



REVERSI

VARIANT LIBRARY

Flip your opponent's discs to claim the board

3

VARIANTS

2

PLAYERS

7+

AGE

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REVERSI

Reversi is a two-player abstract strategy game played on a grid board with double-sided discs. Players take turns placing discs to flank and flip their opponent's pieces. The player with the most discs when no legal moves remain wins.

Invented by Lewis Waterman and John Mollett in England around 1883. Public domain. World Reversi Championships have been held annually since 1977.

VARIANTS

- ♦ [Standard](#) — The original 8×8 game as played in international competition
- ♦ [6×6](#) — Smaller board for quicker games; same rules throughout
- ♦ [Anti-Reversi](#) — Misère: the player with the fewest discs wins



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V0.1.0

REVERSI · VARIANT 1 OF 3

Standard Reversi

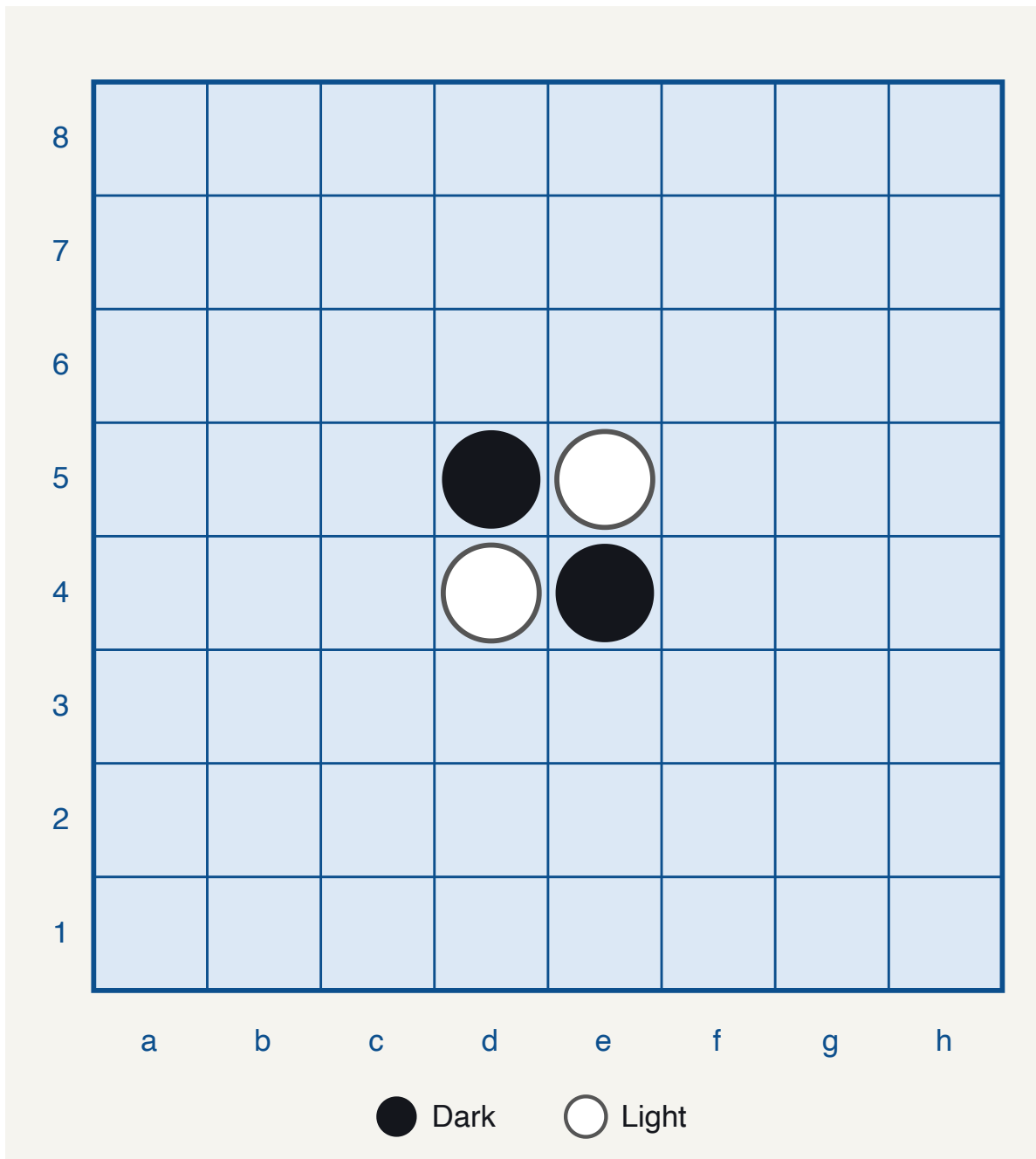
8×8
BOARD

2
PLAYERS

STANDARD

Reversi is a game purportedly invented in the early nineteenth century by either Lewis Waterman or John W. Mollett, but may actually be an older game. It is played on an 8×8 board with double-sided pieces — discs with each side distinct in some way from the other, each side designating ownership to a certain player when face-up.

Reversi was invented by Lewis Waterman and John Mollett in England around 1883. World Reversi Championships have been held annually since 1977.



Reversi — starting position

<https://engine.moddable.games/play/?game=reversi&variant=standard>

SETUP

Board: 8×8 grid (64 squares).

Pieces: A supply of double-sided discs — one side dark, one side light. Each player claims one colour.

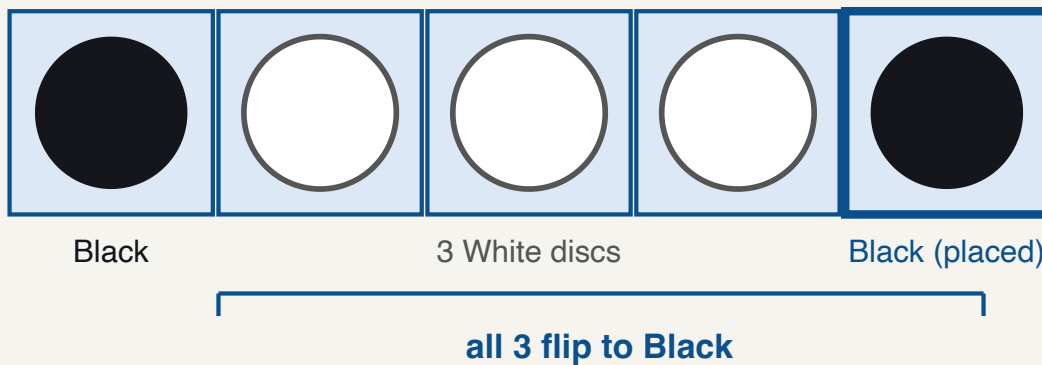
Starting position: Place 2 discs of each colour in the central four squares in a diagonal arrangement: one colour at d4 and e5, the other at d5 and e4.

First move: The player with the dark pieces moves first.

RULES

- ♦ **Placement:** On your turn, place a disc so it flanks one or more of your opponent's discs in a straight line (horizontal, vertical, or diagonal) — with your newly placed disc at one end and an existing disc of yours at the other end, with the opponent's discs between them.
- ♦ **Flipping:** All flanked discs flip to your colour immediately.
- ♦ **Multiple lines:** A single placement may flank opponent discs in more than one direction simultaneously. All flanked discs in all directions flip.
- ♦ **Passing:** If you cannot make any legal placement — no position on the board would flank at least one opponent disc — you must pass your turn.
- ♦ **No voluntary pass:** You are forced to move if you have any legal placement available.

FLANKING AND FLIPPING



Flanked discs are any opponent discs lying in a straight line between two of your discs.

Reversi — flanking and flipping

<https://engine.moddable.games/play/?game=reversi&variant=standard>

WINNING

Play continues until the board is full or neither player can make a legal move. The player with the most discs of their colour on the board wins.

ATTRIBUTION

Reversi. Public domain. Invented by Lewis Waterman and John Mollett, England, c. 1883.

REVERSI · VARIANT 2 OF 3

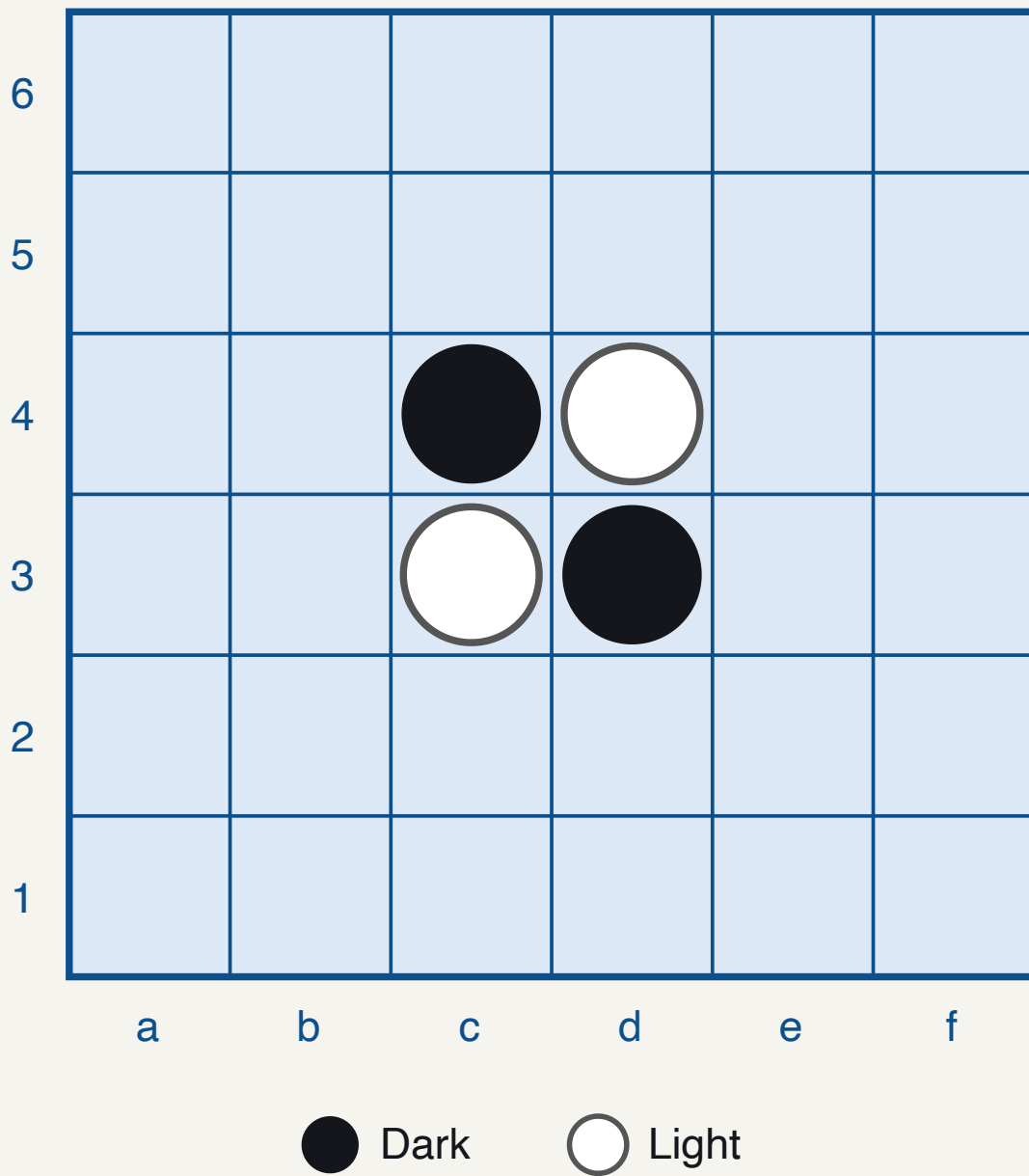
Six-by-Six Reversi

6×6
BOARD

2
PLAYERS

SIX-BY-SIX

Boards of other sizes are used for simplified games; in particular, a 6×6 board is a common simplification for beginners or for solving the game by computer. All placement, flipping, passing, and winning rules are identical to the standard 8×8 game.



Reversi — 6×6 starting position

<https://engine.moddable.games/play/?game=reversi&variant=six-by-six>

SETUP

Board: 6×6 grid (36 squares).

Pieces: A supply of double-sided discs — one side dark, one side light.

Starting position: Place 2 discs of each colour in the central four squares in a diagonal arrangement: one colour at c3 and d4, the other at c4 and d3.

First move: The player with the dark pieces moves first.

RULES

All rules are identical to Standard Reversi:

- ♦ **Placement:** Place a disc so it flanks one or more opponent discs in a straight line (horizontal, vertical, or diagonal), with your disc at one end and an existing disc of yours at the other.
- ♦ **Flipping:** All flanked discs flip to your colour immediately. A single placement may flank in multiple directions simultaneously.
- ♦ **Passing:** If no legal placement is available, you must pass. You are forced to move if any legal placement exists.

WINNING

Play continues until the board is full or neither player can make a legal move. The player with the most discs of their colour wins. With 36 squares and only 4 starting discs, the game resolves quickly and is well-suited to tournament play in multiple rounds.

ATTRIBUTION

Six-by-Six Reversi. Public domain variant. Rules identical to Reversi (c. 1883).

REVERSI · VARIANT 3 OF 3

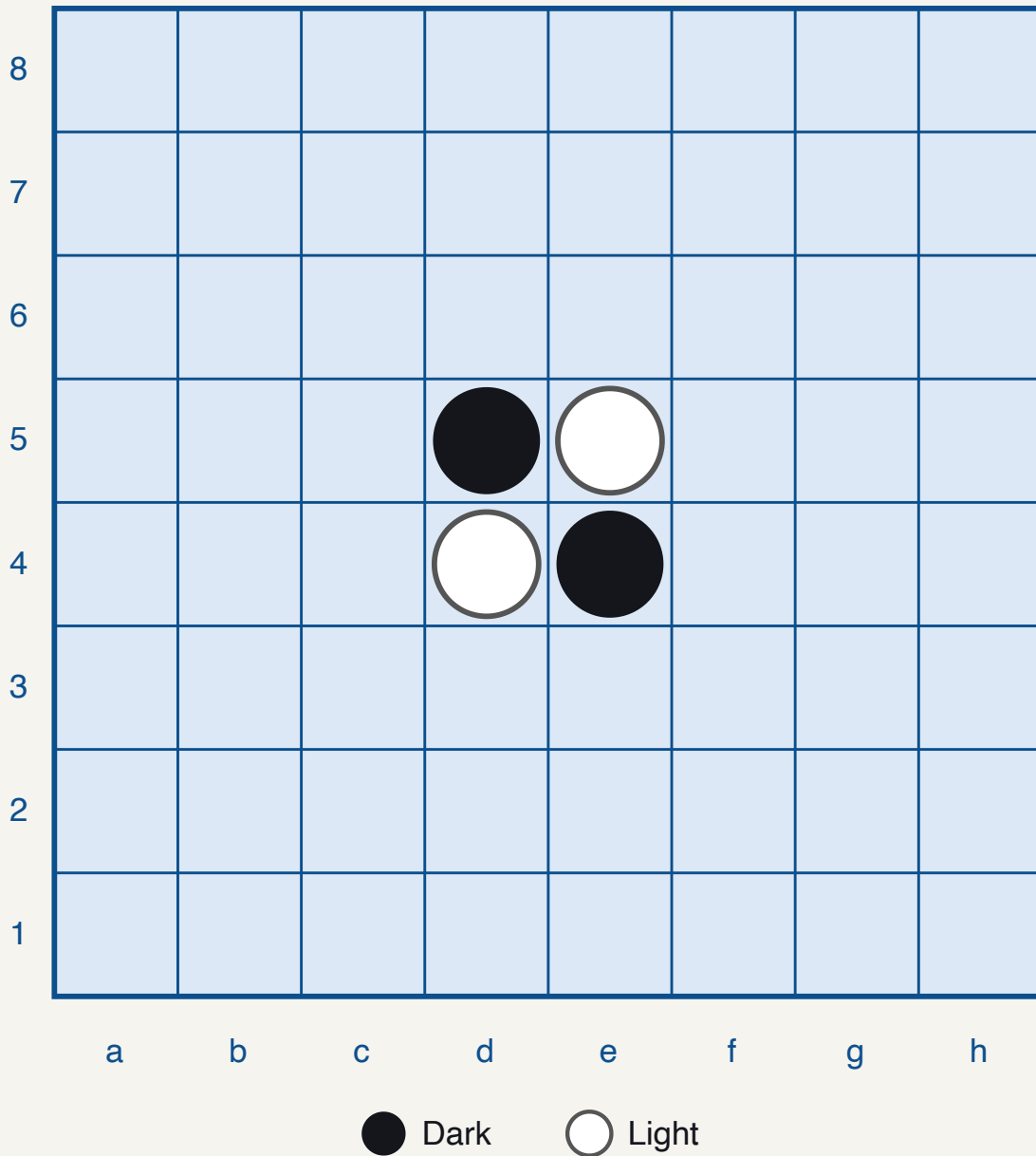
Anti-Reversi

8×8
BOARD

2
PLAYERS

ANTI-REVERSI

Anti-Reversi, also known as Reversed Reversi, is a variant where the player wins who has fewer own-coloured discs at the end of the game. To put a disc on the board, the same rules apply as in normal Reversi. Draw is also a possible result.



Anti-Reversi — starting position

<https://engine.moddable.games/play/?game=reversi&variant=anti-reversi>

SETUP

Identical to Standard Reversi:

Board: 8×8 grid (64 squares).

Starting position: 2 discs of each colour in the central four squares in a diagonal arrangement.

First move: The player with the dark pieces moves first.

RULES

Placement and flipping rules are identical to Standard Reversi:

- ♦ **Placement:** Place a disc so it flanks one or more opponent discs in a straight line (horizontal, vertical, or diagonal), with your disc at one end and an existing disc of yours at the other. All sandwiched discs flip to your colour.
- ♦ **Passing:** You are forced to move if any legal placement exists — only pass when you genuinely have no legal placement.
- ♦ **No voluntary pass:** Same as standard Reversi.

WINNING

When no one can move, the player with the fewest discs of their colour wins. Draw is possible if both players end with equal disc counts.

This completely inverts the strategy: instead of capturing as many discs as possible, you want to minimise your own disc count. Try to force your opponent to flip your pieces to their colour. Moves that would be poor in standard Reversi — such as ceding corners — can become advantageous in Anti-Reversi because your opponent gains discs they do not want.

ATTRIBUTION

Anti-Reversi (Reversed Reversi). Public domain variant of Reversi (c. 1883).