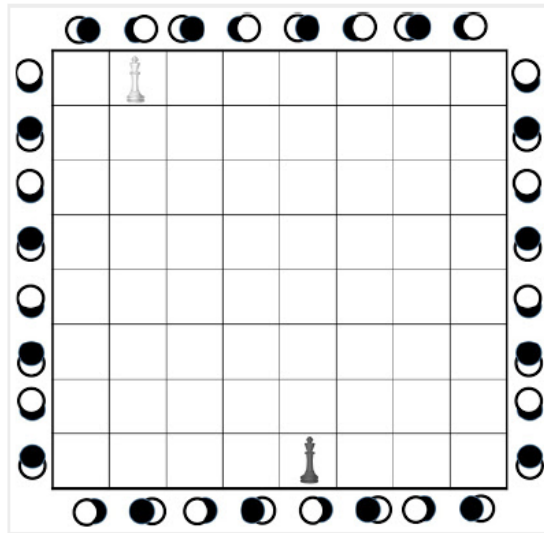


Flipside



In this game you have two dilemmas, one you must be able to move one of your pawns and then add a reversi piece onto the board and second you must flip over as many reversi pieces to your color as you can before the game ends. Not an easy task!

2 player game played on the spaces of an 8x8 board with its four corner squares blanked out.

Materials

4 chess pawns, 2 black and 2 white.

64 Reversi/Othello pieces.

Setup

First place the board between the players.

Next place both like color pawns diagonal to each other on any two of the four corner squares of the board.

Then place in stacks of two, along the outer edge of the board at each row and column, the 64 reversi pieces.

Objective

The winner is the player with the most pieces in his color on the board at endgame.

Play

One player plays black the other white.

Black moves first, then play alternates.

On your turn you must,

1. Move a pawn in your color orthogonally or diagonally in a straight line and end its movement on an empty space and take a reversi piece from the outer edge of the board, flip it to your color, move it orthogonally and end its movement on an empty space that lies in a straight line of the pawn you just moved or
2. Move a pawn in your color in a straight line orthogonally or diagonally jumping over any number of empty or occupied squares ending the jump on an empty square. Then flip all of the reversi pieces along the path just taken, lastly move a reversi piece that's along the edge of the board flipping it and ending the move on an empty square that is inline with the pawn last moved.

The game ends when each player is unable to take her turn.

The winner is the player with the most pieces in his color (including his two pawns) on the board.

Restrictions

- After a pawn is moved from a corner square neither a pawn or reversi piece may be placed there.
- A reversi piece may jump over any combination of empty spaces and reversi pieces of either color.
- A reversi piece does not lie in a straight line of a pawn if another pawn is in-between them.
- Neither a pawn nor a reversi piece may jump over another pawn. 4 chess pawns, 2 black and 2 white.

[From Rey's blog description]