

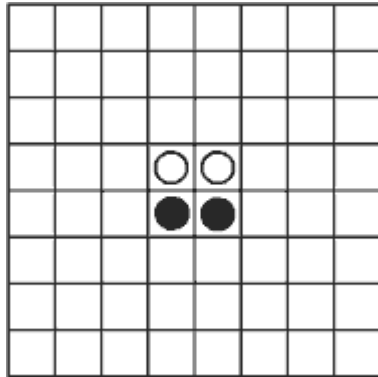


Pocket Play™ Reversi

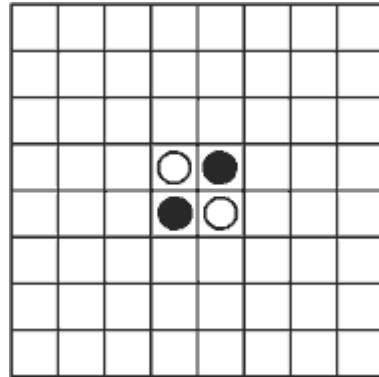
Divide the 32 playing pieces between two players.

Decide who will play 'Black' and who will play 'White'. 'Black' begins the game by playing a piece, Black side up, into any one of the 4 center holes. Play alternates until these 4 holes are filled. This results in two possible starting positions. (Diagram 1 & 2)

1



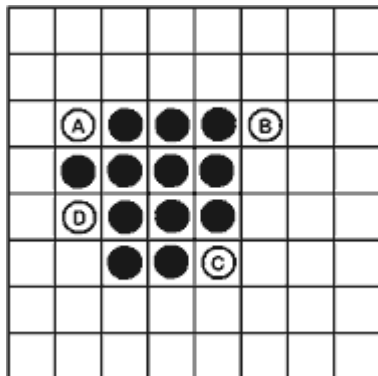
2



In each turn, a player must trap one or more of the opponent's pieces which are then inverted to become the player's color. I.e.: To trap a piece, 'Black' must play a black piece into a vacant hole which is adjacent to the opponent's white piece and in direct line horizontally, diagonally or vertically with another black piece already on the board. There must be no empty holes in between. The trapped white piece is now inverted to black.

NOTE: IT IS POSSIBLE TO TRAP PIECES ON MORE THAN ONE LINE PER TURN.

3



4

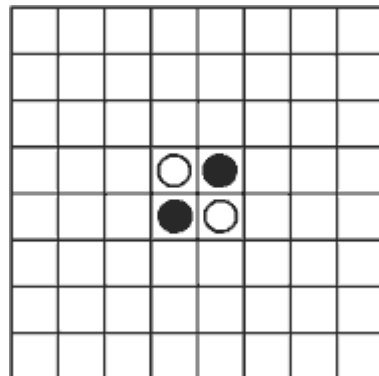


Diagram 3 shows white's pieces B, C & D already on the board. White placement piece A traps 3 black pieces on the horizontal line A-B, 2 pieces on the diagonal line A-C and one piece on the vertical line A-D. All 6 of these pieces are inverted to white. (Diagram 4) Play continues and the same pieces may change ownership several times during the game. Reversi is over when no more trapping moves can be made, or, when a player runs out of pieces. The player with the most pieces of their color played is the winner.

NOTE:

A) ALL TRAPPED PIECES MUST BE INVERTED.

B) A PLAYER MAY NOT PASS THEIR TURN UNLESS THEY CANNOT TRAP AN OPPONENT'S PIECE.

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