

DROMMELS

A strategic disk game for 2 intelligent players
by Fred Horn

Equipment:

- Unlimited number of disks—one side white, the other side black (for example, Othello disks), in a common stock for both players to use.



Goal:

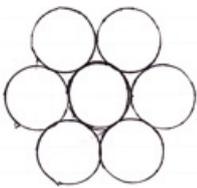
To get exactly 4 disks black side up, in a straight line next to each other.

Start positions:

There are 3 possible start positions—7, 10, or 13 disks with their white sides up in the following configurations:

Simple game

“Flower”



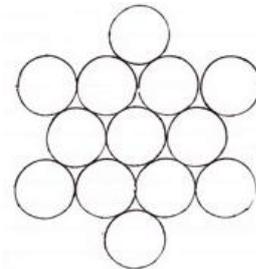
Advanced game

“Mountain”



Master game

“Star”



Rules of play:

Players take turns placing 1 disk from the stock, white side up, to touch at least 2 other disks (at least one of which must be white) that are already in the pattern. Then the player takes one of the disks in the pattern with white side showing (not the one just played!) and turns it over to its black side. A disk may not be reversed to black if it would create more than 4 black disks adjacent in a row:

Example: . W B B W B B B . .

The middle white cannot be turned over for the rest of the game! It is blocked.

Winning:

When a player forms exactly 4 black disks in a row, in any direction, that player wins.