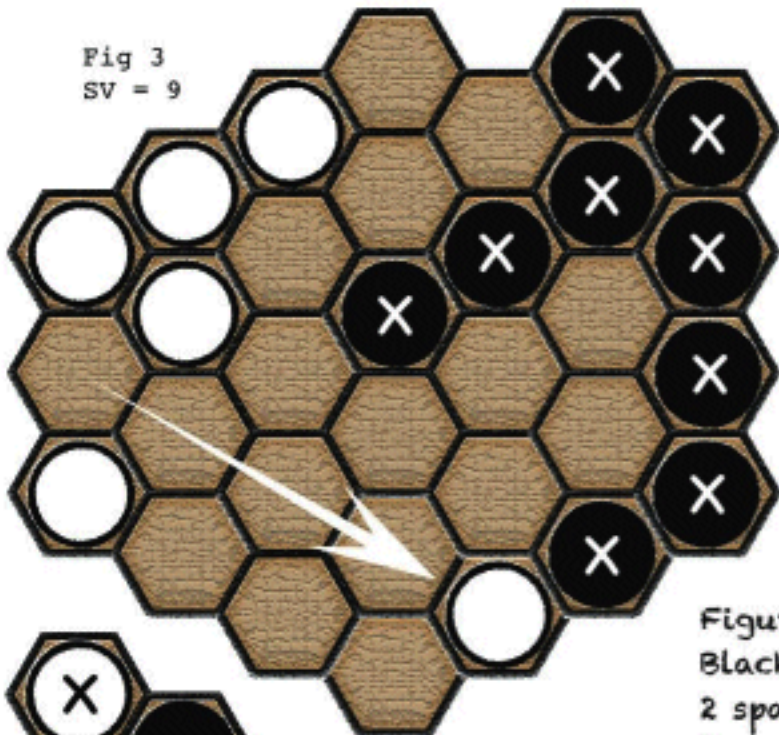


Fig 3
SV = 9

Figure 3:
The white stone moves 4 spaces. The number of pieces in the groups adjacent to the departed space is 5. ($9 = 4 + 5$)

Figure 4:
The black stone moves 1 space ($1 = 1 + 0$)
Note: Black's adjacency to the white stone has no bearing on it's SV.

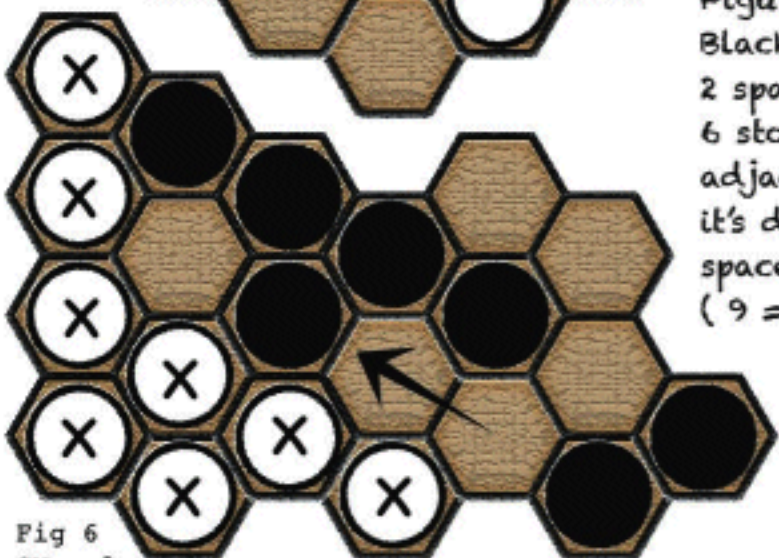


Fig 6
SV = 8

Figure 6:
Black travels 2 spaces with 6 stones adjacent to it's departed space. ($8 = 2 + 6$)

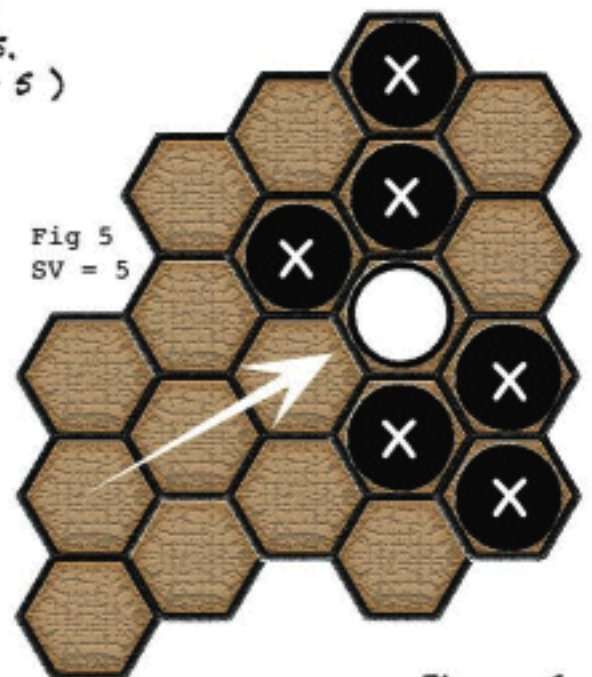


Fig 5
SV = 5

Figure 5:
Because groups are counted individually, both groups of 3 are changed to white. ($3 = 3 + 0$)