

OTHELLO

Game Manual — Version 1.0.0 — Tronsoft Games

1. Introduction

Othello is a classic two-player abstract strategy game played on an 8x8 board. Players take turns placing discs of their color; any of the opponent's discs trapped in a straight line between the new disc and another of the player's discs are flipped. The player with the most discs when the board is full (or when neither player can move) wins. This edition supports Human vs Human, Human vs AI, and AI vs AI play with four AI difficulty levels.

2. Starting a Game

Choose a game mode from the Game Mode selector: Human vs Human, Human vs AI, or AI vs AI. In Human vs AI mode, choose your color (Black moves first) and an AI difficulty. In AI vs AI mode, set a separate difficulty for each side and adjust the playback speed with the slider. Press New Game to begin. Changing the mode or your color also starts a fresh game.

3. Rules

Black always moves first. A legal move must outflank at least one enemy disc: the placed disc and an existing friendly disc must enclose one or more enemy discs in a horizontal, vertical, or diagonal line. All outflanked discs are flipped. If a player has no legal move, the turn passes back to the opponent. The game ends when neither player can move; the higher disc count wins, and equal counts are a draw.

4. Controls

Legal squares are highlighted with translucent dots on your turn. Click a highlighted square to place a disc. The red dot marks the opponent's last move. Undo reverts your last move (against the AI it reverts the AI reply as well). Hint briefly outlines a strong move chosen by the Hard-level engine.

5. AI Difficulty Levels

Easy plays random legal moves and is suitable for learning the rules. Medium plays greedily, weighing flips and board position with slight randomness. Hard uses a minimax search of depth 3 with alpha-beta pruning and a positional evaluation that values corners, mobility, and stable edges. Expert extends the search to depth 5 and switches to exact disc counting in the endgame.

6. Strategy Basics

Corners can never be flipped, so they are the most valuable squares; avoid the squares adjacent to empty corners, which give the corner away. Early in the game, fewer discs is often better than more: limiting your opponent's mobility forces weak moves. Aim to control edges and keep flexible move options.

7. Support

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