



# Othello Engine

オセロ

maXbox Starter 151 - Get Othello Game.

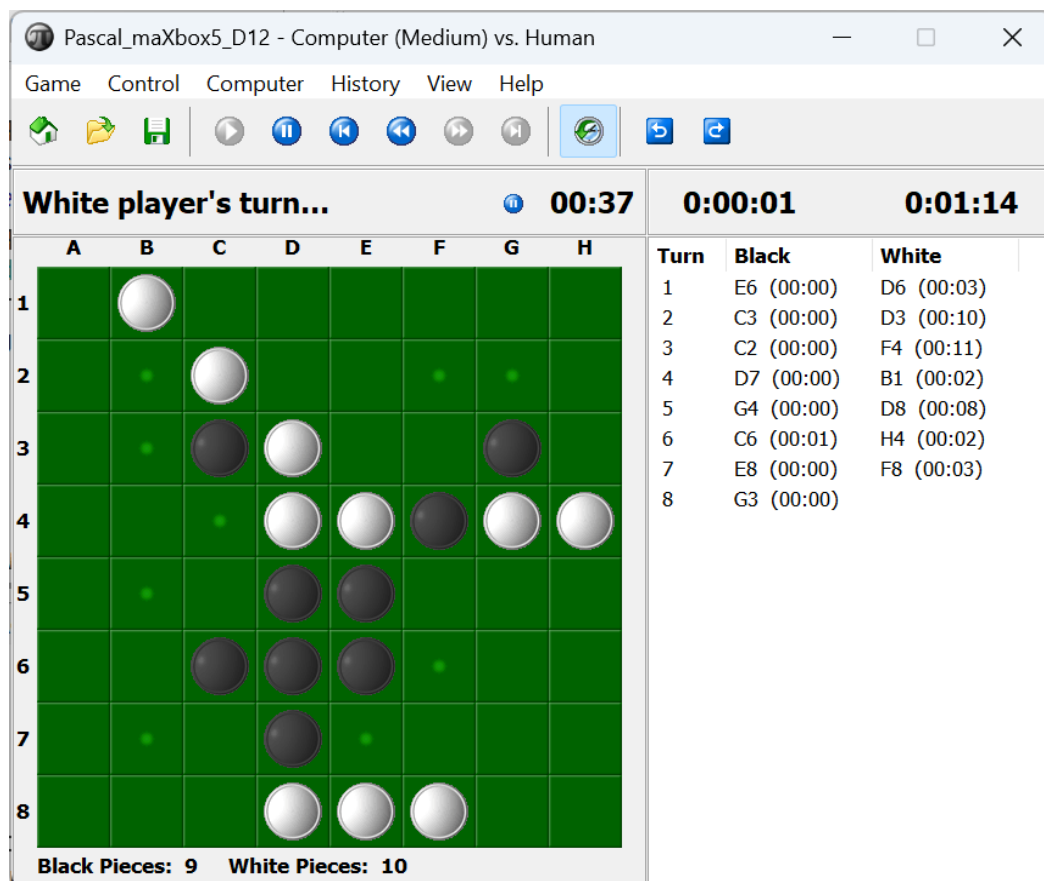
Source:

[https://sourceforge.net/projects/maxbox5/files/source/uPSI\\_othelloMain.pas/download](https://sourceforge.net/projects/maxbox5/files/source/uPSI_othelloMain.pas/download)

Executable: **maXbox5.exe menu/Options/Add Ons/Reversi**

```
Script_: maxform1.reversilclick(self);
```

DA Othello lets you play Othello (Reversi) with a friend or against the computer. The program uses powerful algorithm of game and a friendly interface.

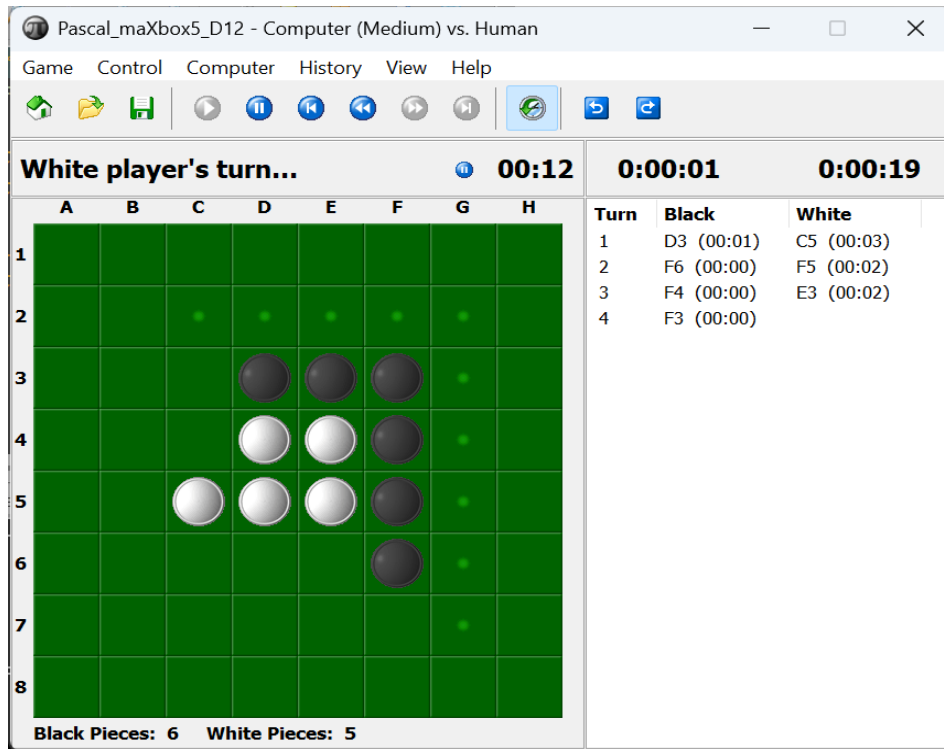


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Here are some features of DA Othello:

- strong AI of computer opponent
- custom computer opponent difficulty levels
- custom opponent player (computer or human)
- full history of the movements

- saving and loading of a game
- custom setup of pieces on the board
- custom board size
- full screen mode



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We got a problem in full screen mode on 64bit, but the script is flexible enough to find a solution:

```
//maxform1.reversilclick(self);

//with RegClassS(CL,'TForm', 'TothelloMainForm') do
with TTothelloMainForm.create(self) do begin
  //formshow(self)
  formCreate(self);
  Icon.LoadFromResourceName(HInstance,'XDA0thello'); //NEWREPORT');
  caption:= 'call precompiled programmable from script host';
  //ViewFullScreen;
  //game as OthelloBoard.pas
  writeln('PiecesCount: '+ (PiecesCount.caption));
  showmodal;
  free
end;
```

With this script enable template (`uPSI othelloMain`) it is easy to customize the app, for example to load a different icon:

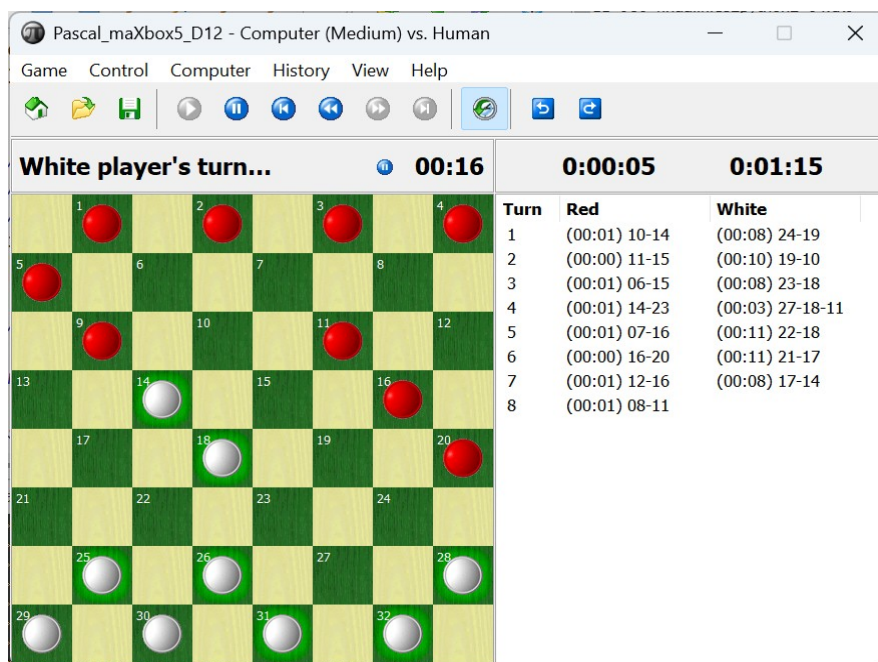
```
Icon.LoadFromResourceName(HInstance,'XDA0thello'); ;
```

DA Checkers lets you play American Checkers (English draughts) with a friend or against the computer. The program uses powerful algorithm of game and a friendly interface.

This 64bit integration contains translated source from [DA Othello - DELPHI AREA](#) Program, but its still going on. The difficult part to 64bit migration was to find the right resources unit format precompiled as RCDData in the executable from the package.

Source code of the GameBoards package and DA Checkers and DA Othello games. The GameBoards package is the package that is used for writing both of the games. These source codes are provided as is without any documentation or any kind of support.

In Delphi, PWideChar is a pointer to a wide character (Unicode WideChar) string. It is commonly used when working with APIs or functions that require null-terminated wide strings.



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Reversi is an old strategy board game invented in 1883. The game became popular again in the 1970's as the Othello Game. In this online version you can play against the computer or versus a friend. When playing against the computer, you will use the white discs (game pieces) and make the first move by placing a white disc on the board. The computer will have the black discs (of course you can change this). The aim of each move in Reversi and Othello is to trap one or more of your opponent's discs between two of your own. When you trap discs, you can flip them over and thereby reverse their color to make them yours. This is the basic description of a move.

## Notes of PChar Transformation

In Delphi 2007 and earlier, PChar is an alias for PAnsiChar. In Delphi 2009 and later, PChar is an alias for PWideChar. So by changing compiler you change the meaning of the code. In modern Unicode Delphi it would be more natural to use string (alias of **UnicodeString**) instead of the COM WideString. You might also use of one

the many library routines to perform UTF-8 conversion or in our case convert a PwideChar to a UnicodeString.

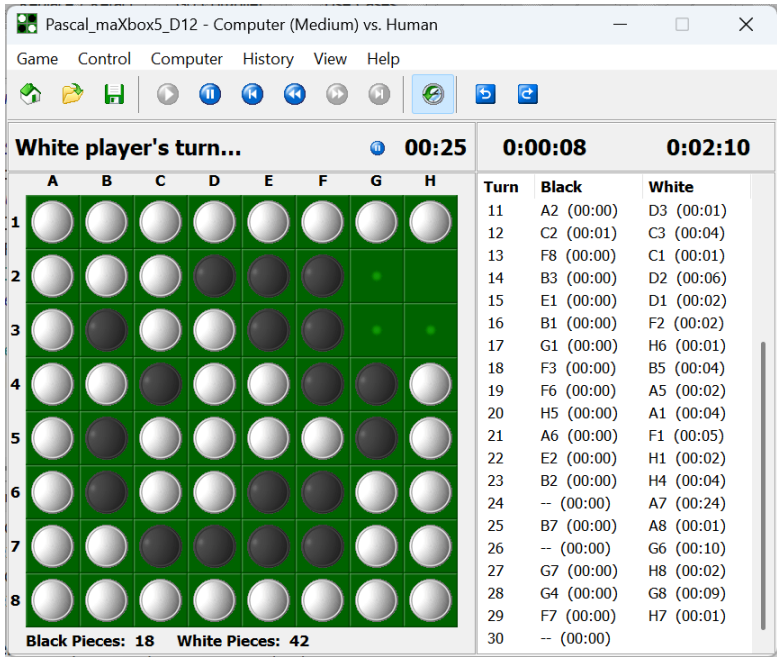


maxbraintrain\_9-7-2025\_15919maxbox52\_small.jpeg

When UnicodeString was introduced in Delphi 2009, the old ANSI-based RTL functions were updated (but not renamed) to support Unicode, including WideCharToString(), making it now merely copy the 16bit data as-is rather than convert it. And since a PWideChar can also be assigned directly to a UnicodeString (via the RTL's System.\_UStrFromPWChar() function), WideCharToString() is now completely redundant.

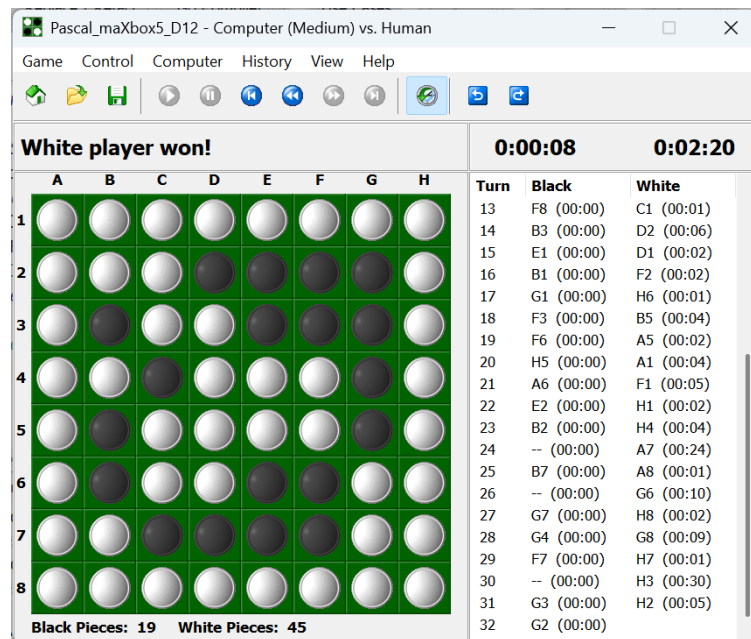
Conclusion

**Reversi** is an abstract strategy board game for two players invented in 1883 in England. The German games publisher Ravensburger put the board game into production. It consisted of a board with a grid divided into 8 columns and 8 rows. Sixty-four disc-shaped checkers served as pieces,



colored black on one side and white on the other side. In the above

situation we can win **Othello** with 45 pieces:



There is lots of interesting strategy in this game! Sometimes you seem to be winning then suddenly lose at the end. Othello is a game of strategy, anticipation, and adaptability. Practice develops skills and leads to increasingly challenging matches.

The game ends when no more legal moves are possible, usually when the board is full or both players pass consecutively. The player with the most discs of their color wins.



**Checkers** is a classic board game, dating back to around 3000 BC. It is very simple, but a lot of fun! Checkers is known as Draughts in England or Dame in Germany and there are multiple variations of it all around the world. The game is played on an 8x8 chequered board, essentially a chess board.

Each player starts with 12 pieces, placed on the dark squares of the board closest to them. The objective of the game is to capture all the opponent's pieces by jumping over them. Checkers is one of those games,

much like Backgammon, Chess or **Minesweeper**, that I've always wanted to make, but needed to learn it properly first.



#### Script:

[https://sourceforge.net/projects/maxbox5/files/examples/655\\_arduino\\_chess64.txt/download](https://sourceforge.net/projects/maxbox5/files/examples/655_arduino_chess64.txt/download)

#### References:

[Google Gemini API - Code Blog](#)

[Free Othello Reversi online game - Playpager.com](#)

[maxkleiner/Pascal-Chess: Delphi/Pascal chess game](#)

[Projects - DELPHI AREA](#)



Doc and Tool: [maXbox5 - Manage Files at SourceForge.net](#)  
[Release maXbox V5.2.9 · maxkleiner/maXbox5](#)

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