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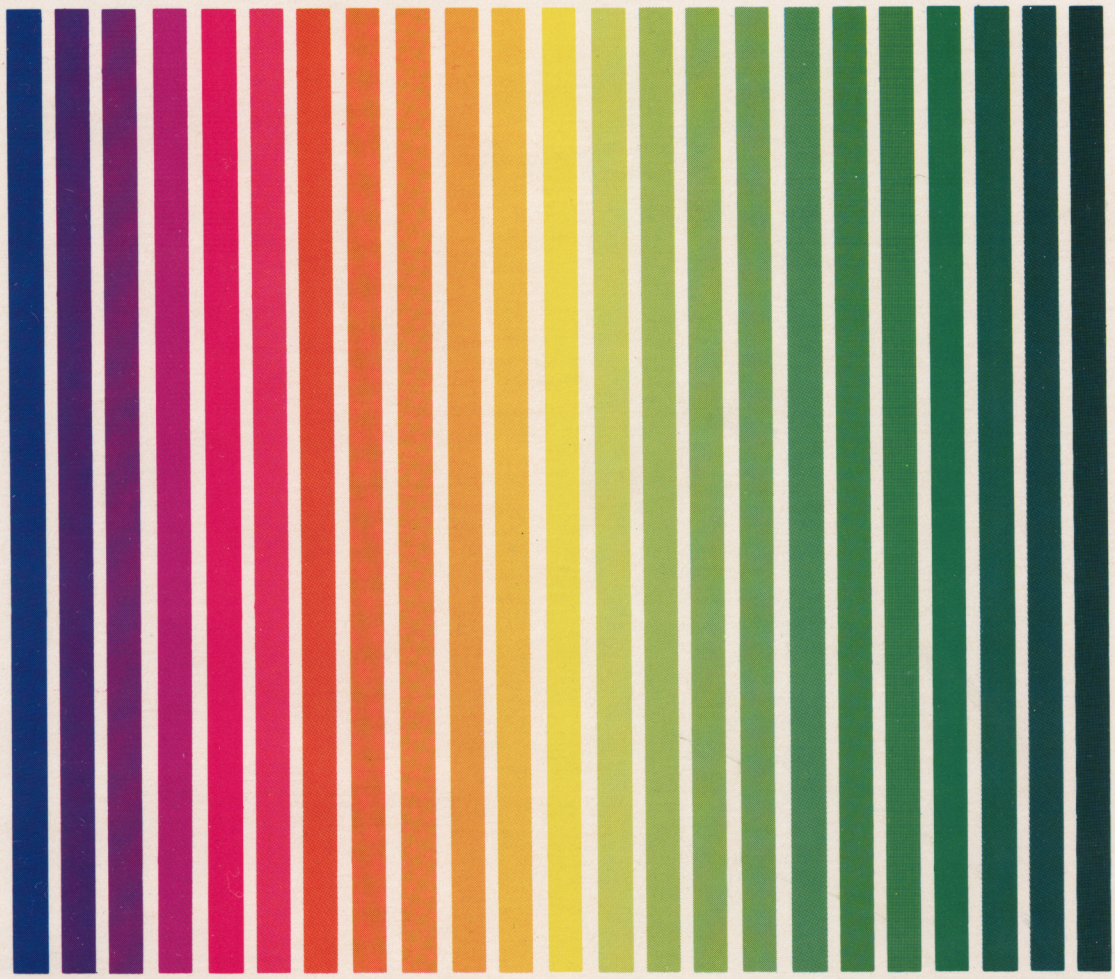

Russell Segal

REVERSI II

Outflank your opponent's squares
on two sides (ages 6 and up)

Cassette: 16K (APX-10077) Diskette: 24K (APX-20077)

User-Written Software for ATARI Home Computers

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by

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Distributed By

The ATARI Program Exchange
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INTRODUCTION

OVERVIEW

REVERSI II is a two-player strategy game playable on several levels. The object is to outflank your opponent's squares on two sides--vertically, horizontally, or diagonally--to capture them. You win the game if you have more points than your opponent when the last square on the grid is filled. Often a substantial lead can vanish with one strategically placed marker. One player can compete against another, using one or two joystick controllers, or one player can compete against the computer at any of three different levels. Another option lets you watch the computer figure out its next move.

REQUIRED ACCESSORIES

Cassette version
- 16K RAM
- ATARI 410 Program Recorder

Diskette version
- 24K RAM
- ATARI 810 Disk Drive

One ATARI Joystick Controller

OPTIONAL ACCESSORIES

A second ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author about REVERSI II may write to him at:

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Pittsburgh, PA 15241

GETTING STARTED

LOADING REVERSI II INTO COMPUTER MEMORY

1. Remove any program cartridges from the (Left Cartridge) slot of your computer.

2. Plug your joystick controller(s) into the first (and second) (the two leftmost) controller jacks at the front of your computer console.

3. If you have the cassette version of REVERSI II:

   a. Have your computer turned OFF.

   b. Insert the REVERSI II cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   c. Turn on the computer while holding down the START key.

   d. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of REVERSI II:

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the REVERSI II diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

As soon as the program loads into computer memory, the game grid and starting scores display, together with the prompts for selecting the level of play and the color or black and white.

SETTING THE OPTIONS

The color/black and white option

Below the gameboard, the message "SELECT COLOR OR BW" appears. If you're using a black and white television, you can change the green and red colors to white and black. To do so, press the SELECT key on the keyboard. (You can change back to green and red by

pressing the SELECT key again.) The following instructions indicate in parentheses the corresponding color in the black and white version.

The game level option

Below the gameboard the message "LEVEL 1" also appears. You may choose from six levels. On levels one through four, your opponent is the computer. (Note. The computer uses white in the black and white version). The levels are as follows:

LEVEL 1

This is the easiest of the computer levels. The computer's strategy is to take the most pieces possible on its move although this move isn't usually the best one.

LEVEL 2

The computer uses a little more strategy on level 2. Here it looks at not only what it can get on its move but also what you can take back on your next move. Level 2 plays a good defense.

LEVEL 3

This level uses the most strategy. The computer considers its move, your response, and its next move. It also weights each square according to its value. For example, the computer tries to obtain the strategically valuable corners and also defend against your taking them.

LEVEL 4

This level is identical to level 3, but it allows you to watch the computer's "thought" process. Refer to the section on playing REVERSI II for a description of how to observe the computer in action.

Level 5 is a two-player game where both opponents use the joystick plugged into the first controller jack. Level 6 is a two-player game where the person playing red (black) uses the joystick in the first controller jack, and the person playing green (white) uses a second joystick in the second controller jack.

Set the level with the joystick plugged into the first controller jack. Move the joystick upward to increase the number and downward to decrease the number. When you reach your preferred level, press the red trigger button on the joystick.

PLAYING REVERSI II

THE GAMEBOARD

REVERSI II is a game for two players. One player plays the red (black) squares and the other plays green (white). (In the levels against the computer, the computer plays green (white)). The REVERSI II board is 8 squares by 8 squares, and each player starts out occupying 2 squares, as shown below ("-" represents an empty square, "X" represents a red (black) square, and "0" represents a green (white) square).

```
--------
--------
--------
---XO---
---OX---
--------
--------
--------
```

Figure 1 Starting Game Grid

GAME RULES

Legal moves

You take turns moving until the board is filled. A move is legal only if it takes one or more of your opponent's squares. You can't move in a space that doesnt take one of your opponent's squares. If you have no legal move, the computer informs you of this and you forfeit your turn. You can't skip your turn if you have a legal move. The game ends when the board is full or on the rare occasion that neither player is left with a legal move. At the end of the game, the player with more squares wins.

Taking your moves

The message "RED'S MOVE" ("BLACK'S MOVE") displays below the gameboard. When playing against the computer, you always play red (black) and the computer plays green (white). The blue (dark grey) squares are the spaces that have yet to be taken. You make the first move. If you wish the computer to move first, push the red button on the joystick without moving the joystick first.

On your move the message "RED'S MOVE" ("BLACK'S MOVE") displays and an 'X' appears over one of the squares on the board. To make your move, use the joystick to position the X over the blue (dark grey) square in which you wish to move. Once you have the X positioned, push the button on your joystick. The move occurs and it's now the computer's or the other player's move. In the two-player game, the second player moves when the message "GREEN'S MOVE" ("WHITE'S MOVE") displays. He moves in the same way as the first player. In games against the computer, the computer plays green (white) and takes its turn when the message "GREEN'S MOVE" ("WHITE'S MOVE") appears. Once the

computer has figured out its move, it places an X over the space it wishes to occupy and the message "COMPUTER IS READY" displays. In level one especially, this is almost instantaneous. To make the computer take its move, push the button on your joystick. The computer won't move until you push the button.

Move strategy

Move by placing one of your squares in an empty space so that you occupy squares on either side of a line of one or more of your opponent's squares. You gain the square(s) you surround. For example, suppose you're playing X's and a row looks like this:

```
-00X----
```

If you move in the far left space the row then changes to ("*" represents your move):

```
*XXX----
```

You can outflank your opponent in up to eight directions at once (up, down, left, right, and four diagonals). For example, if X occupies the fourth row, fourth column of this game grid:

```
---X--X-
-X-0-0--
--000---
----0X--
--00----
-0-0----
X--0----
---X----
```

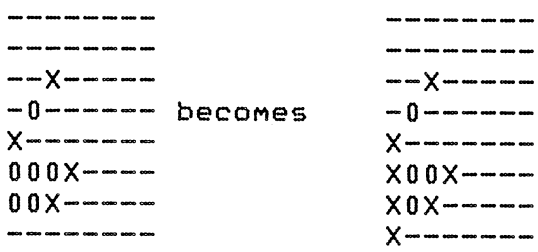
he takes squares in six directions ("*" represents X's move):

```
---X--X-
-X-X-X--
--XXX---
---*XX--
--XX----
-X-X----
X--X----
---X----
```

To outflank your opponent, all squares must be adjacent. There can be no open spaces in the middle. For example, in the following situations, moving in the far left space would be illegal:

```
-000-X--      -00-00X-      --000X--
```

To take your opponent's squares, you must outflank your opponent's squares as a direct result of your move. For example, moving in the bottom corner will take only two side squares as shown:



WATCHING THE COMPUTER PLAN ITS MOVE--LEVEL 4 GAME

If you chose to play a level 4 game against the computer, you can watch as the computer evaluates all its possible moves, using the strategy of a level 3 game. This feature is a good learning device and provides insight into the computer's strategy.

On the computer's move you will see a board of numbers, each number corresponding to its position on the board. The red (black) numbers are the computer's legal moves, and the numbers show how many squares that move will gain for the computer. The numbers will then, one by one, change to yellow (light grey). These numbers are the values for the squares after the computer has considered the next few moves. An inverted number means that, overall, the computer stands to lose that number of squares, and the move is not a good one. The letter "A" means that overall the computer will gain 10 squares, "B" is for 11, and so on. These numbers don't completely determine the computer's move, however. The final weighting on the squares isn't added until just before the computer moves.

After all the numbers have changed to yellow (light grey), push the red trigger button on your joystick to return to the gameboard. Then push the button <u>again</u> to make the computer move.

D. RESTARTING THE GAME

The game is over when every square is taken or when neither player has a legal move. At the end of the game, the message "GAME OVER","START FOR NEW GAME" displays. To start a new game, press the START button on the computer, set the game level and begin playing. You may restart the game at any time by pressing the SYSTEM RESET button.

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Review Form

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1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Useful (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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