

VECT-REVERSE Rulebook

Story

You successfully led a project at a certain IT company.

After countless meetings, you and one other person have been selected as candidates for a board member position.

Your abilities and reputation are nearly equal. In that case, a board game will decide it — that is the tradition of this company.

What you need is the approval of the head office and the support of four branch managers.

Only one person can become a board member. Will it be you, or...?

Overview

VECT-REVERSE is a 2-player strategy game built on the Reversi rule of Outflank (sandwich) and Flip, with the addition of Disc movement and Chains.

The first player to Control four Bases wins.

Components

- 1 Board case
- 64 Discs
- 1 Rulebook

Discs are assembly type. To remove a Disc from the runner, press the part against the runner side and twist. Pulling the Disc straight out may leave the frame attached to it.

Align the white and black parts and press together until they click. No adhesive is required.

The Board

Outer Area: The Gray Zone (border squares).

Center Area: All squares except the Gray Zone.

Corner Base: The four corner squares marked with a circle [Figure 1]. The player who Controls a Corner Base scores 1 Point.

Center Base: The player who Controls more of the four center squares scores 1 Point. If both players Control an equal number of center squares, neither player scores.

Note: Areas are used only when determining the end of the game. There are no placement restrictions. Control of each Base is always evaluated based on the current Board state.

Setup

Place the Discs as shown in [Figure 1].

The player who slept fewer hours the previous night plays first (Black). Players then alternate Turns.

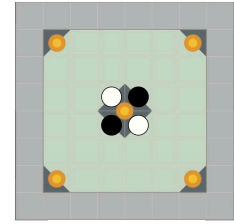


Figure 1

Gameplay

On your Turn, perform the following steps in order.

Discs showing your opponent's color are referred to as "your opponent's Discs."

1. Place a Disc

Place one Disc with your color face up on any square where it Outflanks (sandwich) at least one of your opponent's Discs.

If there is no valid square to Place, you must Pass. You cannot Pass voluntarily.

This step follows standard Reversi rules.

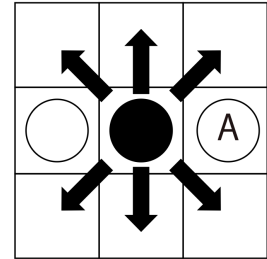


Figure 2

2. Move and Flip

Choose exactly one Disc from your opponent's Discs that were Outflanked. Even if Discs were Outflanked in multiple directions, you may only choose one.

Move the chosen Disc to any one Adjacent empty square [Figure 2] and Flip it.

If there is no Adjacent empty square to Move to, neither Move nor Flip is performed, and your Turn ends immediately [Figure 3].

Note: Even if there is no square to Move to, you have still Placed a Disc, so this does not count as a Pass.

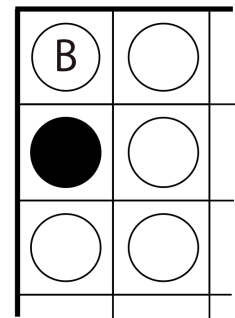


Figure 3

3. Chain

If the Move results in Outflanking new opponent's Discs, repeat "Choose one from the newly Outflanked Discs → Move and Flip."

- Chain judgment is based only on the Disc that was Moved in the immediately preceding step — not on all Discs on the Board.
- The Chain continues until no new opponent's Discs can be Outflanked.
- A Chain cannot be ended voluntarily; it continues until no new Outflank is possible.

4. End of Turn

When a Move does not result in Outflanking any new opponent's Discs, your Turn ends and play passes to your opponent.

Turn Flowchart:



Example

1. It is White's Turn. White Places a Disc at square a [Figure 4]. Placing at a Outflanks the red and blue Black Discs. White may Move either Disc to the corresponding colored square. Moving anywhere other than b [Figure 5] does not Outflank new opponent's Discs, so the Turn ends.
2. White Moves the blue Black Disc to b, triggering a Chain [Figure 5]. The red, blue, and green Black Discs are now Outflanked. White chooses one and Moves it to the corresponding colored square. Moving anywhere other than c [Figure 6] does not Outflank new opponent's Discs, so the Turn ends.

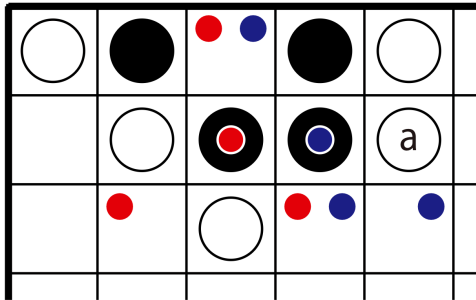


Figure 5

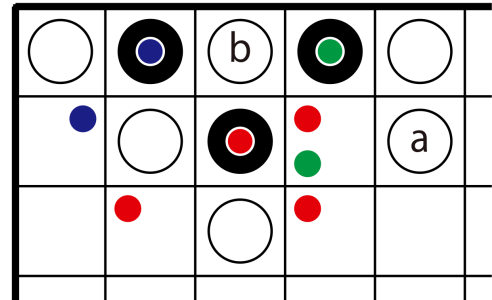


Figure 6

3. White Moves the green Black Disc to c, triggering another Chain [Figure 6]. The red Black Disc is Outflanked. White Moves it to the red square, arriving at d [Figure 7]. No new opponent's Discs are Outflanked, so the Turn ends.

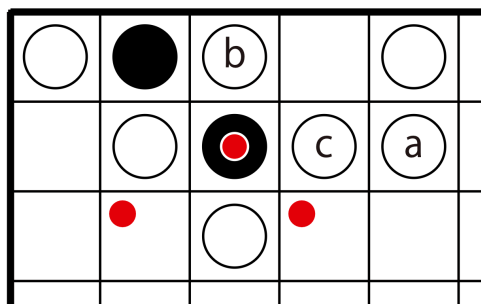


Figure 7

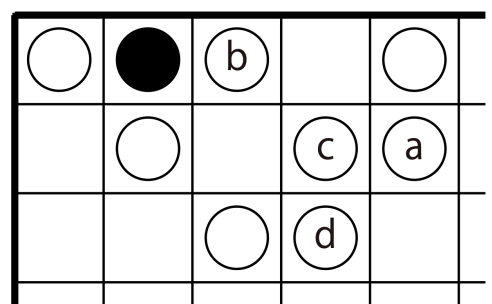


Figure 8

Ending the Game

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

- Either player reaches 4 Points at any point during a Turn.
- Both players Pass consecutively (one player Passes, then the other player also Passes).
- At the end of a Turn, all squares in the Center Area are occupied.

Note: If the Center Area becomes fully occupied during a Turn but is no longer fully occupied at the end of that Turn, the game does not end.

Determining the Winner

1. The player with more Base Points wins.
2. If tied, the player with more Discs in the Center Area wins.
3. If still tied, the player with more Discs on the entire Board (including the Outer Area) wins.
4. If all counts are equal, the game is a Draw.

Variant Rules

Corner Lock

The four corner squares of the Outer Area are removed from play. Discs may not be Placed on or Moved to these squares. Chains are suppressed, creating a more precise and calculation-intensive game.

Handicap

Adjust the number of Points required for an instant win based on the skill gap between players.

Example: Advanced player needs 5 Points; beginner needs 3 Points.

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For errata and updates: <https://blabokb.com/vr-rule>