

DRAGONFLY *Escape*

Reversi Rules

Objective

Capture more pieces than your opponent by trapping and flipping their pieces between your own.

Setup

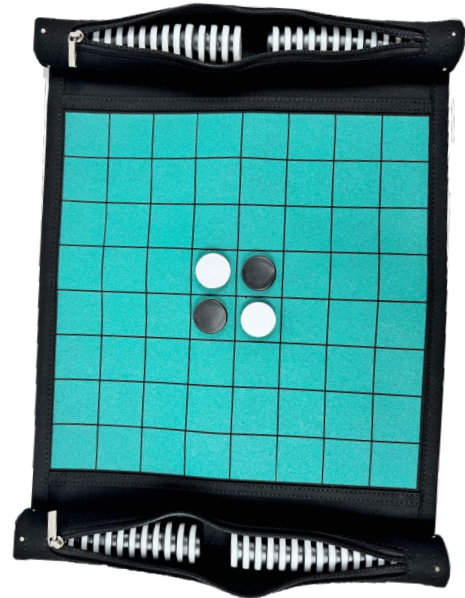
Reversi is played on an 8 × 8 grid board.

Each player chooses a color:

- Black
- White

Place four pieces in the center squares: two black and two white arranged diagonally.

Black moves first.



Basic Play

Players take turns placing one piece of their color on an empty square.

A legal move must trap one or more opponent pieces between the new piece and another piece of the same color.

If a player has no valid moves, their turn is skipped and the opponent continues.

Trapping may occur in any direction:

- horizontally
- vertically
- diagonally

Flipping Pieces

Any opponent pieces that become trapped between the piece you placed and another of your pieces are flipped over to your color.

Example:

- Black piece → White pieces → Black piece
- The white pieces between them flip to black.
- A single move may capture pieces in multiple directions at once. All captured pieces are flipped immediately.

Ending the Game

The game ends when:

- The board is full, or
- Neither player has a legal move.

Players count their pieces.

The player with the most pieces on the board wins.