

# Reversi/Othello



## Rules of the game

The game uses a square board measuring  $8 \times 8$  cells (all cells can be the same color) and 64 special chips, painted from different sides in contrasting colors, for example, white and black. At the beginning of the game, 4 chips are placed in the center of the board: black on d5 and e4, white on d4 and e5.

1. The first move is made by Black. Next, the players take turns.
2. When making a move, the player must place his chip on one of the cells of the board in such a way that between this placed chip and one of the chips already on the board of its color there is a continuous row of the opponent's chips, horizontal, vertical or diagonal (in other words, so that the continuous row of the opponent's chips is "closed" by the player's chips on both sides). All the opponent's chips included in the "closed" row on this move are turned over to the other side (change color) and go to the player who walked.
3. If, as a result of one move, more than one row of the opponent's chips is "closed" at the same time, then all the chips that are on all the "closed" rows are turned over.
4. The player has the right to choose any of the possible moves for him. If a player has possible moves, he cannot refuse a move. If the player does not have permissible moves, then the move is transferred to the opponent.
5. The game stops when all the chips are put on the board or when none of the players can make a move. At the end of the game, the chips of each color are counted, and the player whose more chips are displayed on the board is declared the winner. If the number of chips is equal, a draw is counted.

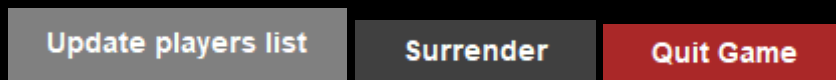
## Top Button Bar



Human vs Bot – launches a game of man against the computer

Bot vs Bot – starts a computer game with a computer

## Bottom button bar

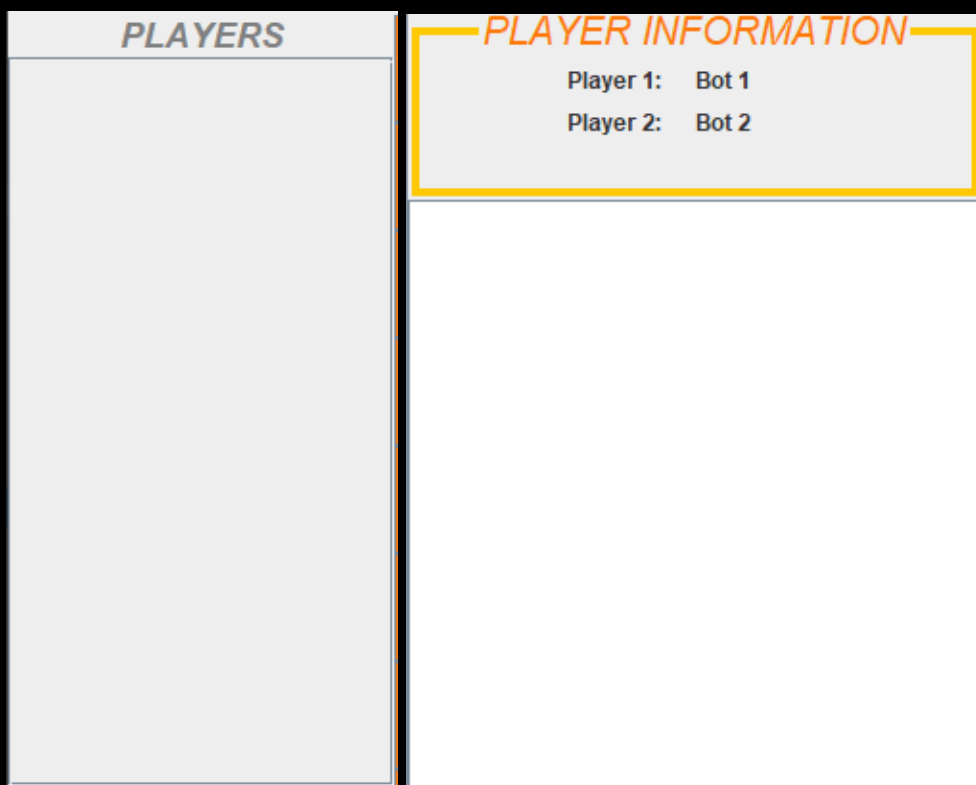


Update players list – updates information about players on the server

Surrender

Quit Game – leave the game

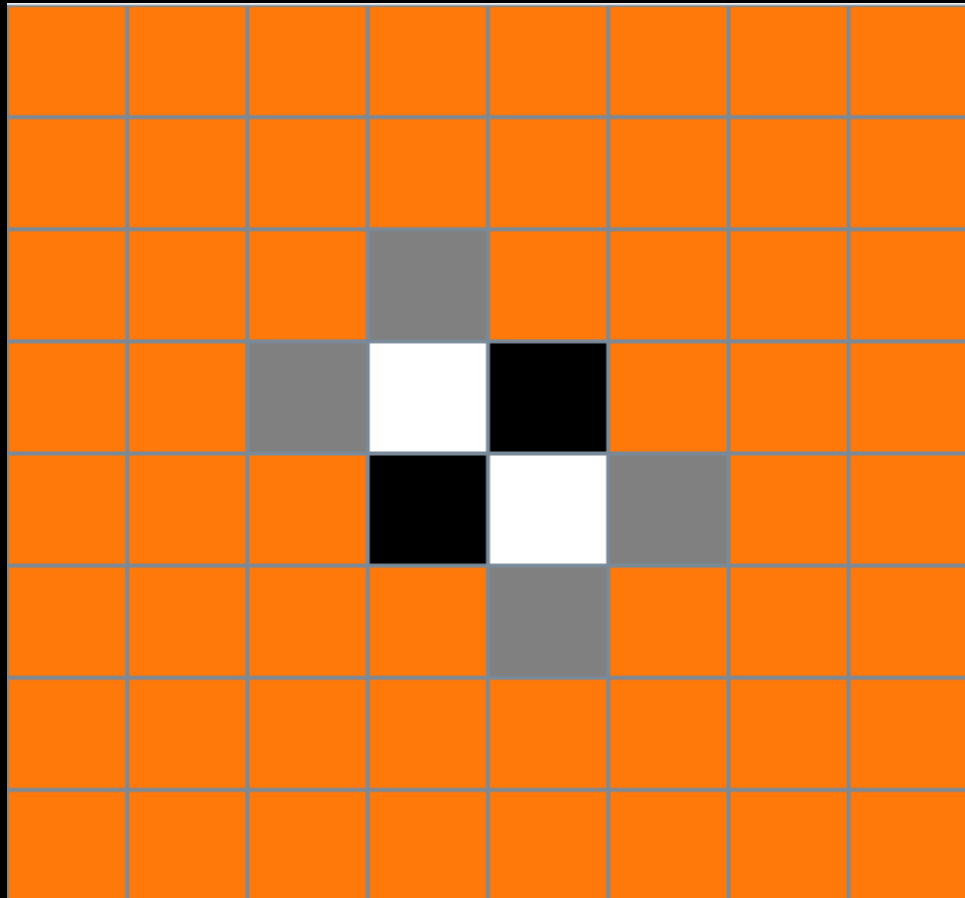
## Dashboards



PLAYERS – displays a list of players

PLAYER INFORMATION – displays information about current players, their moves, name, ID

## Game board

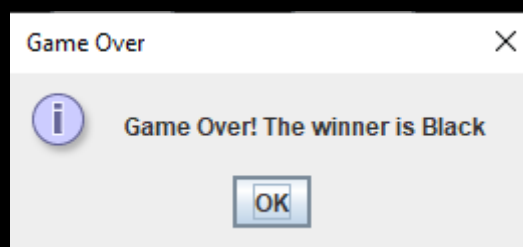


The game board is a field consisting of 64 cells, of which, 2 are black and white.

It also contains a display of available moves for the player (in gray), which is updated with each move.

To perform a move, you need to click by clicking on the cell of one of the available moves (gray), then the move will be automatically transferred to the opponent.

The game lasts until the moment: as long as the players have the opportunity to walk, not a single player has given up, no one has left the game.



Game over!