1. This is the main menu of the program.

```
|---------------------------------------------------------------------|
|                                                                     |
|                              OTHELLO                                |
|                                                                     |
|---------------------------------------------------------------------|

Please choose the following list:

1. New Game
2. Load Game
3. Help
4. Quit
==>
```

2. This is the help menu.

```
                             Introduction

1. Othello is a board game played on an 8x8 board using pieces that are O on one
   side and X on the other.
2. Player with X side will move first.
3. Players will take turns to place the pieces on the board with their side.
4. Player will capture their opponent side by making the opponent side in between
   the player's side.
5. The game ends when neither player has a possible move.
6. The player who has the most side is the winner!

                               Gameplay

1. Player can only place their marker on the * indicator on the board.
2. When the program is started, player can type in menu to go back to the menu
   selection.
3. Player can also type in save a.txt to save the program to the file name a.txt.
4. When player type in next player, it will skip the turn of the player and pass
   the round to the opponent.
5. Player can place a coordinate for example f 4.
   Player can input from a - h and 8 - 1.
6. Player can type in super1, super2 or super3 to use the super power for
   only one time.
7. super1 is the ability to switch all the X markers to O markers and
   O markers to X markers.
8. super2 is the ability to simply place a marker without any restriction.
9. super3 is the ability to place 2 markers consecutively on the board but
   this superpower can only use after the third round which mean at least
   player and the opponent have place a marker on the board before both
   of them can use super3.

Press any key to continue . . . _
```

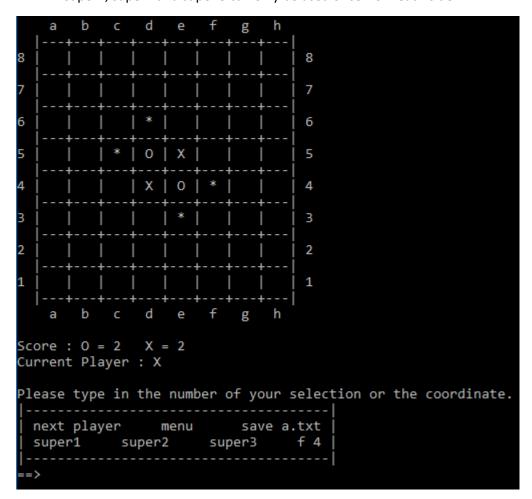3. This is the screen after player load the game.

```
==> 2

Game successfully loaded. Please enjoy!
Press any key to continue . . . _
```

4. This is the main game screen after player choose new game or load game.
   User can choose to input from the following box with the f 4 as an example of the coordinate.
   super1, super2 and super 3 can only be used once from each side.

```
     a   b   c   d   e   f   g   h
   |---+---+---+---+---+---+---+---|
8  |   |   |   |   |   |   |   |   | 8
   |---+---+---+---+---+---+---+---|
7  |   |   |   |   |   |   |   |   | 7
   |---+---+---+---+---+---+---+---|
6  |   |   |   | * |   |   |   |   | 6
   |---+---+---+---+---+---+---+---|
5  |   |   | * | O | X |   |   |   | 5
   |---+---+---+---+---+---+---+---|
4  |   |   |   | X | O | * |   |   | 4
   |---+---+---+---+---+---+---+---|
3  |   |   |   |   | * |   |   |   | 3
   |---+---+---+---+---+---+---+---|
2  |   |   |   |   |   |   |   |   | 2
   |---+---+---+---+---+---+---+---|
1  |   |   |   |   |   |   |   |   | 1
   |---+---+---+---+---+---+---+---|
     a   b   c   d   e   f   g   h

Score : O = 2   X = 2
Current Player : X

Please type in the number of your selection or the coordinate.
|-------------------------------------|
| next player       menu        save a.txt |
| super1        super2       super3     f 4 |
|-------------------------------------|
==>
```

5. The super3 can only be used after the second round.

```
==> super3
This is just round 1 and have not reach round 3. Thus, super3 is disable.
Press any key to continue . . .
```

6. This program has error checking for the input user have typed.

```
==> next playre

Please type in a valid input.
Press any key to continue . . .
```

```
==> f6

Please key in a valid move.
Press any key to continue . . .
```

```
==> i5

Please type in a valid input.
Press any key to continue . . .
```

```
==> e2

You can only place on * indicator.
Press any key to continue . . .
```

7. This is the screen when either one of the player has won the game.
   The game will win if both players have no more move to place their markers.
   If the player type in Y or y, the program will straight away go to new game screen.
   If the player type in N or n, the program will return to the selection menu screen.

```
     a   b   c   d   e   f   g   h
   |---+---+---+---+---+---+---+---|
 8 | X | X | X | X | X | X | O | X | 8
   |---+---+---+---+---+---+---+---|
 7 | O | X | O | O | O | O | O | O | 7
   |---+---+---+---+---+---+---+---|
 6 | O | X | O | O | O | X | O | O | 6
   |---+---+---+---+---+---+---+---|
 5 | O | X | X | O | X | O | O | O | 5
   |---+---+---+---+---+---+---+---|
 4 | X | X | X | X | O | O | O | O | 4
   |---+---+---+---+---+---+---+---|
 3 | X | O | X | O | O | O | O | O | 3
   |---+---+---+---+---+---+---+---|
 2 | X | X | O | O | O | O | O | O | 2
   |---+---+---+---+---+---+---+---|
 1 | X | O | O | O | O | O | O | O | 1
   |---+---+---+---+---+---+---+---|
     a   b   c   d   e   f   g   h

Score : O = 42    X = 22

Victory! O side has won the game!
Congratulation to the winning side!
Do you still want to play the game? ( Y/N )
==>
```