

OTHELLO

A strategic game for 2 players as from the age of 8 years.

Playing time: depending on the progress of the game.

Content:

- 64 wooden pegs (all wooden pegs have a different colour on both sides)

Object:

The winner of the game is the player who has the most occupied squares on the board.

Play:

At the start of the game the board is empty except for 4 pieces - 2 of each color - placed in the four middle places (opposite or diagonally). On his turn a player places a peg of his own color in an empty hole in such a way as to capture one or more pegs of his opponent (in a straight or diagonal line). The pegs that are enclosed between 2 pieces of his own color are reversed and get the color of the player. In each alternate turn, a peg must be placed in such a way it connects with a peg of the opponent and encloses a row of one or more pieces. One can enclose in 8 directions (up, down, left, right, or one of the four diagonals). To enclose in a certain direction there must be 1 or more contiguous pegs of the opponent's color. The inclusion row starts with a peg of his own color ,then one or more pegs of the opponent and closes again with a peg of his own color. All pieces in the middle are then turned and get the color of the 2 end pegs.

If there are several options to enclose, the player may choose which one he wants to play. If a player can not enclose pieces of the opponent, he loses his turn but stays in the game. A player must not skip if he has the ability to capture one or more of his opponents pegs.

The game ends when the board is filled or when neither player can capture. The winner is the player with most pegs of his color on the board at game end.

Succes!

תאגיד גאיה
GAYA
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