

RENAISSANCE

The full function, computerised version of the age-old game of Othello - for the Commodore 64!

Loading Instructions - place the tape into the cassette deck and rewind. The program is in two sections. Type LOAD and press RETURN. When the screen displays FOUND RENAISSANCE press the CBM key (the one with the Commodore logo at the bottom left of the keyboard) and the first part of the program will load. When it is READY, type RUN and press RETURN. Leave the cassette deck in PLAY, and the main part of the program will load and run automatically.

How to play - The red title page will appear, and then the green playing screen. The program will go into the auto demo mode, where it plays itself until you press the f1 key to start. Type in your name and press RETURN, then you can choose between black and white (black always has first move), and finally you choose your playing level by typing in a number from 1 to 8. If you are a beginner you should play at level 1.

A short description of the rules of Othello is given on the third page. The following describes how to play Othello with your Renaissance program. The playing screen is in two parts - the 8 x 8 playing board on the left, and the menu functions on the right. In normal play you do not need to use the menu until you wish to activate one of the special functions. A display at the bottom will always say whose move is next. When it is your move you place your piece on the board by moving the flashing cursor to the desired square with the CURSOR keys or your joystick, and then enter the move by pressing RETURN or the joystick FIRE button. A piece of your colour will then appear in that square. The program will not allow you to make an illegal move. When it is Renaissance's move the cursor square will flash over PL (the PLAY option at the top of the menu on the right). Press RETURN or joystick FIRE button, and Renaissance will make its move. If you are playing on a high level you will see a red dot skipping from square to square. This is Renaissance considering its next move, working out the possibilities of each position. The higher the level, the longer it takes for it to make its mind up.

P.T.O.

Before loading any program, please ensure that the heads of your cassette deck are clean and demagnetised.

Software 64

Renaissance

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Renaissance

SS049

For use with
Commodore
CBM 64
computers

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To select any of the special menu functions, move the cursor square off the board to the menu selection, position it over the function you want and press RETURN or FIRE button. These are the menu functions...

PL = Play. You should not normally need to select this as the program selects it automatically in most situations. The cursor must be on PL to allow Renaissance to make its move.

CH = Change colour. If you were Black you are now White and vice-versa. For example, if you were Black and it was your move before, then now that you are White it is still Black's move, so YOUR TURN now becomes MY TURN.

TA = Take back moves. After selecting TA, you can take back as many moves as you like by moving the joystick down or using Cursor Down key. You can replay them by moving joystick up or using Cursor Up. To replay from any position, press RETURN or FIRE button to return to PL mode.

SE = Set board. You can use this function to set up a playing situation of your choice. Move the cursor around the board as normal, press B to place a Black piece and W for a White one. Press SPACE to empty a square. To get back to PL mode, press X.

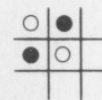
HE = Help. This cannot be used on level 1. Renaissance will suggest your next move. (It's only a suggestion, not a recommendation; Renaissance doesn't want to give the game away!)

LE = Level. You can change the level during the game. Just type the number of the level you want. The level number is displayed just below.

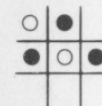
Renaissance keeps count of the number of moves, and at the end of the game tells you who won, and by how many. There are three ways to start a new game...

- 1 - Press f1 key. This takes you back to the start, you have to re-enter your name, colour and level.
- 2 - Use the Take back function to take back moves until you reach the starting position.
- 3 - Use the Set board function to set up a starting position.

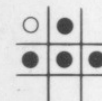
The Game of Othello - The game is played on an 8 x 8 board by two players, one has white pieces and the other has black. At the start of the game each player has two pieces arranged in the centre of the board like so...



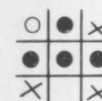
Black always has first go. He must place one of his pieces in such a position that it traps one or more white pieces between it and a black piece that is already there. Trapping can be horizontal, vertical or diagonal. If Black moves like this...



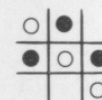
...then the white piece in the middle is trapped and changes to black. The board now looks like this...



It is now White's turn. There are three places, marked with an X, where White could place his piece...



Supposing White chooses the lower right square, then the trapped black piece changes into a white one and the board will look like this...



It is now Black's move again, and he must again place his piece in a position where it traps a white piece. (Watching the program playing itself in auto demo will help you to understand the principles of "trapping"). The game continues with each player placing one piece at a time on the board. It may happen that one player cannot make a legal move. In that case his opponent keeps on adding pieces until the first player can make a legal move. Renaissance automatically takes care of this situation - keep your eye on the YOUR TURN/MY TURN indicator. The game ends either when every square on the board is filled up, or if neither player can make a legal move. At the end, the pieces are counted and the person with the most pieces on the board is the winner.

The facilities of Renaissance make it ideal for learning the game, and provide all the control for analysis that an expert needs. Have fun playing!