



OTHELLO

GAME MANUAL

Version 1.4.5

Outflank. Flip. Control the board.

Tournament play, advanced AI, training puzzles, opening analysis, custom positions, and exact endgames.

TRONSOFT GAMES

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1. Quick Start

- Select Begin Game on the launch cover.
- Use the left sidebar for live game information and the right sidebar for setup and controls.
- Open Game Setup on the right and choose Human vs Human, Human vs AI, or AI vs AI.
- Choose color, AI difficulty, personality, match format, and clock as applicable.
- Select New Game. Black always moves first.
- Click or tap a highlighted square, or use arrow keys and Enter or Space.

A legal move traps one or more opposing discs between the new disc and another disc of your color. Every trapped disc flips.

2. Rules and Scoring

Players alternate turns. A move may capture horizontally, vertically, diagonally, or in several directions at once. If the next player has no legal move, that player passes automatically and the opponent moves again. The game ends when neither player can move. The player with more discs wins; equal counts produce a draw.

3. Three-Column Interface

The left sidebar displays scores, turn status, tournament clocks, position statistics, strategy information, player records, and move history. The board remains centered with its evaluation meter and move-analysis display. The right sidebar contains setup, gameplay commands, analysis and training tools, display options, and help resources. On smaller screens the columns stack so the board remains usable.

4. Board and Game Controls

Control	Purpose
Undo / Redo	Step backward or forward. Human vs AI undo returns to the previous human turn.
Hint	Focus the strongest evaluated legal move.
Save / Load	Store or restore the current game in local browser storage.
Import / Export	Exchange validated Othello JSON save files.
Analyze	Rank the best candidate moves and show search details.
Sound / Heat Map	Enable move tones or positional coloring.
Fullscreen	Expand the game to the available display.

5. Modes and Artificial Intelligence

Human vs Human supports two local players. Human vs AI lets the player choose Black or White. AI vs AI provides Pause, Resume, Step, and speed controls.

- Easy selects a random legal move.
- Medium combines immediate flips, board position, personality, and light randomness.
- Hard searches three plies with alpha-beta pruning.
- Expert searches five plies and switches to exact solving at nine or fewer empty squares.
- Balanced, Aggressive, Defensive, Mobility, and Corner Hunter personalities adjust non-exact evaluation preferences.

6. Tournaments and Clocks

Match Format supports Single Game and Best of 3, 5, or 7. Draws count as completed games but do not satisfy the win threshold; the series continues until one side reaches the required wins. Use Start Series to begin a match. New Game outside the series begins a clean standalone game.

Optional clocks provide 3, 5, 10, or 15 minutes per side. The active clock stops during AI vs AI Pause. A player whose clock reaches zero loses on time.

7. Saving, Importing, and Records

Version 1.4.5 saves the board, side to move, mode, AI settings, move history, undo and redo state, tournament score, selected match format, clock selection, and remaining clock time. Imported saves are checked for safe text, bounded values, valid move data, and replay consistency before loading.

Export Record creates a human-readable text report with the date, winner, reason, final score, opening, AI settings, match score, clock, and move-quality annotations.

8. Analysis and Training

The evaluation meter describes the positional advantage rather than the current disc count. Analyze ranks up to three legal moves. Stable and frontier indicators appear during analysis. The Training Center includes scored puzzles, generated exact endgames, and an Opening Explorer. The Position Editor creates custom boards for analysis or play.

9. Review and Coaching

After a game ends, select Review Game or use the Move History Review button. First, Previous, Play, Next, and Last controls move through the reconstructed game. Analyze Game estimates accuracy, identifies mistakes and inaccuracies, and explains measurable positional differences between the move played and the preferred move.

10. Strategy Basics

- Corners cannot be flipped and are usually the most valuable squares.
- Avoid squares adjacent to an empty corner unless the resulting position is justified.
- Early disc count is less important than mobility and access to safe future moves.
- Stable edge discs and reduced frontier exposure often matter more than a temporary lead.
- Use the Opening Explorer as guidance, then evaluate the actual legal position.

11. Accessibility

Board squares include spoken labels, legal-move descriptions, and keyboard navigation. Dialogs trap focus while open and return focus when closed. Escape closes utility dialogs. The interface honors reduced-motion preferences. All primary controls are reachable without a pointing device.

12. Local Data and Privacy

Othello does not require internet access. Game saves, settings, player records, training progress, and achievements remain in local browser storage unless the player explicitly exports a file. Reset removes the local player record only after confirmation.

13. Troubleshooting

Situation	Action
No legal square is highlighted	Check the status message. The game may be waiting for the AI, paused, over, or in review mode.
Imported save is rejected	Use an unmodified Othello JSON save from a compatible release. Invalid or inconsistent move histories are refused.
Sound is silent	Enable Sound after Begin Game so the browser permits audio.
Fullscreen does not open	The host browser or portal may restrict fullscreen mode.
Stored data is unavailable	Private browsing, blocked storage, or a cleared site profile can prevent local persistence.

Support: report package or gameplay problems through the Tronsoft Games contact page. See LICENSE.txt and docs/credits.txt for license and acknowledgement information.