

# Ripples

Designed by **Kanare Kato**

2 players / 15 minutes / 6 years and older

**Ripples** is a two-player game inspired by the ripples created by raindrops. It is a territorial game that uses double-sided discs like Othello, but the discs placed by a player are always immediately surrounded by discs of the same color. While it is very easy to flip over an opponent's disc, it is not easy to find a way to outnumber the opponent's discs in the end.

## COMPONENTS

- Hexagonal board with 5 hexes on each side (61 hexes)
- 61 white/blue double-sided discs

## SETUP

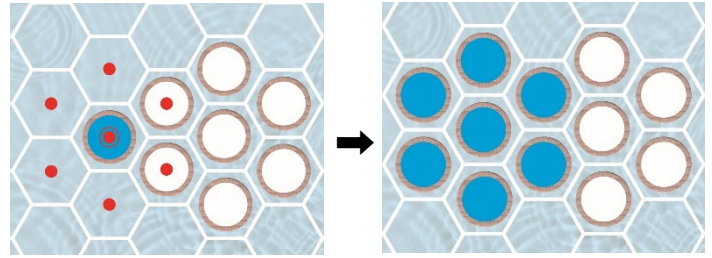
Place the discs in an easily accessible location for both players. Decide in an appropriate manner which player will use which color.

## GAMEPLAY

The board is initially empty. Starting with the White player and turns alternate.

The turn player performs actions 1, 2, and 3 below successively. Passing is not allowed.

- 1) Place a disc in an empty hex with his/her color facing up.
- 2) If there are discs of the opposite color adjacent to the disc placed in 1, all of them are turned over to the friendly color.
- 3) If there are empty hexes adjacent to the disc placed in 1, place discs of the friendly color in all of them.



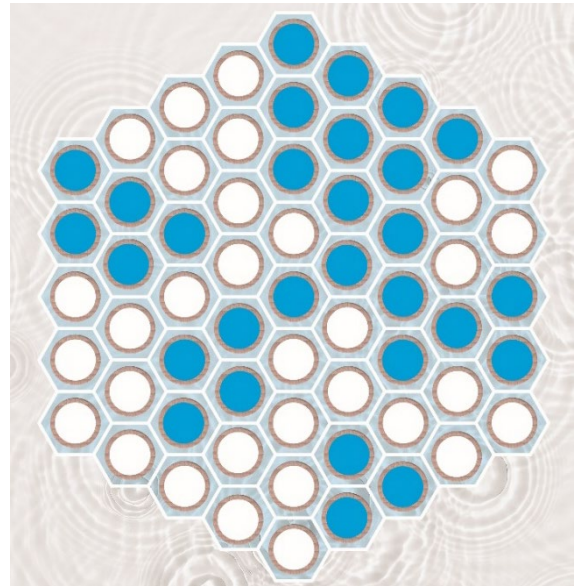
When the blue disk is placed in the position shown on the left, blue disks are placed in all the hexes indicated by the red dots.

## RESTRICTION

On the first turn of the first player (White), no placement is allowed that would leave a disc in the center hex.

## GAME END

The game ends when the board is full. The player with the greater number of discs with his/her color facing up wins.



White won by 32 to 29.

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