

Rules

Like all truly elegant games, Reversi is simple to learn and difficult to master.

The object is to end the game with more of your discs on the board than your opponent's. That is, if you are playing "Moons," there must be more "Moons" than "Suns" on the board at the end of the game for you to win.

The game begins with two Sun discs and two Moon discs placed in the center of the board. The players take turns moving, with the Moon player moving first.

To move, place one of your discs on the board so that it "brackets" at least one of your opponent's discs horizontally, vertically or diagonally.

For example, if you place a Moon on the board so that a Sun becomes bracketed between two Moons, that Sun will be "eclipsed," and will become a Moon!

You must eclipse at least one of your opponent's discs with each move; if you cannot, you lose your turn.

When neither player can move, the player with the most discs wins.