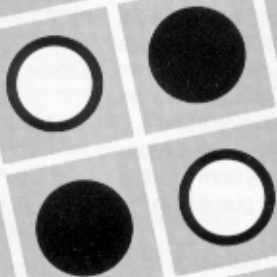


Othello[®]

a minute to learn . . .



. . . a lifetime to master

CONTENTS

Othello gameboard with 64 discs, which are black on one side, white on the other.

OBJECT OF THE GAME

The object of the game is to have the majority of your color discs on the board at the end of the game.

A MINUTE TO LEARN

Open disc drawers. See Figure 1. Each player chooses one color disc to use throughout the game.

Black places two black discs and White places two white discs as shown in Figure 2. Game always begins with this set-up.

On your move, remove one disc at a time from the disc drawer and place it on the gameboard.

A move consists of "out-flanking" your opponent's disc(s), then *flipping* the outflanked disc(s) to your color.

To outflank means to place a disc on the board so that your opponent's row (or rows) of discs is bordered

FIGURE 1

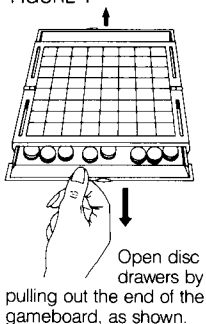
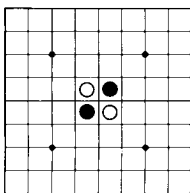


FIGURE 2



at each end by a disc of your color. (A "row" may be made up of one or more discs.)

Here's one example: White disc A was already in place on the board. The placement of white disc B outflanks the row of three black discs.



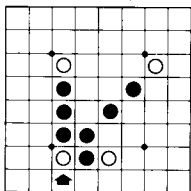
White flips the outflanked discs and the row now looks like this:



OTHELLO® RULES

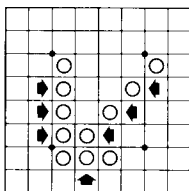
1. Black always moves first.
2. If on your turn you cannot outflank and flip at least one opposing disc, your turn is forfeited and your opponent moves again. However, if a move is available to you, you may not forfeit your turn.
3. A disc may outflank any number of discs in one or more rows in any number of directions at the same time—horizontally, vertically or diagonally. (A row is defined as one or more discs *in a continuous straight line*.) See Figures 3 and 4.

FIGURE 3



Disc
placed here

FIGURE 4

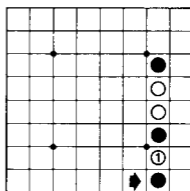


These
discs flipped

4. You may not skip over your own color disc to outflank an opposing disc. (See Figure 5.)

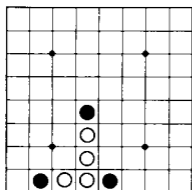
5. Disc(s) may only be outflanked as a direct result of a move and must fall in the direct line of the disc placed down. See Figures 6 and 7.

FIGURE 5



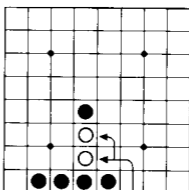
This disc only outflanks and flips White disc 1.

FIGURE 6



Disc placed here

FIGURE 7



These discs are not flipped (even though they appear to be outflanked)

6. All discs outflanked in any one move must be flipped, even if it is to the player's advantage not to flip them at all.

7. A player who flips a disc which should not have been turned may correct the mistake as long as the opponent has not made a subsequent move. If the opponent has already moved, it is too late to change and the disc(s) remain as is.

8. Once a disc is placed on a square, it can never be moved to another square later in the game.

9. If a player runs out of discs, but still has an op-

portunity to outflank an opposing disc on his or her turn, the opponent must give the player a disc to use. (This can happen as many times as the player needs and can use a disc.)

10. When it is no longer possible for either player to move, the game is over. Discs are counted and the player with the majority of his or her color discs on the board is the winner.

NOTE: It is possible for a game to end before all 64 squares are filled.

SAMPLE GAME

Black moves first. A black disc can be placed on square C4, D3, E6 or F5 to outflank a white disc. Black decides to place a disc on square C4. (See Figure 8.)

The outflanked white disc between the two black discs is flipped over. (See Figure 9.)

FIGURE 8

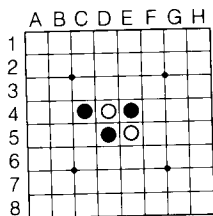
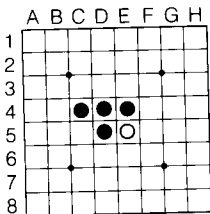


FIGURE 9



It is now White's turn. A white disc can be placed on square C3, E3 or C5 to outflank a black disc. White decides to place a disc on square C3. (See Figure 10).

The outflanked black disc between the two white discs is flipped over. (See Figure 11.)

FIGURE 10

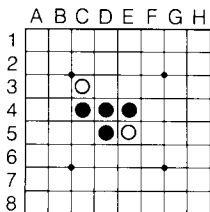
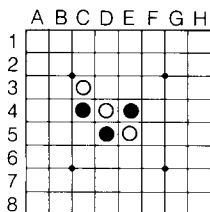


FIGURE 11



The game continues in this way until neither player can move. The player with the most discs at this point is the winner.

SCORING

Players desiring to score their games may do so by determining the margin by which a player won a game. Simply subtract the smaller number of discs from the larger.

Players may also set up their own methods of scoring. For example, establish a predetermined number of games or points to win by in a series of games.

After the game, return discs to the disc drawers for storage and close up the gameboard.