

Mass Review

Rules and Strategy

Mass Review File Folder Game is based on the traditional Reversi board game of strategy for 2 players enjoyed all over the world. Game play typically takes place on an 8 x 8 grid game board. At the start, each player commands 2 pieces each, one player controlling white pieces and the other controlling black. As the game progresses, the 8x8 grid game board gradually fills up with additional playing pieces. It is not unusual for all 64 squares on the game board to be occupied by the end of the game.

What's Needed:

- * 2 Players or 2 Teams
- * An 8 x 8 grid game board.
- * 64 flat (2-sided) tokens as playing pieces. Each playing piece must be colored white on 1 side and black on the reverse side.
- * *Note:* Improvised playing pieces can be made using coins. It would be necessary to paint one or both sides of each coin. It is best to use water-soluble paint (so you can readily recover the coins) such as tempera paint.

Objective:

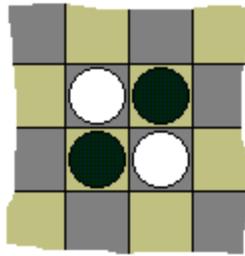
- * The idea is to answer questions about Mass so you can trap one or more opponents' pieces between two of your pieces. Those opponents' pieces then change color to become your pieces.
- * The game ends when **both** you and your opponent cannot play another piece, or if every square on the board is filled, the game is over. You count up the number of black pieces and the number of white pieces and the winner is the one with the most pieces.

Set Up: This game can be played individually or in teams. Shuffle the deck and place it face down in a small basket near the game board. Put an empty basket nearby for the discards.

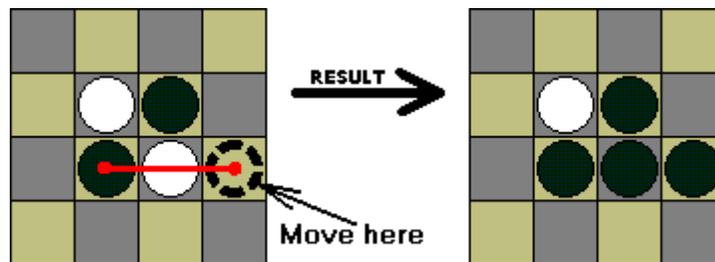
Playing a Game:

- * Each player positions himself on opposite sides of the board. Each player makes alternating moves starting with the player controlling the dark pieces.
- * A player loses his turn in case there is no legal move available to him/her.

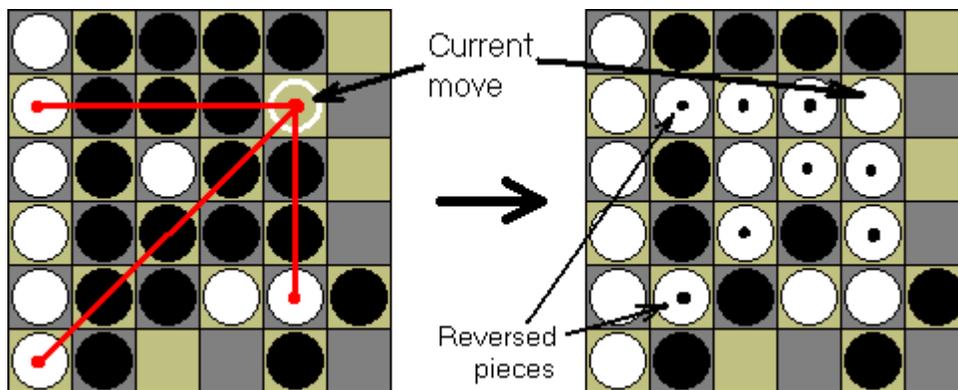
The rules are fairly simple but lead to a great many combinations and strategic decisions. The game always begins on an empty game field with four pieces in the center square, as shown in the following figure:



The opponents make their moves by turns. To make a possible move you must answer a question (the other player draws a card and reads you the question). If you are correct you then have to place your piece on the free game field cell so that it reverses (changes the color of) at least one opponent piece. If you do not answer the question correctly, your turn is over. To reverse the opponent piece you have to wrap this piece between your new piece and your old piece. For example, if your pieces are black, then make a move as shown in the following figure:



As you can see, the opponent piece between your pieces was reversed and became yours. This is the main principle of the game. There also can be more than one opponent piece in one or more lines between your new piece and your old pieces in either of eight vertical, horizontal, or diagonal directions. The following figure shows fragment of a real-life game when opponent pieces are reversed in three directions (indicated by red lines). Note that these lines must contain no intervals (free cells).



The game is finished when neither of the players has any possible moves. If only one player has no possible move, but his (her) opponent does then this player passes his (her) move and the game goes on. A player can pass the move only if he (she) has no possible move. The winner is the person who has the most pieces of his or her own color at the end of the game.

Advice about the game strategy:

- Note that though the purpose of the game is having the most pieces at the end, grabbing the most pieces on every move is not a winning strategy. Material advantage can change substantially after each move. So think about opponent response and use other strategies.
- Note that the corner cells are especially important. Pieces on corner cells can never be reversed. So try to occupy these cells especially at the beginning of the game and try to keep your opponent out of these cells.
- In many cases, the more possible moves you have, the better for you. So try to maximize your possible moves and minimize your opponent possible moves.