ViceVersi

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A simple unification game for 2 players using Othello (Reversi) components.
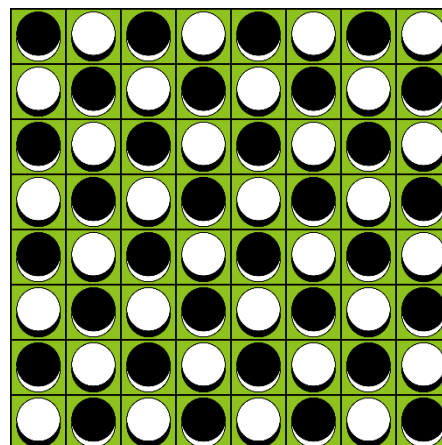
SET UP

Arrange 64 doble disks as the checkers pattern on 8×8 square board (as the diagram right).

Decide who play as *black* and who as *white*.

DEFINITION

"Group" means like-color disks adjacent orthogonally each other on the board. One disk that is not adjacent like-color disks orthogonally is also considered as a group.

Setup position

GAME PLAY

At first, *white* choose a disk facing black color up and flip it over.

Then *black* takes turn and from then on, players alternate turns taking one of two action below.

Pass is not allowed unless there are no legal moves.

(1. Choose a pair of disks with opponent's color facing up that are orthogonally sandwiching one of your color disk or an unbroken line of your color disks, flip them over to friendly color. You may not divide an opponent's group to two or more groups by this action, unless it makes your winning condition.

(2. Choose a disk with your color facing up, flip it over to opponent's color. It is required the target disk is not a part of your largest group, and adjacent the largest group of opponent's color.

GAME END

The player who has a group of all his/her color disks adjacent each other as a group, immediately wins.

If both players have those groups simultaneously, the turn player wins.

Game example. If it is Black's turn, Black can win by flipping disk a. If White's turn, White can win by flipping a pair of disks b and b'. White can divide Black groups by this action because it makes White's winning condition.