







Reversi dedicated to Schrödinger

2 Players | Approx. 30 min | Ages 8+

Components

	Face-up	Face-down
Black Disc (×26)	 Black	 Gray
White Disc (×26)	 White	 Gray
Quantum Disc (×8)	 Gray	 Gray

Board x 1 Rulebook x 1

Story

You've just joined an IT company. After two years of hands-on experience, you've been assigned to a project involving quantum computers. This large-scale project, backed by national funding, drew many competitors — and now only two companies remain. There is virtually no difference in their technical capability or cost. In this industry, there's only one way to settle it: a board game. Only one company will win the contract. Will it be yours... or theirs?

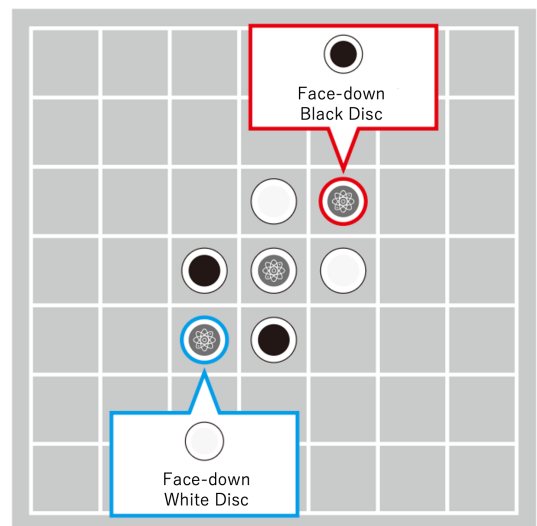
Overview

In this game, there is no concept of "your Disc" or "your opponent's Disc." The player with the most Discs of their color on the Board at the end of the game wins.

Setup

Place the Discs as shown in the figure. The center spaces hold Quantum Discs. A filled circle (●) indicates a face-down Black Disc; an open circle (○) indicates a face-down White Disc.

The player who slept fewer hours the previous night goes first. Players then alternate Turns. The First Player plays Black; the Second Player plays White.



Gameplay

1. On your Turn, you Place one Disc. Players may not pass.

The space where you Place a Disc must satisfy both of the following conditions:

- It is Adjacent (orthogonally or diagonally) to a Disc already on the Board.
- You can Outflank (sandwich) at least one Disc using another Disc of the same color already on the Board.

You may Place a Disc in one of three ways:

- Place one Disc of your own color face-up.
 - Place one Disc of your opponent's color face-up.
 - Place a Quantum Disc.
2. All Discs Outflanked (sandwiched) between the Disc you just Placed and another Disc of the same color on the Board must be Flipped.
Example: If you Place Black on the marked space, the Discs in between are Flipped. (See [Figure 2])
 3. Continue alternating Turns until an End of Game condition is met.

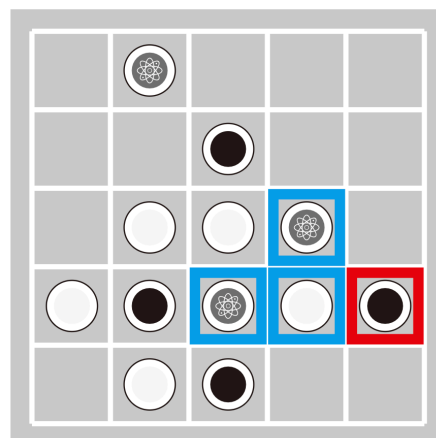


Figure 2

End of Game

The game ends when any of the following conditions is met:

- The Board is full.
- There are no valid spaces to Place a Disc.
- Only Quantum Discs remain face-up on the Board.

* In this case, the player who Placed the last Quantum Disc loses.

The player with the most Discs of their color wins. If tied, play again.

Notes

- You may not look at the face-down side of a Placed Disc except when Flipping it.
- There is no limit to how many of your opponent's Discs or Quantum Discs you may Place.
- If some Discs run out during the game, you must Place the remaining Discs.
- Only Quantum Discs may be Placed on Gray spaces.
- Quantum Discs have no face-up or face-down side.

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For errata and rule updates, visit:

<https://blabokb.com/sr-rule>