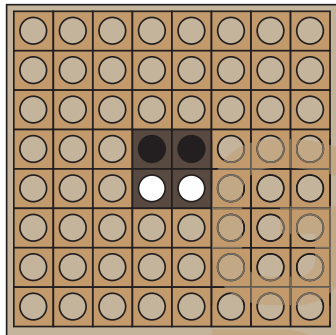
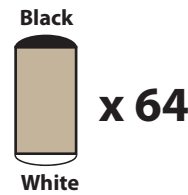
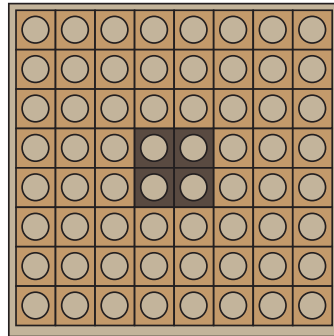
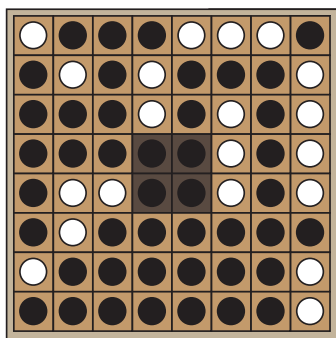


## Components



**Start**



**Win**

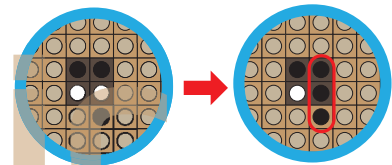
## How to play

1. Play a black piece on the board so that a white piece is between two black. The white will be changed to black.

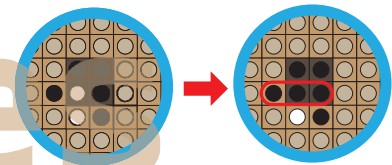
2. Place a white piece so that it outflanks one or more black pieces. The blacks that are between the white will be converted to white. A piece may outflank any number of pieces in one or more rows in any number of directions at the same time - horizontally, vertically or diagonally. (A row is defined as one or more pieces in a continuous straight line.)

3. Flipping pieces is not optional. If a piece falls into a line that is outflanked, it must be turned even if it is not to the player's advantage.

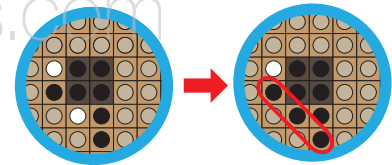
4. Continue to play in this fashion. If you get to a point where you cannot make a move you can forfeit your turn and your opponent moves again. However, if no one can move or all spaces are filled the game is over. The one with the most pieces on the board is the winner.



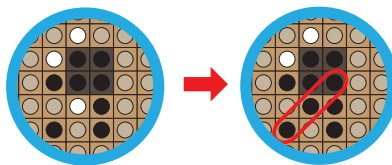
Vertical Flip



Horizontal Flip



Diagonal Flip



Diagonal Flip