



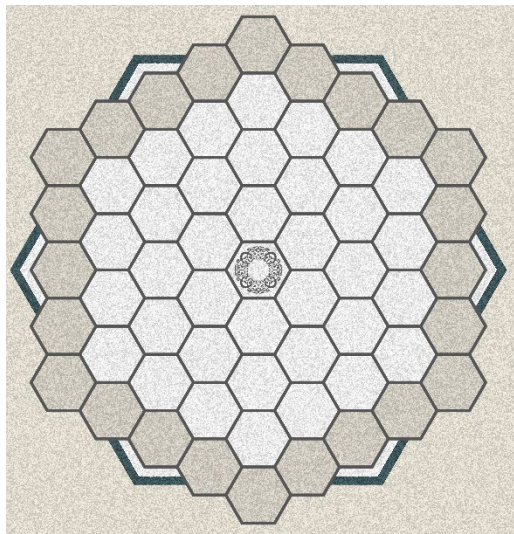
Designed by Kanare Kato

2 players / 30 minutes / 12 years and older

Iago is an abstract game based on Othello (Reversi). Like Othello, you can flip your opponent's disk between your own disks, but the back of either player's disk is red, the third color, and can only be flipped over again under certain conditions. The objective is to leave as many disks of your color as possible, but you may lose if you are too biased towards one area.

COMPONENTS

- Hexagonal board - 24 hexes of outer area and 37 hexes of inner area (including the marked center hex)
- 61 double sided disks - 31 dark/red and 30 light/red



(Fig.1) The light-colored hexes indicate the inner area, and the dark-colored hexes indicate the outer area.

GAMEPLAY

First, decide who will play dark and who will play light. Each player receives all the double disks that contain his color. At first, the board is empty.

Start with the dark player and alternate turns. The active player places one disk with their color facing up on an empty hex, following the rules below.

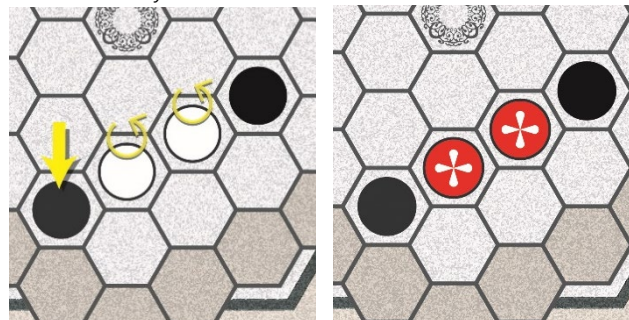
PLACEMENT RULES

At the start of your turn, if there are no enemy disks on the board that can be captured, you are free to place your disk anywhere in the inner area **except the center hex**.

You may only place your disk in the outer area and the center hex only if you can perform a flip action (**capture** or **release**) by placing it there.

CAPTURE

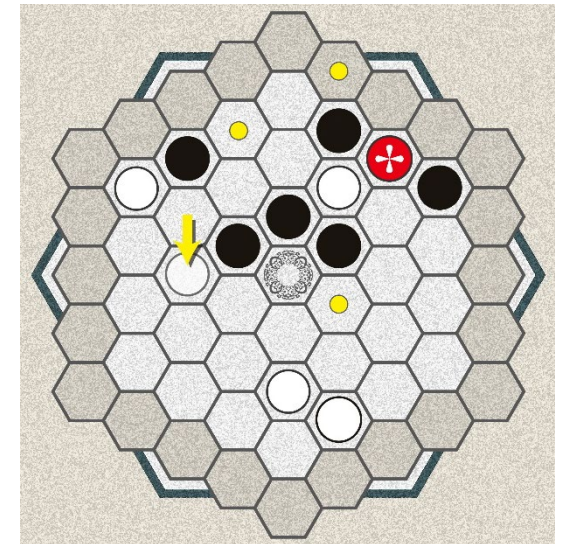
Capture is the same as in Othello. In other words, you flip the opponent's disk by sandwiching it on the same line with your own disk already on the board and the new disk you are placing that turn. Disks in the inner area and outer area can be flipped in the same way.



(Fig.2,3) When the dark disk with the arrow is placed (left figure), the light disks in between are flipped over by capture (right figure).

All of your opponent's disks can be flipped over as long as they are in a row, but there must not be any disks of other color in between. Also, if you sandwich an opponent's disk or row of opponent's disks in more than one direction at the same time, that disks will be flipped in all directions.

If there is an opponent's disk available for capture at the beginning of your turn, you must capture that disk. If there is more than one position where capture is available, you are forced to place your disk in the position where it can be captured the most in that turn. If there is an equal number of disks available for capture, the active player can choose where to place them.



(Fig.4) Light must place the disk at the arrow that can capture two disks, not at one of the yellow dots that can capture one disk.

In this game, an enemy disk that is flipped over does not become a friendly disk, but becomes the third color, red (The color of the crosshairs simply indicates the color it is under.) A disk that turns red is called a captive.

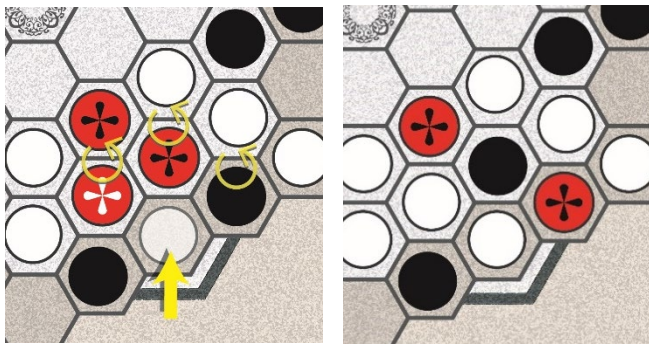
Please turn over →

RELEASE

Just like capture, you can flip the red disks (captives) back to their original color by sandwiching them between two disks with your color. However, **at least one of your two disks sandwiching captives must be in the outer area or the center hex.** The disk in the outer area or the center hex can be either the new disk just placed or the disk that has already been placed.

All captives can be released as long as they are connected in a row, regardless of whether they are enemy or allied captives, but they cannot be released if there are disks of other colors (light or dark) on top in between.

As with capture, it is possible to release in multiple directions at once. It can also happen that you capture in one direction and release in another direction at the same time.



(Fig.5,6) When the light disk with the arrow is placed (left figure), capture and release occur simultaneously in three directions (right figure).

Unlike capture, **release is not mandatory.** That is, even if there is a position where a release can be performed at the beginning of your turn, you can place your disk in another position. However, if the location where the disk is placed meets the conditions for a release, you must perform the release, even if it is dis-advantageous for you.

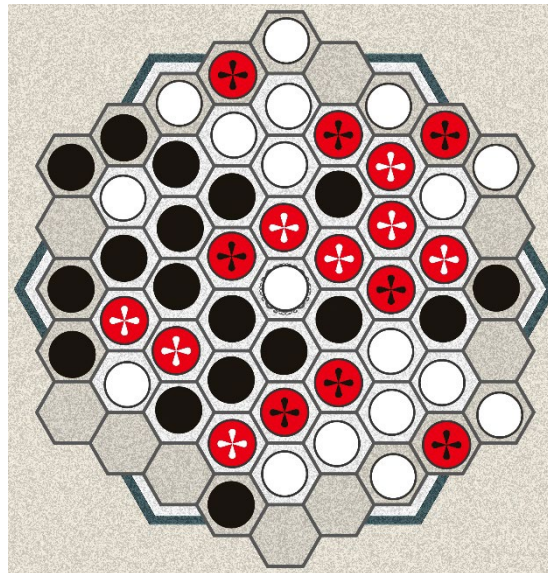
GAME END

Once the disk has been placed in all the spaces in the inner area, the game will end at that point. If the placement of the last disk involved a capture or a release, it will perform all of them before the game end.

※If the last available hex in the inner area is the center hex, and the active player cannot place a disk anywhere in the outer area, the player can ignore the restriction and place the disk in the center hex.

Each player calculates their score according to the following. The player with the higher score wins.

Your Score = <Number of disks of your color in the inner area>
× <Number of disks of your color in the outer area>



(Fig.7) The score is tied at 72 (12 x 6) vs. 72 (12 x 6), but light wins because the light disk is placed face up in the center hex.

Note that the center hex belongs to the inner area. If your disk is zero in either area, the score for that area is calculated as 1.

In case of a tie, check the disks in the center hex. If the disk there is face up, the owner of that disk wins. If the disk is face down (a captive), the owner of the disk loses.

OPTIONAL RULES (Penalties)

I ligo has a forced capture rule, but if players are not somewhat familiar with it, they may miss a place that can be captured. With this optional rule, if a player finishes the turn missing a position the player should have placed, and the next player on the turn points it out, the player who pointed it out can ignore all the placement rules for that turn and place the disk anywhere on the board, including the center hex and the outside area. Subsequent turns are governed by the normal rules.

VARIANT 1: Loose ligo

Loose ligo is a variant without forced capture. Even if capture is possible on your turn, you can put your disk in any other place. The rest of the rules are the same as the normal rules. It may be passive play if the players are familiar with the original rules but try it if you find the forced capture rule difficult to play.

VARIANT 2: Simple ligo

This is a simple variant for short games. In this rule, there is no release, and once a disk is flipped over, it will not be put back again during the game. Also, the score is not "disks in the inner area x disks in the outer area", but all disks count as one point.