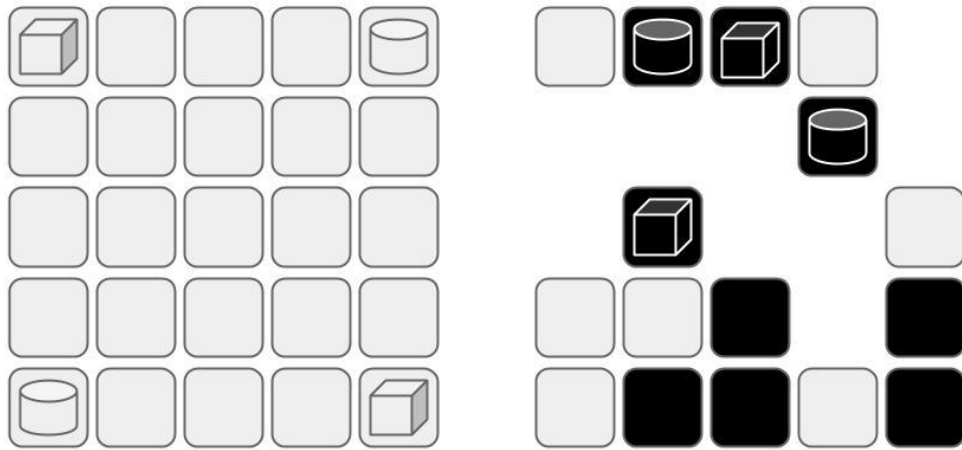


## Phobos

# PHOBOS



### Materials

25 square tiles that are dark on one side and light on the other

4 Othello disks, two of the disks are marked on their dark and light sides with a red dot at their centers.

### Setup

Arrange the 25 tiles, light side up, into a 5x5 grid. Next place the two disks with the red dots light side up on two diagonally opposed corner tiles, do the same for the remaining two disks.

### Play

One player plays with the two disks that have the red dots and the other player the two without.

Decide who goes first in any convenient manner, turns then alternate.

On a turn, you must,

1) Move one of your disks one space either diagonally or orthogonally onto an empty tile and then

2) Flip an empty light sided tile that is orthogonally or diagonally adjacent to the

disk last moved or remove an empty dark sided tile that is orthogonally or diagonally adjacent to the disk last moved.

### **Restrictions**

- A light sided disk moves on empty light sided tiles and after a move you must flip an adjacent light sided tile to its dark side.
- A light sided disk may be moved to a dark sided tile by flipping the disk to its dark side and after the move you must remove an adjacent dark sided tile from the board. From this point on the disk is a dark sided disk and cannot be flipped back.
- A dark-sided disk moves only on empty dark sided tiles and after the move you must remove an adjacent dark sided tile from the board.

### **Object**

The player last to move wins.

[Rey's blog description, 2015]