

## INSTRUCTIONS:

### CONTENTS:

- Game Board
- 64 Playing Discs

### OBJECT OF THE GAME:

The object of the game is to have the highest number of your colour discs on the board at the end of the game.

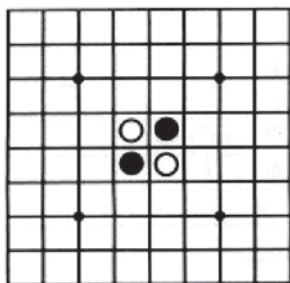


FIGURE 1

### STARTING THE GAME:

Each player takes 32 discs and chooses one colour to use throughout the game.

Black places two black and white places two discs as shown in figure 1. The game always begins with this set-up.

A move consists of “outflanking” your opponent’s disc(s), then flipping the outflanked disc(s) to your colour.

To outflank means to place a disc on the board so that your opponent’s row (or rows) of disc(s) is bordered at each end by a disc of your colour. (A “row” is defined as one or more discs in a continuous straight line – vertical, horizontal or diagonal.)

### HOW TO PLAY:

1. Black always moves first.
2. If on your turn you cannot outflank and flip at least one opposing disc, you miss your turn and your opponent moves again. However, if a move is available to you, you must place a disc.
3. A disc may outflank any number of discs in one or more rows in any number of directions at the same time. See figures 2 and 3.

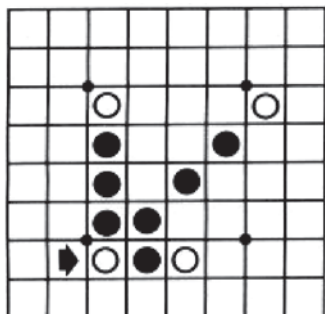


FIGURE 2  
Disc placed here

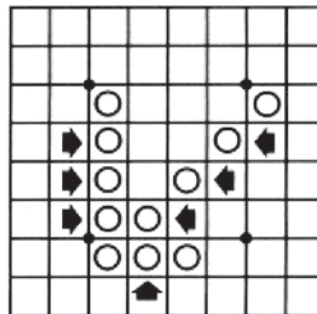


FIGURE 3  
These seven discs flipped

4. You may not skip your own colour disc to outflank an opposing disc. (See Figure 4) This disc only outflanks and flips white disc 1.

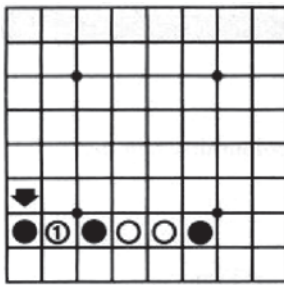


FIGURE 4

5. Disc(s) may only be outflanked as direct result of a move and must fall in the direct line of the disc placed down. (See Figures 5 & 6)

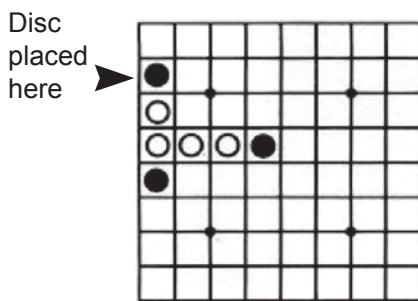


FIGURE 5

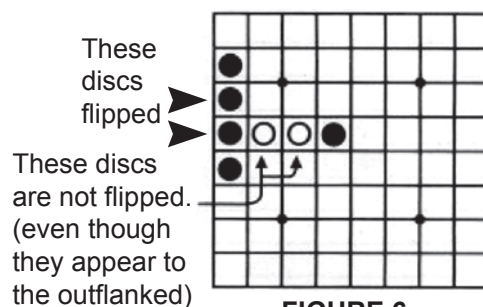


FIGURE 6

6. All discs outflanked in any one move must be flipped, even if it is to the player's advantage not to flip them all.
7. A player who flips a disc which should not have been turned may correct the mistake as long as the opponent has not made a subsequent move. If the opponent has already moved, it is too late for change and the disc(s) remain as is.
8. Once a disc is placed on a square, it can never be moved to another square later in the game.
9. If a player runs out of discs, but still has an opportunity to outflank an opposing disc on his or her turn, the opponent must give the player a disc to use. (This can happen as many times as the player needs and can use a disc.)

## ENDING THE GAME

When it is no longer possible for either player to move, the game is over. Discs are counted and the player with the majority of his or her colour discs on the board is the winner.

NOTE: It is possible for a game to end before all 64 square are filled.

## SCORING

Players wishing to score their games may do so by determining the margin by which a player won a game. Simply subtract that the small number of discs from the larger.

Players may also set up their own method of scoring e.g. establishing a re-determined number of games or points to win by in a series of games.

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Please keep all information for the future reference.