

RULES FOR THE GAME OF



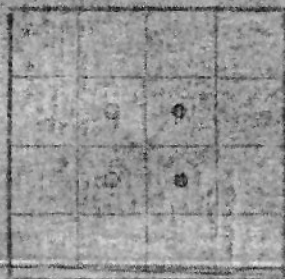
REVERSI



1.—The two players select a colour and take 32 Counters each. The game commences by each player alternately laying down an orange and a green counter in the four central squares of board. We will suppose that A is orange and B is green.

The privilege of playing first should be decided by drawing. The four counters first played should form a square in the centre, as shown by the diagram.

Do not prevent your opponent from playing the oblique opening. If he should do so you can always force him out of the central square.



2.—After the four counters are played remaining, commencing with his orange counter close to a green one, or to enable him to reverse any line or line.

one of his orange counters *must* always be on the opposite side of his opponent's (i.e., green's), either in an oblique or straight line. A line then turn over, or "Reverse" his opponent's counter or counters till the row is orange. B, green, now plays in a similar manner.

As the game proceeds, the player will find that he can frequently reverse several lines of his opponent's counters between those of his own, in different directions.

At or before the 17th move, one of the players must be forced out of the central square, and the player first forced out loses the game.

3.—Always remember that to turn a line or lines, as the case may be, of your opponent's counters, a counter of your own colour must stand at *each end* of the line, that you have to "Reverse". The lines to be reversed consist of all counters between the one last played, and another of the same colour in any direction, the lines end, the outer end with every such counter is first reached. A player cannot "Reverse" a line of his opponent's counters if there be any gap in it, that is, if one of the squares in unoccupied between the two counters of the player's colour. A gap beyond such counter is not within the line to be reversed, and does not, of course, affect it.

4.—A player must "Reverse" all the lines to which his move may entitle him.

5.—Should he be unable to put down a counter so as to entitle him to reverse it in his turn, his turn is postponed and his adversary plays again. If on the second opportunity of playing he cannot do so his opponent is again entitled to proceed, each player being limited to his 32 counters.

6.—When the game is ended, which may happen before the whole board is covered, the winner is he who has most counters of his colour on the board.

THE TACTICS OF THE GAME.

The tactics of "Reversi" are well worthy of the attention and study of all lovers of games of skill. The game admits of various interesting combinations and of some very fine situations.

If the game be not played from the very commencement it will be disadvantageous and the opponent be allowed to get ahead in moves, and to obtain advantageous positions on outside of board; no amount of skill will win the game at the end, unless your opponent should happen to make a false move.

The first player will not necessarily have to make the first advantageous move outside the inner square but he must of necessity make the first fatal move, unless he can make a coup by anticipation.

The main objects to be aimed at in "Reversi" are these:—

To force your opponent to make a bad move.

To force your opponent to take up a bad position on outside row of board.

To obtain advantageous positions on outside row of board, especially a corner position which cannot be reversed.

A player ought not to obtain an advantageous position for himself, or force his opponent to take up a bad position at the expense of a move or moves.

To take a corner whenever you can.

Play in order to get a corner next move.

Deprive your opponent of a corner in prospect.

Play next to your own corner man in preference to the corner man of your opponent.

Keep as few of your own colour on outside of game as possible, and thereby continually decrease your opponent's chance of moves.

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