

Ed Keppelmann

University of Nevada Reno

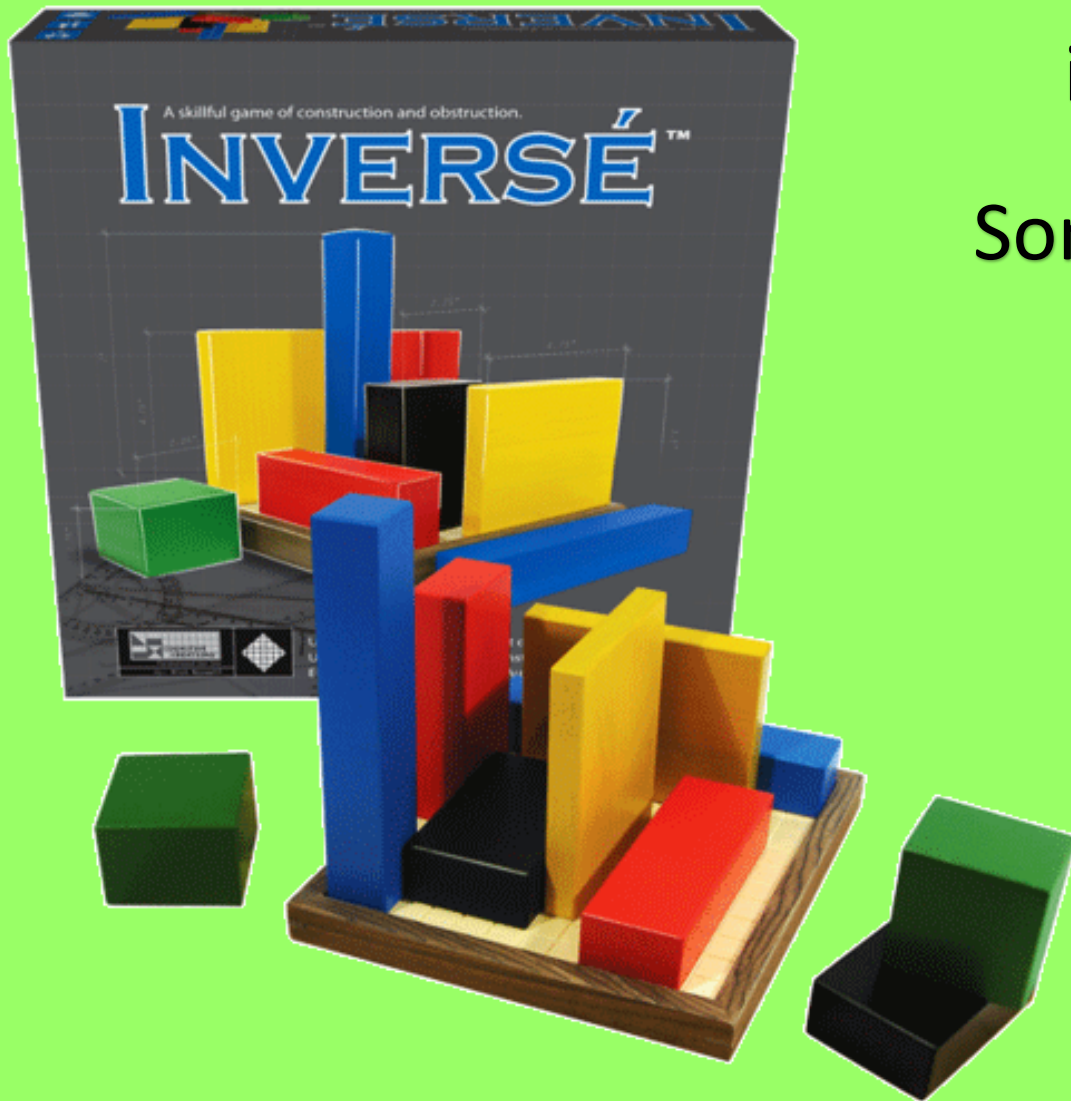
keppelma@unr.edu

How do you play?

Some basic
issues of strategy

Some sample matches
analyzed

A different kind of
math circle inquiry





RANK: OVERALL 14,695 ABSTRACT 676

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5.9

Inversé (2006)

Add a Brief Description

65 Ratings & 32 Comments - [GeekBuddy Analysis](#)

2 Players

Community: 2 — Best: 2

10 Min

Playing Time

Age: 6+

Community: 8+

Weight: 2.50 / 5

'Complexity' Rating

Designer: Niek Neuwahl

Artist: N/A

Publisher: Ajax Games, Family Games, Inc., ROMBOL

[See Full Credits](#)

My rating ★★★★★★★★★★

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BOARDGAMEGEEK.COM

My ranking for gameplay is:

★★★★★★★☆☆ (7 out of 10)

My ranking for fun is:

★★★★★★★★★☆☆ (9 out of 10)

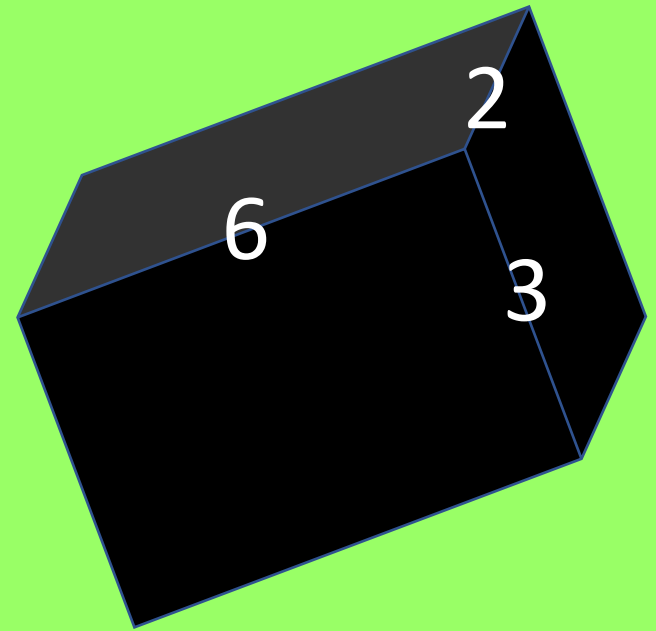
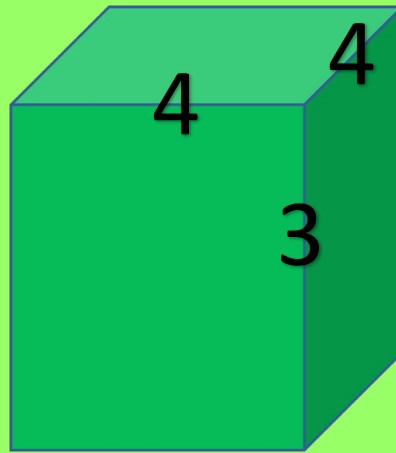
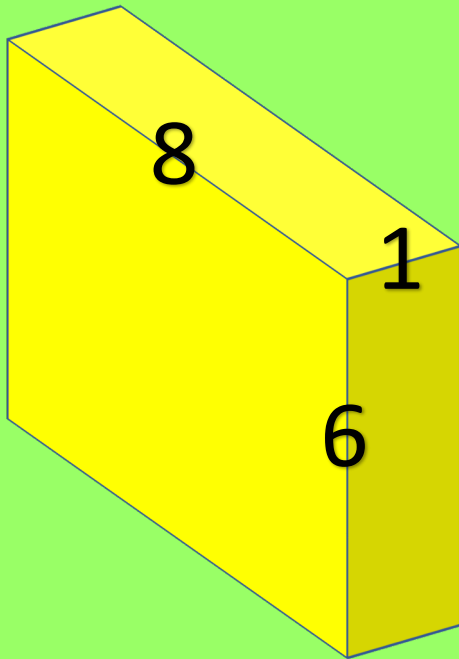
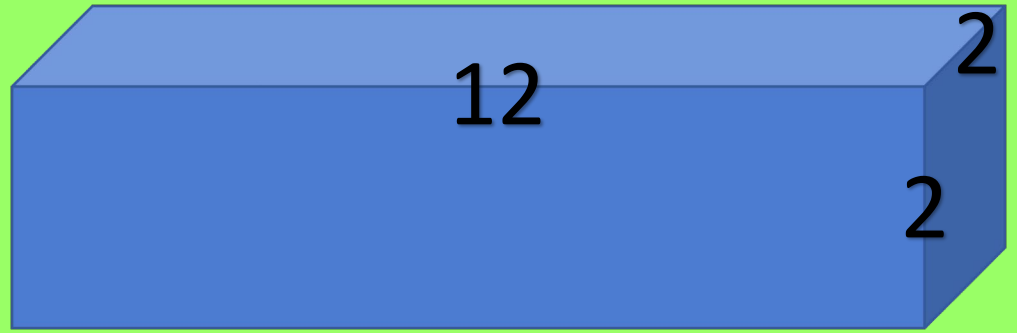
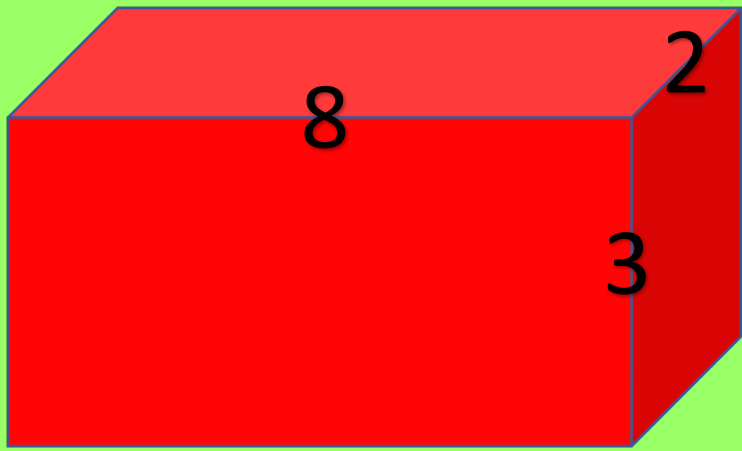
My ranking for quality of components is:

★★★★★★★★★★ (10 out of 10)

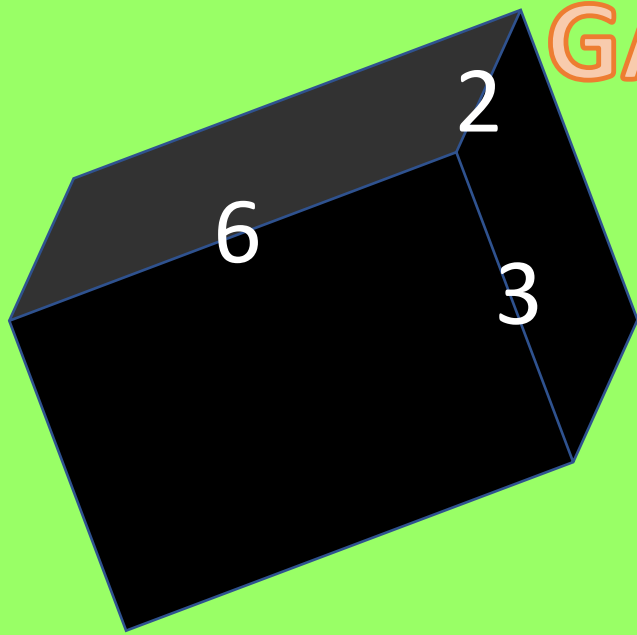
My overall ranking for this game is:

★★★★★★★☆☆ (8 out of 10)

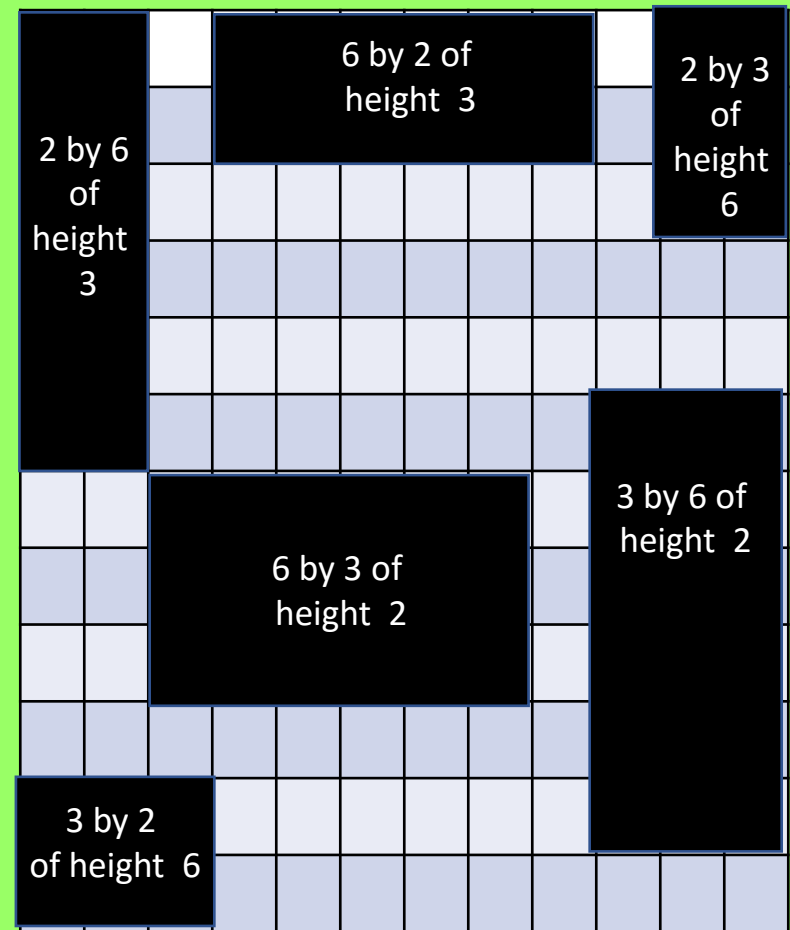
15 Tip



EACH PLAYER HAS 1 OF EACH

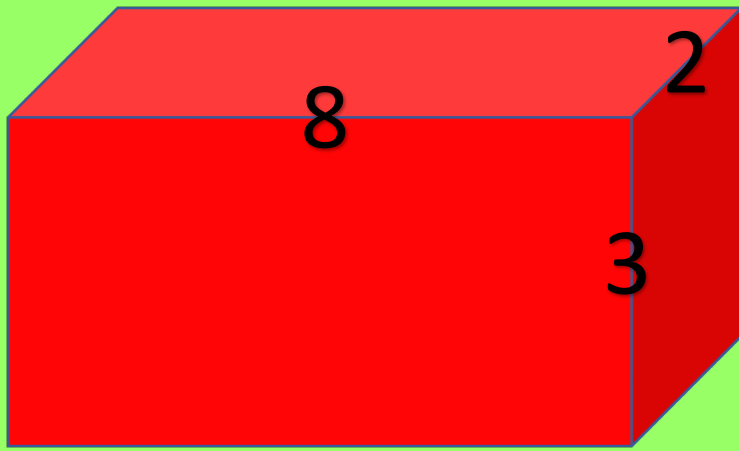


GAME BOARD 12 x 12 GRID



When played this piece
has 6 possible orientations
and many positions

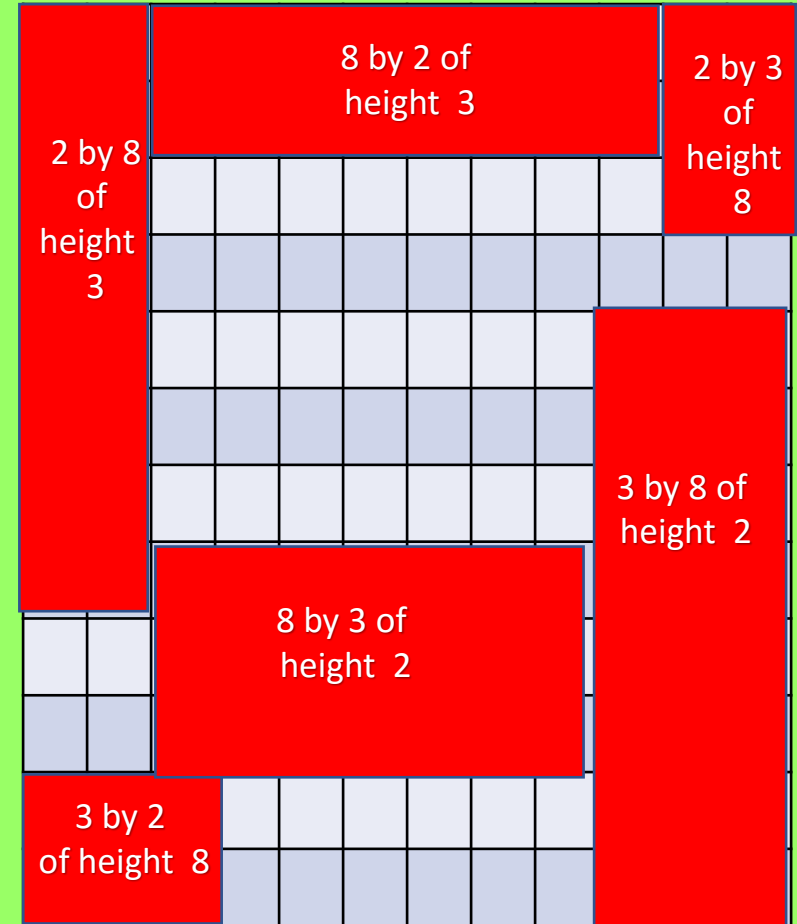
If your opponent has already played their piece
then when you play the same piece
your height must be different



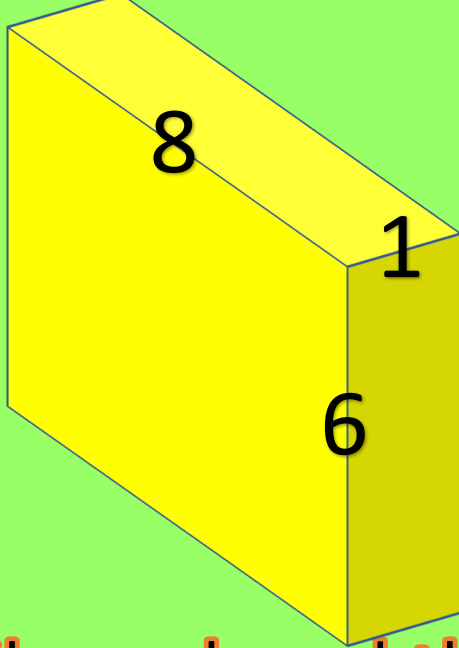
GAME BOARD 12 x 12 GRID

When played this piece
has 6 possible orientations
and many positions

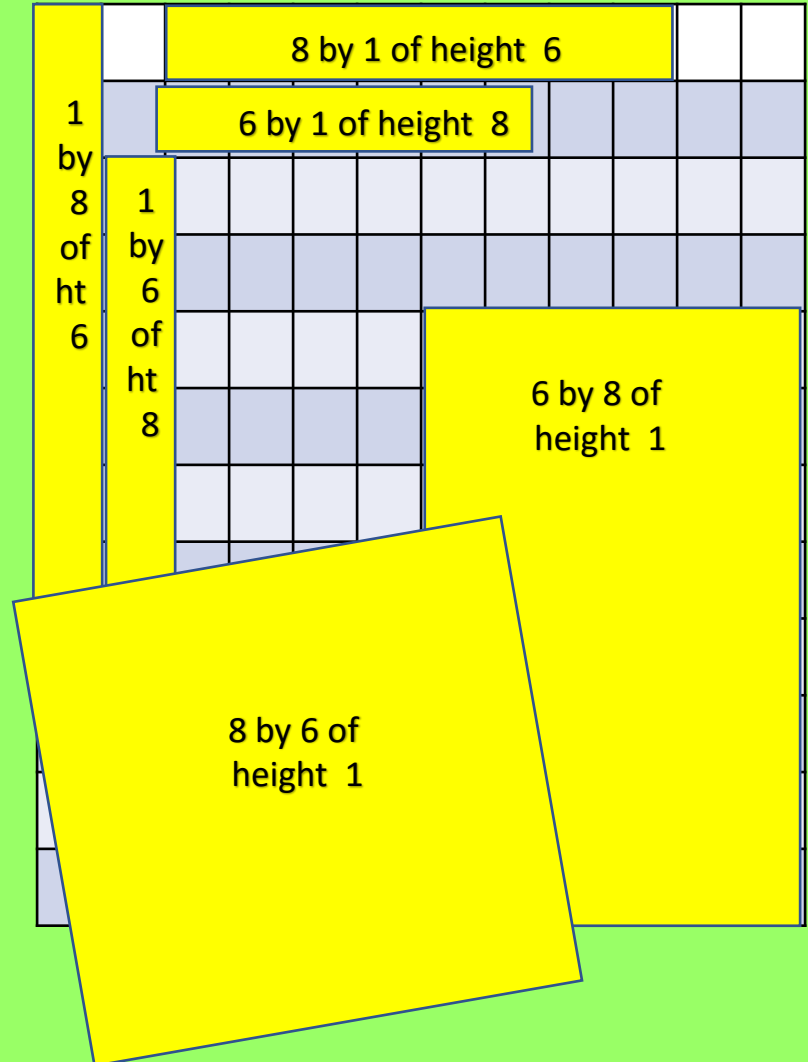
If your opponent has already
played their piece
then when you play
the same piece
your height must be different



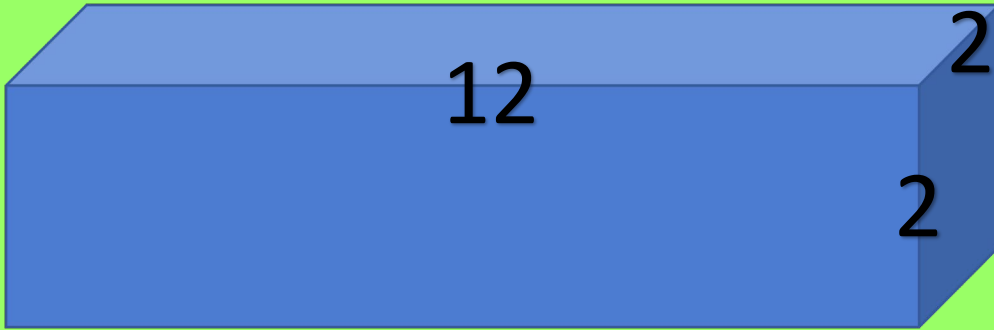
GAME BOARD 12 x 12 GRID



When played this piece
has 6 possible orientations
and many positions
If your opponent has already
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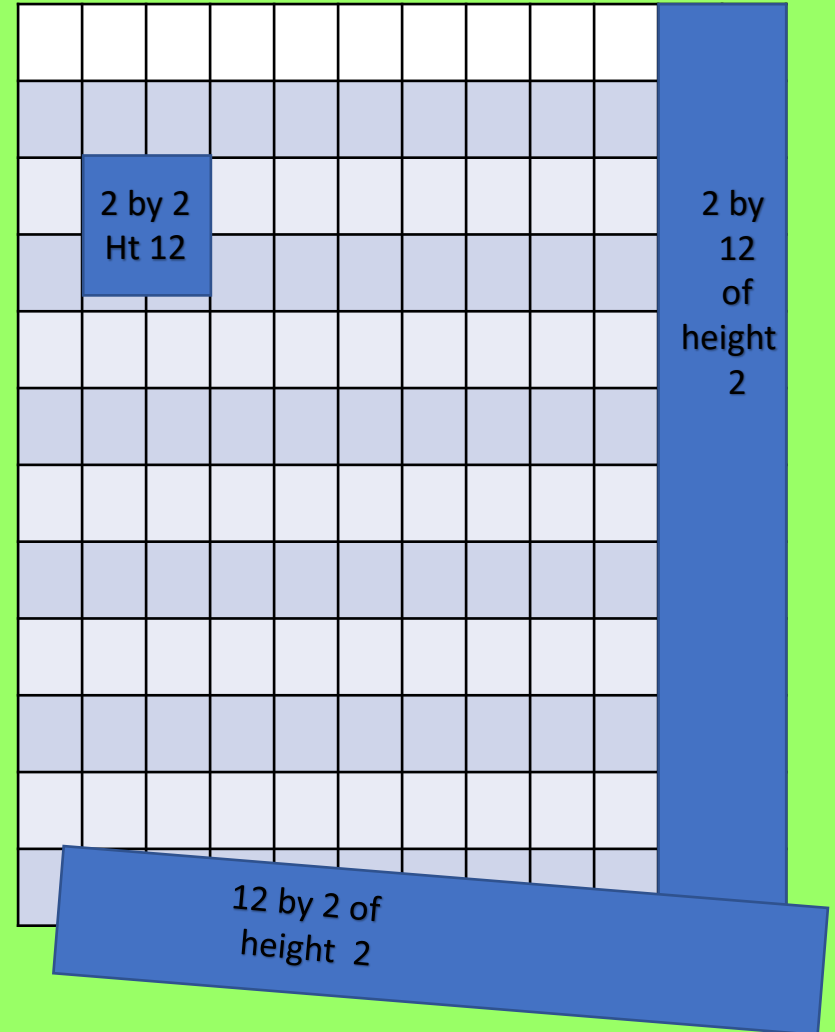


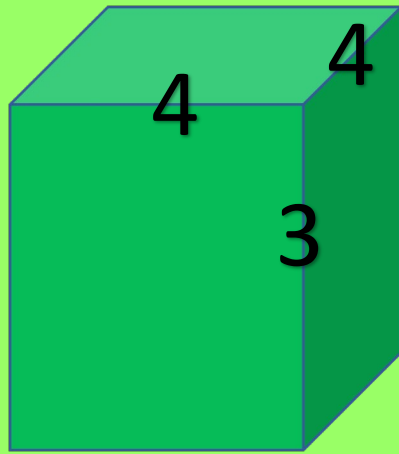
GAME BOARD 12 x 12 GRID



When played this piece
has 3 possible orientations
and many positions

If your opponent has already
played their piece
then when you play
the same piece
your height must be different

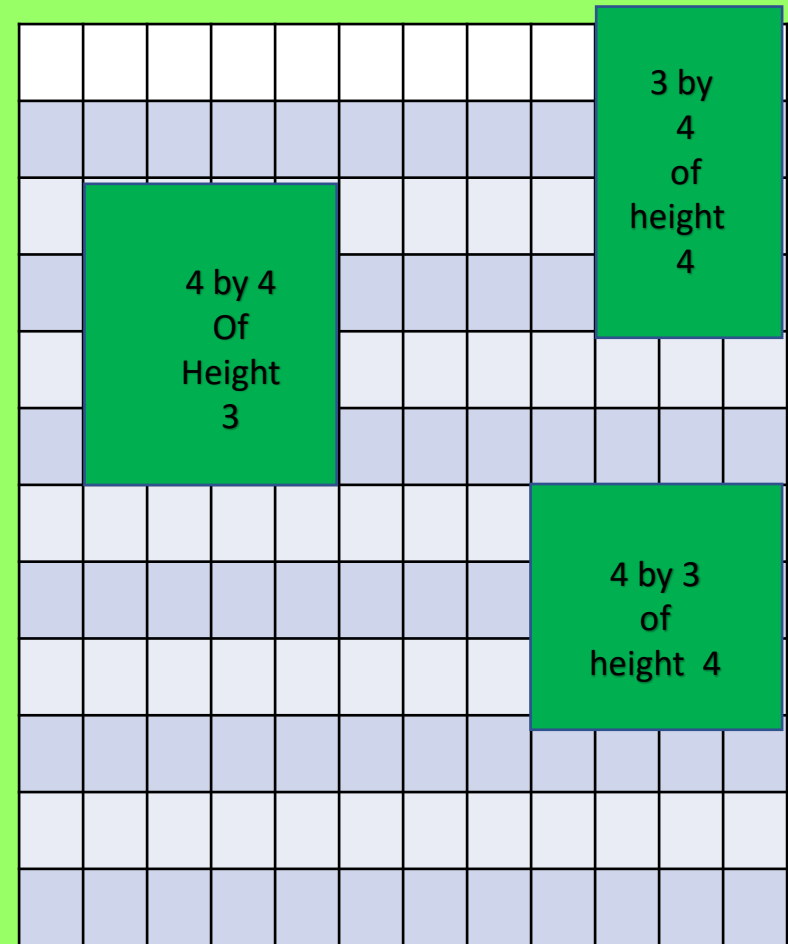




GAME BOARD 12 x 12 GRID

When played this piece
has 3 possible orientations
and many positions

If your opponent has already
played their piece
then when you play
the same piece
your height must be different



Players take turns playing on the grid

(1) If your opponent has already played their piece
then when you play the same piece

your height must be different

(2) Pieces of the same color cannot share a side

(3) Pieces of the same height cannot share a side



LAST
PLAY
WINS



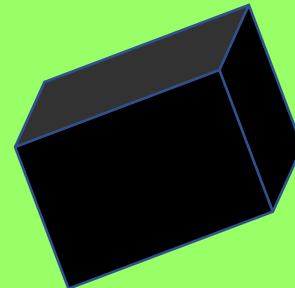
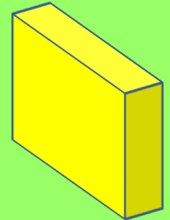
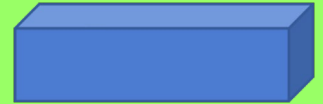
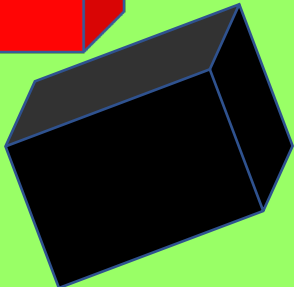
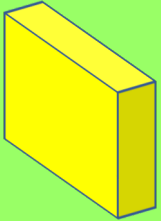
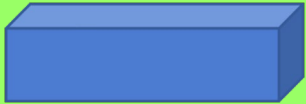
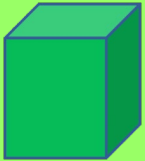
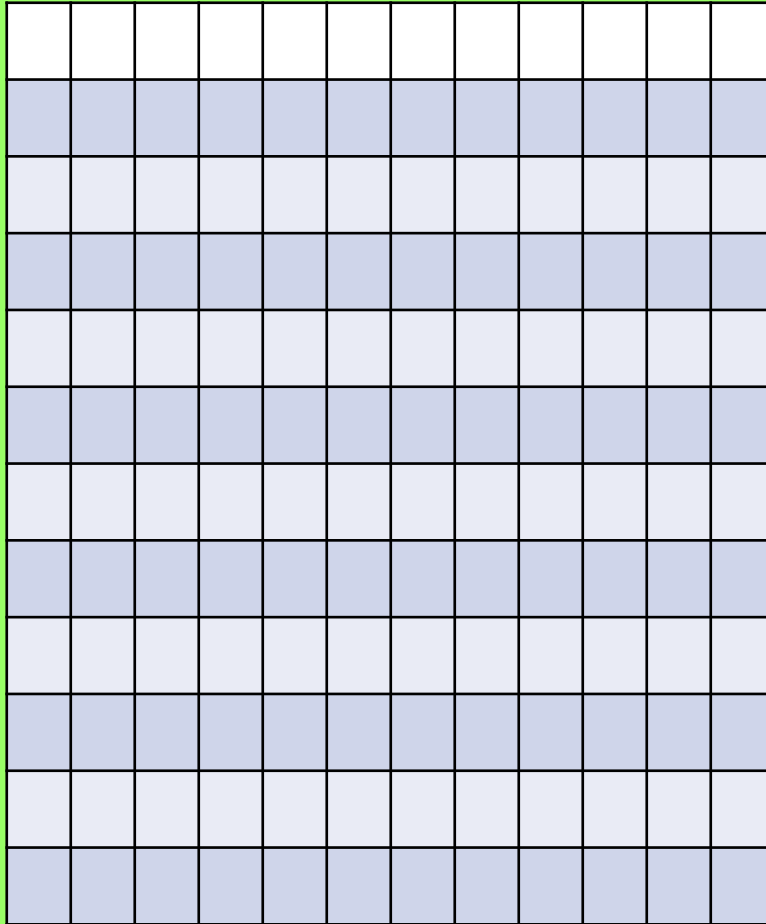
Basic Strategy tradeoffs

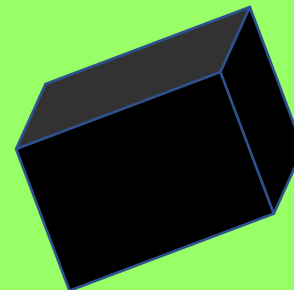
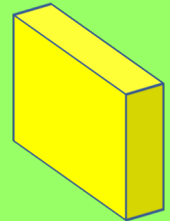
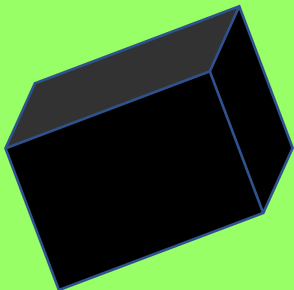
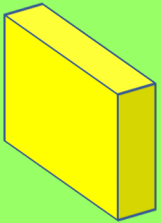
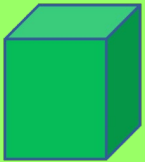
PIECES CAN TAKE UP MORE OR LESS BOARD SPACE DEPENDING ON WHETHER THEIR HEIGHT IS LARGEST OR SMALLEST DIMENSION

PLAYING A PIECE TO TAKE LOTS OF SPACE DOES RESTRICT FUTURE PLACEMENTS OF OTHER PIECES BUT PLAYING A PIECE SMALL FORCES OPPONENT TO PLACE BIG IN AN EVER MORE CROWDED BOARD.



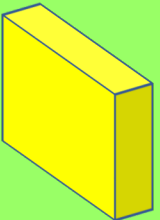
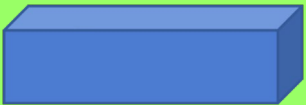
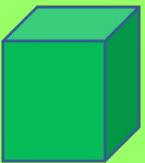
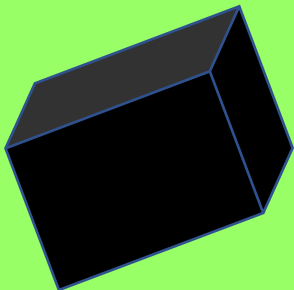
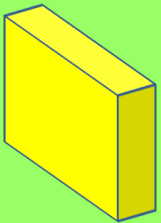
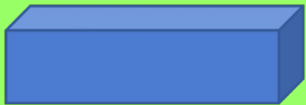
A Full row or column



[illegible]

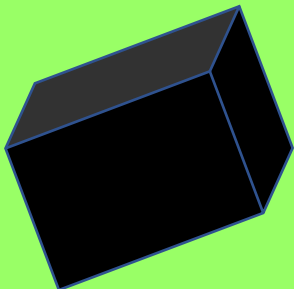
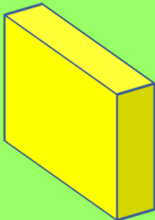
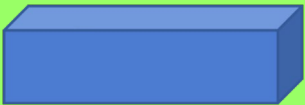
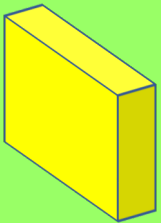


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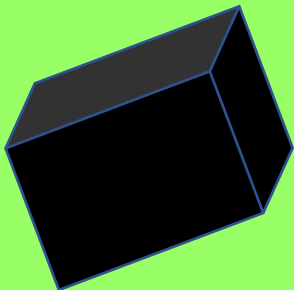
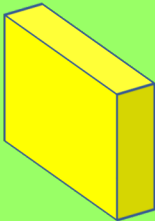
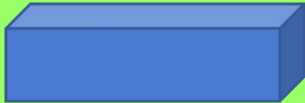
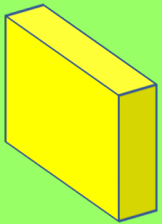
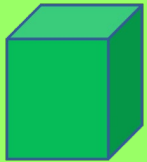


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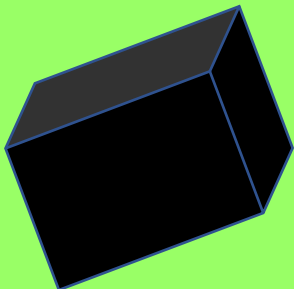
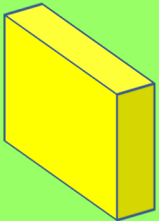
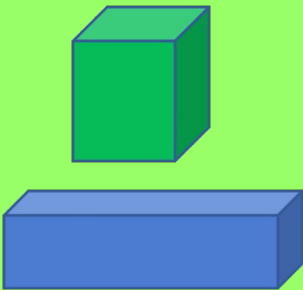
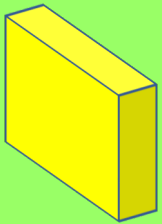


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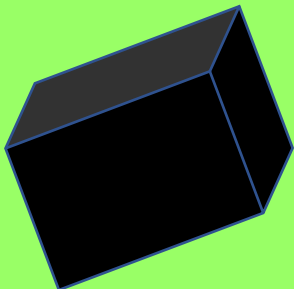
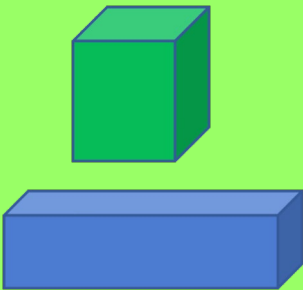
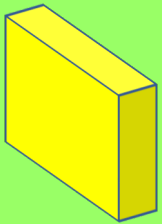


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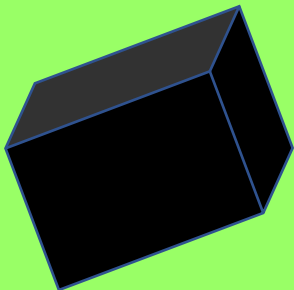
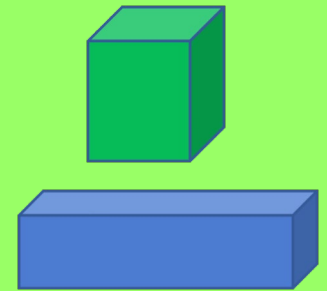
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WINNER!

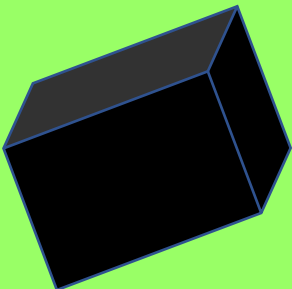
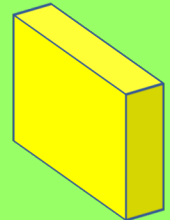
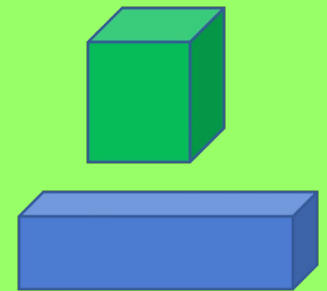
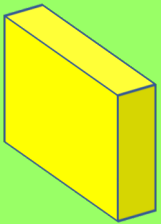
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LET'S GO BACK

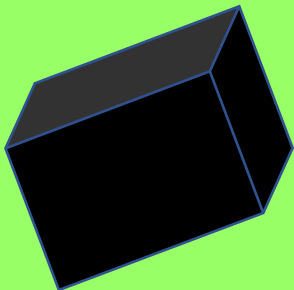
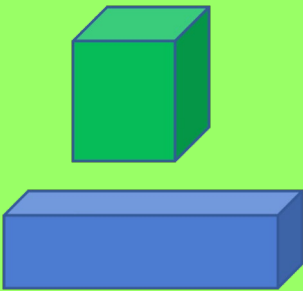
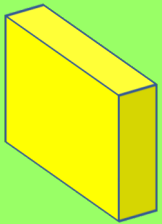


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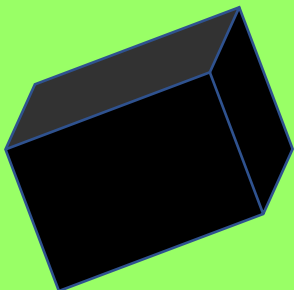
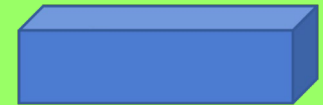
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OOPS!

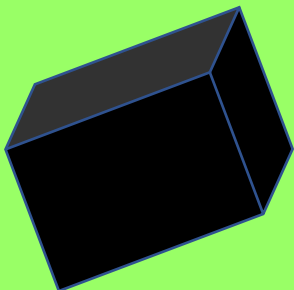
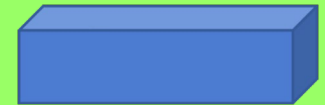
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| | | | | | | | | | 4 | 4 | 4 |
| | | | | 6 | 6 | 6 | 6 | | 4 | 4 | 4 |
| | | | | 6 | 6 | 6 | 6 | | 4 | 4 | 4 |
| | 12 | 12 | | | | | | | | | |
| | 12 | 12 | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |





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| 8 | | | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 8 | | | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 3 | 3 | 3 | 3 | | | | | | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | | | | | | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 6 | 6 | 6 | 6 | | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 6 | 6 | 6 | 6 | | 4 | 4 | 4 |
| | 12 | 12 | | | | | | | | | |
| | 12 | 12 | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |

WINNER!

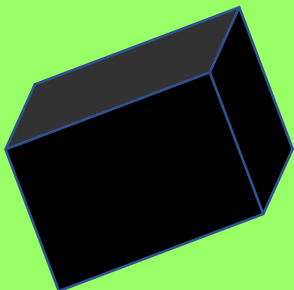
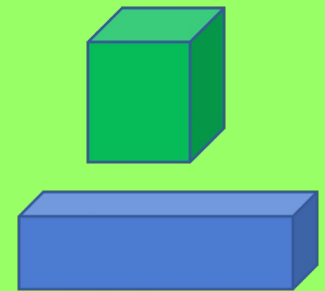
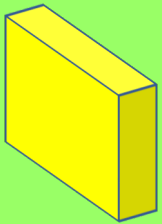




GO BACK AGAIN



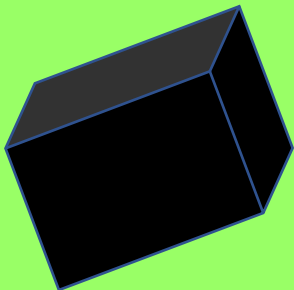
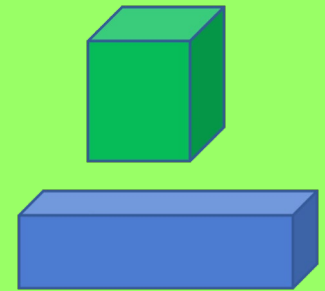
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| 8 | | | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 8 | | | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| | | | | | | | | | 4 | 4 | 4 |
| | | | | | | | | | 4 | 4 | 4 |
| | | | | 6 | 6 | 6 | 6 | | 4 | 4 | 4 |
| | | | | 6 | 6 | 6 | 6 | | 4 | 4 | 4 |
| | 12 | 12 | | | | | | | | | |
| | 12 | 12 | | | | | | | | | |





WINNER!

| | | | | | | | | | | | |
|---|----|----|---|---|---|---|---|---|---|---|---|
| 8 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | | | |
| 8 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | | | |
| 8 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | | | |
| 8 | | | | | | | | | | | |
| 8 | | | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 8 | | | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 4 |
| | | | | | | | | | 4 | 4 | 4 |
| | | | | 6 | 6 | 6 | 6 | | 4 | 4 | 4 |
| | | | | 6 | 6 | 6 | 6 | | 4 | 4 | 4 |
| | 12 | 12 | | | | | | | | | |
| | 12 | 12 | | | | | | | | | |



QUESTIONS ABOUT INVERSÉ



Benedikt Rosenau Designer @Zickzack · Jul 5, 2010

I have played with Niek, the inventor. He played quickly and won every time. He attributed it to being an architect and having a strong three-dimensional imagination. But I bet there was strategy involved as well.

👍 2 © Tip

Reply Quote ...

What is the winning strategy? Does this involve going first or not?

Can the strategy be described reasonably?

Answer to the above might not exist – after all Games like chess and checkers don't really have winning strategies – just tips on playing well.

What is the geometric significance of each piece?

Could the game be enhanced?

How can a computer help analyze INVERSÉ?

HOW WOULD YOU LIST THE POSSIBLE PLACEMENTS FOR A PIECE?

HOW MANY WAYS CAN A PIECE BE PLACED ON A BLANK BOARD?

HOW MANY WAYS COULD A PIECE BE PLACED IN A PARTIALLY FILLED BOARD?

HOW TO TELL IF A WINNING MOVE EXISTS FROM A GIVEN PLACE IN A GAME?

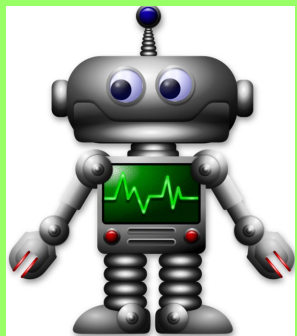
Think about a tedious but SYSTEMATIC procedure that a machine can do

HOW TO TELL IF WINNING IS GUARANTEED IN TWO MOVES
FROM A GIVEN PLACE IN A GAME?

HOW TO TELL IF WINNING IS GUARANTEED IN THREE MOVES
FROM A GIVEN PLACE IN A GAME?

HOW TO TELL IF WINNING IS GUARANTEED IN FOUR MOVES
FROM A GIVEN PLACE IN A GAME? HOW MANY CHECKS ARE INVOLVED?
ARE THERE SHORTCUTS?

SUPPOSE THERE IS NO GUARANTEED WAY TO WIN IN 4 MOVES BUT YOU WANT TO
GET AS LARGE ADVANTAGE AS POSSIBLE – WHAT SHOULD YOU LOOK AT?
DO YOU THINK THAT THE GAME DEVELOPER THOUGHT OF IT THIS WAY?



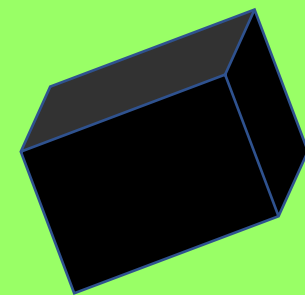
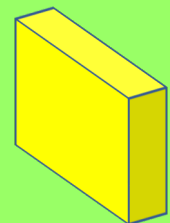
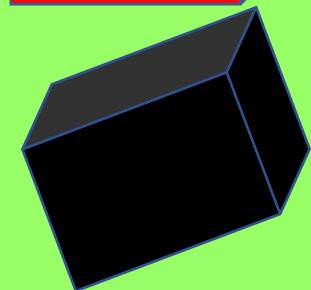
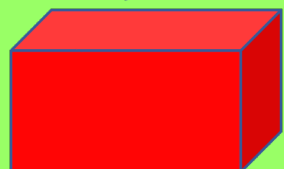
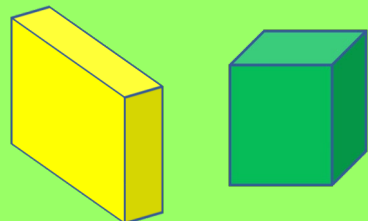
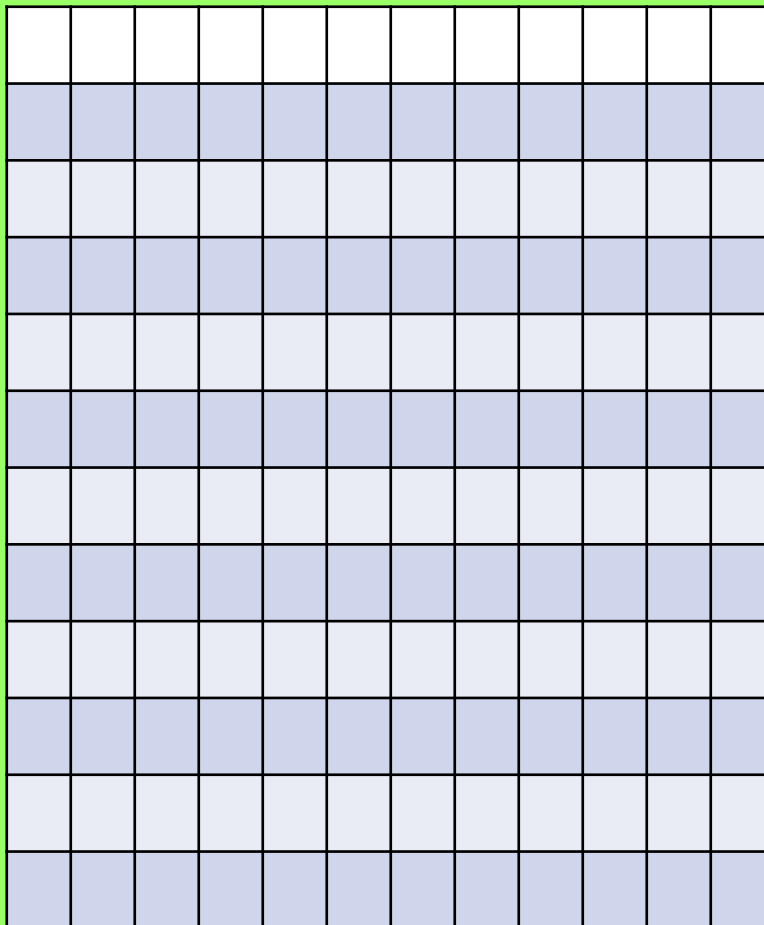
OPENING MOVE IS RANDOM

Can see to play 1 move ahead
To either win or avoid losing.



Can see 4 moves ahead
To either win or avoid losing
But otherwise plays randomly

Otherwise plays to simultaneously
Maximize options for it's
pieces while minimizing options
for opponent's pieces

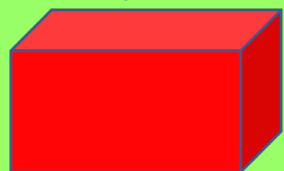
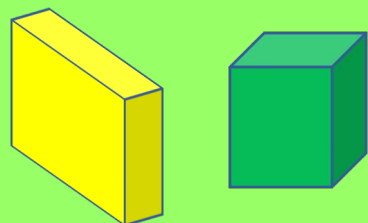




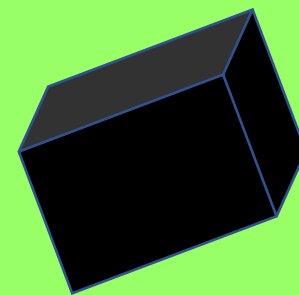
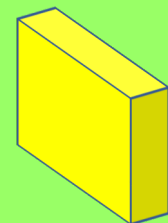
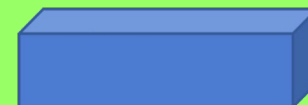
Can see 1 move ahead
To either win or avoid losing.



Can see 4 moves ahead
To either win or avoid loosing
But otherwise plays randomly

[illegible]

Otherwise plays to simultaneously
Maximize options for it's
pieces while minimizing options
for opponent's pieces



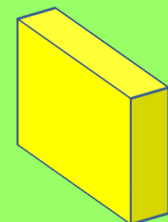
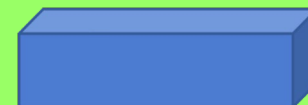
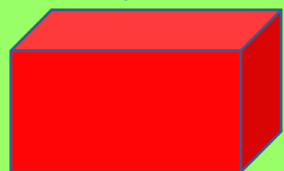
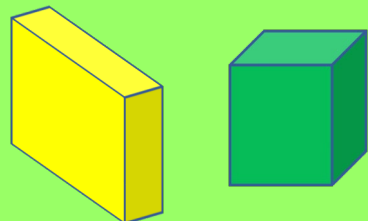


Can see 1 move ahead
To either win or avoid losing.



Can see 4 moves ahead
To either win or avoid loosing
But otherwise plays randomly

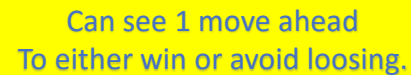
Otherwise plays to simultaneously
Maximize options for it's
pieces while minimizing options
for opponent's pieces

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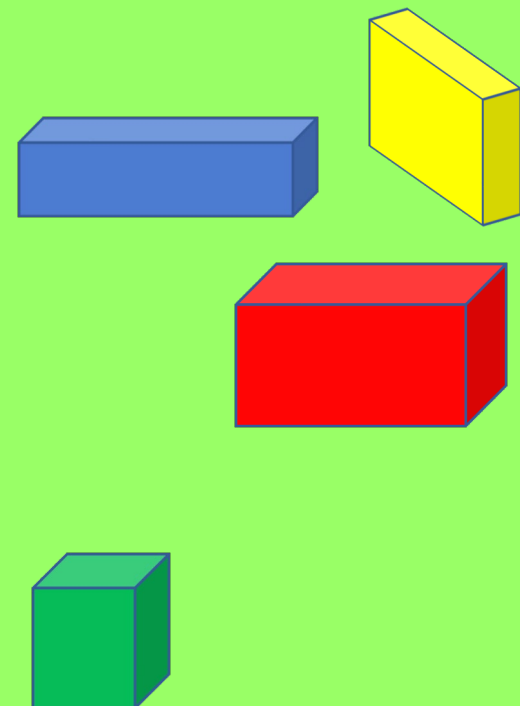


I can win
in 4 or
less

Can see 4 moves ahead
To either win or avoid loosing
But otherwise plays randomly

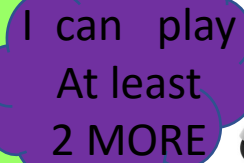


Otherwise plays to simultaneously
Maximize options for it's
pieces while minimizing options
for opponent's pieces

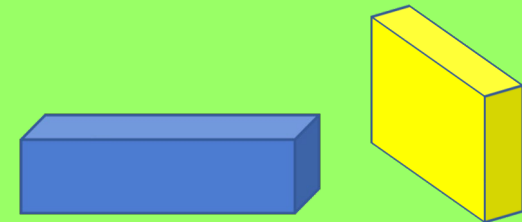
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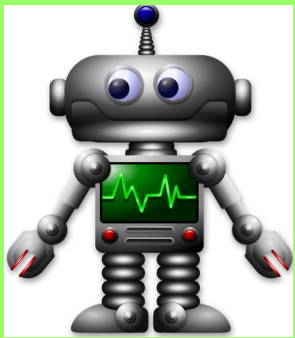


Can see 1 move ahead
To either win or avoid losing.

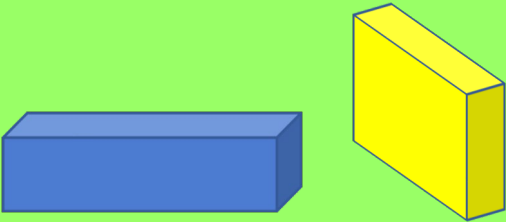
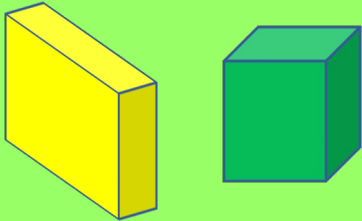


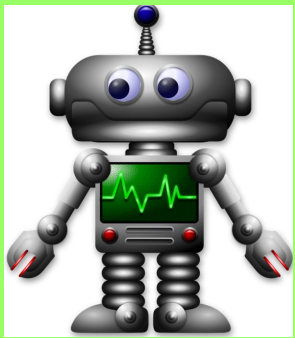
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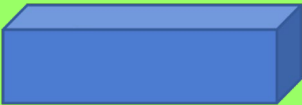
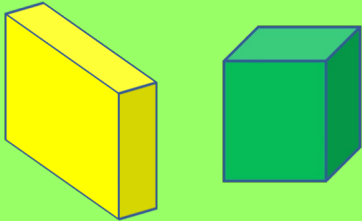


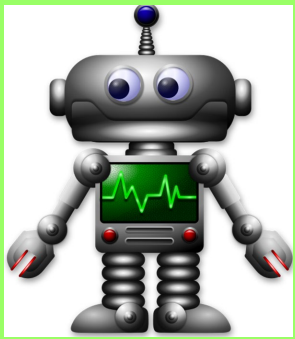
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| 2 | 2 | 2 | | | | 8 | 8 | 8 | | 6 | 6 |
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| 2 | 2 | 2 | | | | | | | | | |
| | | | | | | | | | | | |
| | 4 | 4 | 4 | 4 | 4 | 4 | | | | | |
| | 4 | 4 | 4 | 4 | 4 | 4 | | | | | |
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| 2 | 2 | 2 | | | | 8 | 8 | 8 | | 6 | 6 |
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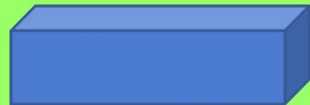
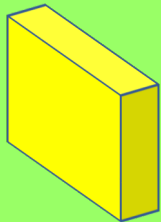


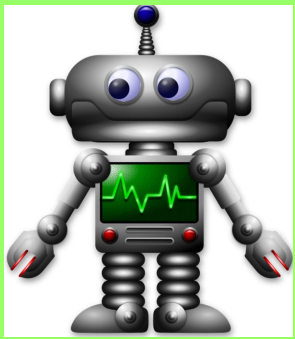


I CANNOT PLAY

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| 2 | 2 | 2 | | 12 | 12 | | 4 | 4 | 4 | 6 | 6 |
| 2 | 2 | 2 | | | | 8 | 8 | 8 | | 6 | 6 |
| 2 | 2 | 2 | | | | 8 | 8 | 8 | | 6 | 6 |
| 2 | 2 | 2 | | | | | | | 8 | | |
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| | 4 | 4 | 4 | 4 | 4 | 4 | | | 8 | | |
| | 4 | 4 | 4 | 4 | 4 | 4 | | | 8 | | |
| | | | | | | | | | 8 | | |

WINNER!





WINNER!

BONUS POINTS

| | | | | | | | | | | | |
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| 2 | 2 | 2 | | 12 | 12 | | 4 | 4 | 4 | 6 | 6 |
| 2 | 2 | 2 | | 12 | 12 | | 4 | 4 | 4 | 6 | 6 |
| 2 | 2 | 2 | | | | 8 | 8 | 8 | | 6 | 6 |
| 2 | 2 | 2 | | | | 8 | 8 | 8 | | 6 | 6 |
| 2 | 2 | 2 | | | | | | | 8 | | |
| 2 | 2 | 2 | | | | | | | 8 | | |
| 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | | 8 | | |
| | 4 | 4 | 4 | 4 | 4 | 4 | | | 8 | | |
| | 4 | 4 | 4 | 4 | 4 | 4 | | | 8 | | |
| | | | | | | | | | 8 | | |

I CANNOT PLAY

