Othello User Manual

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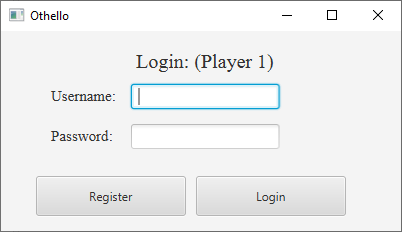
# Introduction

The game Othello is a strategy game that takes a minute to learn and a lifetime to master.™ Using two-sided game discs and your wits alone you battle it out with one other player. The goal is simple, have more discs on the board with your color face up than the other player, however getting that higher number may be easier said than done.

# 2.0 Getting Started

Othello requires each player to register before playing.

## 2.1 Registering

When launching the application, you will be prompted for a username and password. You get this information by registering first.   


1. Click Register
2. Type in a username and a password in the appropriate boxes
   1. Usernames must be 5 alpha-numeric characters
   2. Passwords must be 5 digits
3. Repeat steps 1 and 2 for player 2 if needed
4. Once registration is complete the menu will launch.
5. Click Play Game to play a new game or Statistics to view the leaderboard

## 2.2 Logging In

Note: You must be registered before you can login

1. When prompted each player must provide the correct username and password in the appropriate boxes
2. Click Login
3. If successful, the menu will launch
4. Click Play Game to play a new game or Statistics to view the leaderboard

# 

# 3.0 How to play

Starting with the player that is using the black sides you take turns capturing (turning over) each other’s discs. If you are unable to do that you skip your turn

## 3.1 Making a play

Each turn you must find an available spot adjacent to your opponent’s color to play your disc. This spot must “touch” the square your opponent’s disc is in, this can be horizontal, vertical, or diagonal. After placing your disc, you turn over your opponent’s discs that are in between the existing disc that was on the board and the new disc you have placed, thus “capturing” it. Sometimes this is one disc, sometimes it’s many discs that you capture in one move. If the field you place the disc in does not result in capturing the opponent’s disc(s) that is not a legal move. If you are unable to find a field where an opponent’ disc would be captured your turn is forfeited and play is passed to your opponent.

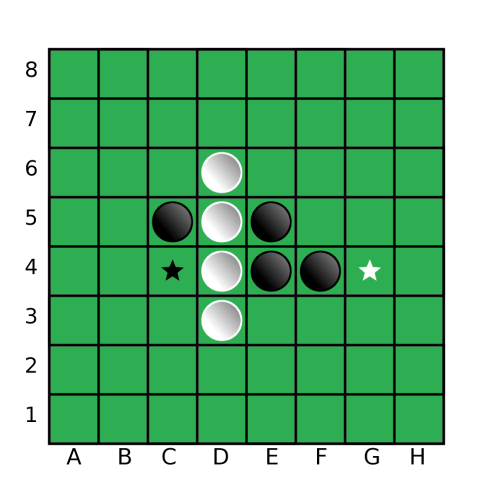


Figure 2 Make a move example for both sides

For example, in the graphic above if it is white’s turn, white places a disc in G4 capturing E4 and F4 in the process. If it was black’s turn black places a disc in C4 that would capture D4.

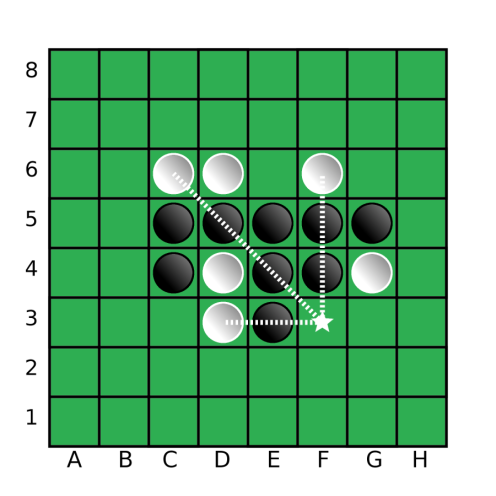
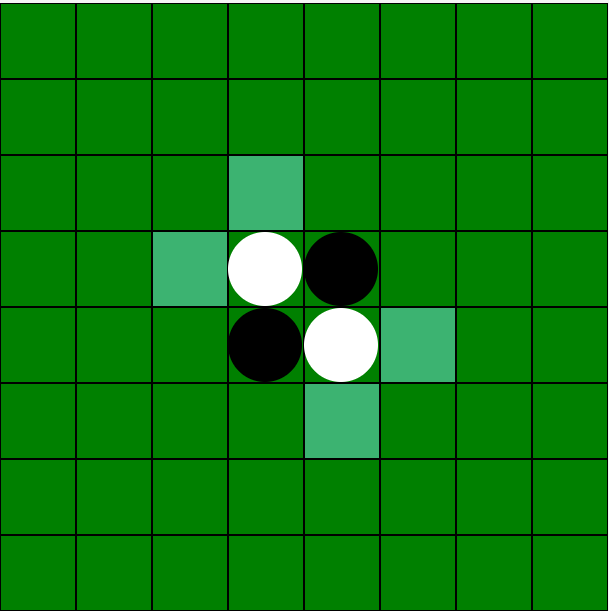


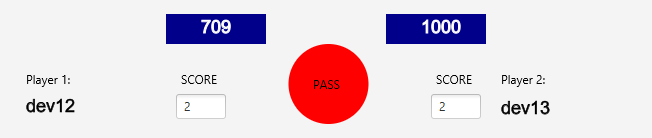
Figure 3Advance strategy for capturing multiple discs

For example, during white’s turn a disc is placed in F3. This move allows three straight lines to be created with many black discs in between. From this move white will capture D5, E4, E3, F4, and F5.

To assist with making a valid move certain squares are colored more lightly.

## 3.2 Timers

Each player has a timer above their scores that indicate the number of seconds remaining to finish the game. As a player makes a move and play passes to the other player their timer will pause. If a player’s timer reaches 0 they are no longer allowed to play and the scores are then counted.



## 3.3 Ending the game

This way of play continues until all the spaces on the board are filled, timer runs out, or there are no moves for either player to make.

## 3.4 Keeping Score

As each player take their respective turn the points are calculated by their names



## 3.5 Turn indicators

## 3.6 Passing

## 3.7 Quitting

## 3.8 Invalid moves

# 4.0 Leaderboard