DYNACOMP -

CHOMP-OTHELLO

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CHOMP-OTHELLO consists of two games combined into one program. CLOAD and RUN the cassette version or RUN "D:CHOMPELO" from the diskette. After the program is LOADed and RUN, you will be greeted by a menu display. You will now be able to select either the game of CHOMP or OTHELLO, or you could exit the program. Choose your option from the menu by typing 'l' to play CHOMP, '2' to play OTHELLO or '3' to end. You need not use the RETURN key to enter your selection.

CHOMP:

This game is played on a board of up to nine rows and nine columns. The player will choose the size of the board by answering the prompts "HOW MANY ROWS?" and "HOW MANY COLUMNS?". This creates a big cookie R rows high and C columns wide. In the upper left corner of the cookie is a poison square (P). The one who chomps the poison square loses.

To take a chomp, type the row and column of one of the squares of the cookie. All of the squares below and to the right of that square (including that square too) will disappear - chomp!

OTHELLO:

OTHELLO is played on an 8 by 8 board. Your squares will be filled with the color blue and the computer player will use the color orange. The object of the game is to place a piece on the board so that a horizontal, vertical or diagonal line of pieces is created with your color on both ends and the computer's within. This will cause the surrounded computer squares to be captured and flipped over to your color. You must try to capture at least one of your opponent's squares on every move. If this is not possible, press the space bar to forfeit your move.

When it is your move, a cursor (-) will appear in the upper right square. Move it to the desired place on the board using the arrow keys. Do not hold the CTRL key. Just press the arrow key that will move the cursor in the desired direction. When you reach the place where you want to move, press the OPTION, SELECT, or START buttons. You can also use a joystick in the first port position and use the trigger button to fill in your move.

As the game begins, the four center squares are filled in. Two will be orange and two will be blue. The computer player has two levels of play. You will be asked if the computer should play its best strategy. Respond with 'Y' for yes or 'N' for no. The computer will play a better game if you type Y. You will then be asked if you want to take the first move. Again, respond either 'Y' or 'N'.

You may take as much time as you desire to consider your move. When the computer player is "thinking", the words "IT'S MY MOVE" will appear at the bottom of the screen. The inverse video will make short blinks just to let you know that something is happening. The logic of the computer player was designed to have the computer's move made within the shortest period of time and still play a competitive game. In most cases, the computer's move will be made in 10 to 15 seconds. order to make this possible, some random choices are made. The net effect of this will be that your opponent will play better in some games than in others. the computer's best strategy has been selected, most average players will find a worthy opponent. Beginners should respond 'N' when the program asks if the best strategy should be played. In either case, you will find that the computer player generally makes very good moves and on occasion, some poor moves. This creates the effect of playing different opponents in every game.