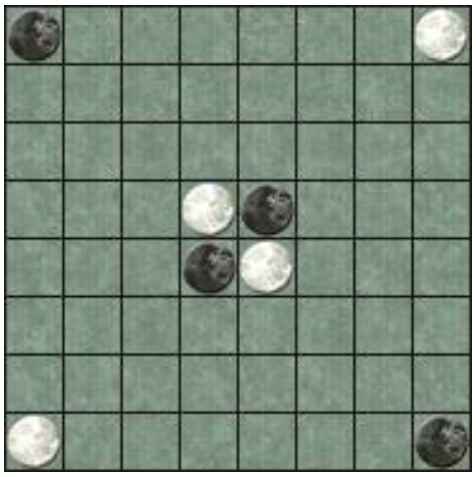
Reversitacks

2009, Savarese Software Research Co.,
https://www.igfip.com/rules/reversitacks.html

The standard Reversitacks board size is 8x8,



initial setup

Rules

1. Black moves first.
2. A piece may move to any space within a two space radius of its position, jumping over intervening pieces and obstructions if necessary.
3. If a piece moves one space, it is cloned. The original piece remains in its original location and a duplicate piece is placed at the destination.
4. If a piece moves two spaces, it vacates its original location and is placed at the destination.
5. When a piece completes its move, any opposing pieces intervening between the move destination and a bracketing friendly piece are converted to friendly pieces as in Reversi. Subsequently, all opposing pieces adjacent to the move destination are captured and immediately replaced by friendly pieces as in Attacks.
6. If a player still has pieces on the board and cannot make a move, play passes to the other player.
7. The game ends when neither player can make a move or one player loses all his pieces. The player with the most pieces remaining wins. If both players possess the same number of pieces, the result is a draw.