

SPITE & MALICE

Spite and Malice is a most human game: enjoyable, frustrating, surprising and rewarding. Our reasoning ability is estimated to be somewhere between checkers and chess – and so is the challenge of **Spite and Malice**. Suffer and enjoy the sudden reversals of fortune caused by the subtle strategies in this popular game.

You choose your playing color and vie against the computer at one of its eight levels of skill. Once you are engrossed in play, you realize that **Spite and Malice** is only a name. The computer plays hard, but not with such emotions – or does it? Will you?

INTRODUCTION



For centuries now, SPITE & MALICE has intrigued players who like to win with strategy. You may already know a little about the fundamental rules of play of this fascinating strategy game. If you are unfamiliar with this absorbing game, no need to worry. By carefully reading through these instructions, you'll be able to put the powers of your intellect to work in no time at all. One interesting fact that you may not know is that a board version of this game is manufactured by Gabriel Industries and owned by CBS, Inc. under the trademark name OTHELLO. But under any name, this captivating game is still popular after thousands of years.



BEFORE YOU DO ANYTHING . . .

The first thing we suggest is that you read through these instructions carefully. This way you'll have a better understanding of just how the game is played, and you'll be able to enjoy the excitement and intrigue of SPITE & MALICE with greater ease in less time.

LOADING THE PROGRAM

THE COMMODORE® 64™ COMPUTER

Insure that your computer, disk drive are connected and powered on. Place the diskette in the drive with label side up, type in LOAD"SPITE",8 and press the computer's RETURN key. When the READY message displays, type in the word RUN and press the RETURN key.

THE ATARI® 800™ COMPUTER

Connect your computer, disk drive and display with power OFF. If using a joystick, plug it into Controller Jack 1. Place the diskette in the disk drive, then POWER ON your system. The program will load and run.

TO START THE PROGRAM

The Commodore 64 – Press F1, the joystick fire button, or press the RETURN Key.

The Atari 800 – Press the joystick fire button, or the RETURN key.

TO START PLAY, see page 9.

PLAYING THE GAME

YOU AND SPITE & MALICE

Though SPITE & MALICE may be used with one player against another by continually changing sides, it is designed to pit you against the machine. After selecting your skill level, starting at level 1 and increasing in difficulty to level 8 (Master), you may freely change sides, level of play, take back moves, set and play special games and puzzles, and even save games to tape to recall them at a later time.

SPITE & MALICE is also enjoyable because it not only teaches beginners, but provides all the control for analysis that the expert needs as well.

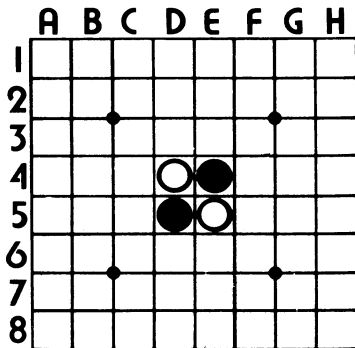
FUNDAMENTAL RULES

DETERMINING THE WINNER: Most completed games use every square of the 64-square (8x8) board. Played with pieces colored white on one side and black on the other, the winner is determined by counting which color occupies the most squares at the end of the game. A game that ends with 32 white pieces and 32 black or any equal number of pieces showing is a tie. If the count is 34 white to 30 black, white wins by four.

STARTING POSITION

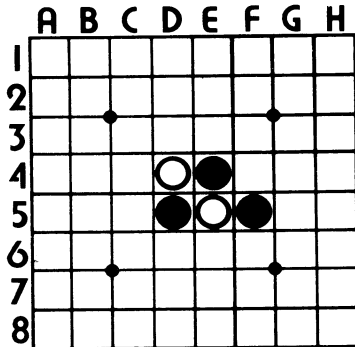
When you start to play, the board is set up as shown.

SPITE & MALICE locates the pieces in the center of the board in their correct positions.



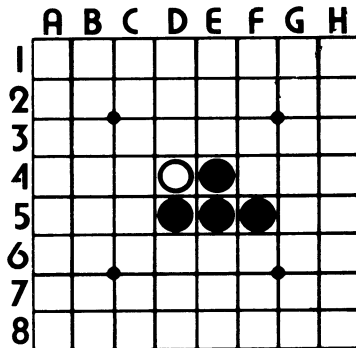
THE PLAY

Black always gets first move, and squares are claimed by trapping rows up, down, or diagonally. When black traps white by playing a piece as shown here, Black has trapped a row of one.



AFTER THE MOVE

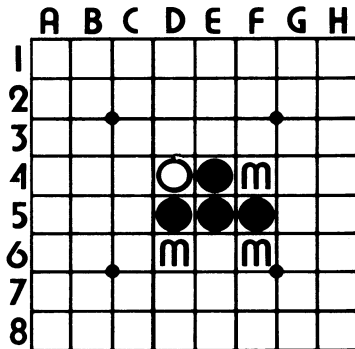
All the pieces in the trapped row are flipped over, so the row becomes all Black. Remember, all pieces are Black on one side and White on the other.



NOW IT'S WHITE'S TURN

The legal trapping moves for White are shown here by the letter M.

NOTE: SPITE & MALICE allows only legal moves. It will not allow you to make an impossible play!

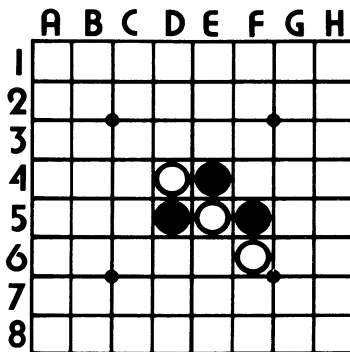


PLAYING THE GAME

TO CONTINUE THE EXAMPLE

If White chooses the lower right square, the board will look like this after the move.

Now it's Black's move. The game continues until all 64 squares are filled or no legal (trapping) moves are available to either Black or White. If no legal play exists, SPITE & MALICE totals the score and announces the winner.



STARTING THE GAME

The board displays the proper beginning position and you are asked to respond to instructions that appear at the bottom of the screen.

INSTRUCTION	YOUR ACTION
FIRST NAME	Enter your name and press the RETURN key.
WHAT COLOR	Press the "B" key for Black or the "W" key for White. (Black always moves first.)
WHAT LEVEL	You may choose any level from 1 through 3 by pressing the numeric key on the keyboard for your choice. (If you are a beginner, I strongly suggest pressing numeral 1.)

STARTING THE PLAY

If you've chosen white, SPITE & MALICE is black, so the screen displays MY TURN under the board and the letters PL (for play) will flash. You allow SPITE & MALICE to play by pressing the RETURN key or pressing the joystick FIRE button. A red piece flashes indicating that SPITE & MALICE is considering its next move. If SPITE & MALICE takes longer than one second to make a move, it will indicate the square it is currently "thinking" about by making it white.* When it plays, the trapped pieces turn over and the row blinks three times. If you've chosen black, the screen displays YOUR TURN and the cursor blinks the upper right-hand of the board.

*Commodore 64 version only.



CONTROLLING PLAY

To select your square and to use the MENU (explained next). move the blinking cursor as described below.

DESIRED ACTION	PRESS KEY	JOYSTICK ACTION
CURSOR DOWN	CRSR Up/Down	Stick Back
CURSOR LEFT	SHIFT key. then CRSR Left/Right	Stick Left
CURSOR UP	SHIFT key. then CRSR Up/Down	Stick Forward
CURSOR RIGHT	CRSR Left/Right	Stick Right
SELECT MOVE	RETURN	Press FIRE Button

TO MAKE YOUR MOVE

Move the blinking cursor over your selected square and SELECT MOVE. If your move is illegal, SPITE & MALICE plays a low tone to tell you. If it is legal, the move is made and you claim your opponent's trapped squares.

HOW TO USE THE MENU

The menu allows many variations in play and offers features that allow you to explore the fascinating complexity of SPITE & MALICE. To give you some idea of the strategies that can be employed in SPITE & MALICE, the appendix contains an EXPANDED GLOSSARY OF OTHELLO TERMS by George Sullivan and Roger Richards taken from the Spring 1982 issue of the OTHELLO QUARTERLY publication.

THE MENU IS DISPLAYED ALONG THE RIGHT HAND SIDE OF YOUR VIDEO SCREEN. Move the cursor over the menu item you wish to use and SELECT MOVE.

MENU ITEM	ACTION
PL (Play)	Cursor must be on PL to allow SPITE & MALICE's move.
CH (Change Side)	Changes sides or color. MY TURN becomes YOUR TURN, and vice versa.
TA (Take Back)	After selecting TA, pulling the joystick back takes back moves one by one. After moving back, joystick forward replays the moves automatically. If you wish to replay the game from any position, just SELECT MOVE.
SE (Set the Board)	You may move the cursor around the board and place a piece at any position by pressing "B" to place black or "W" to place white. Pressing the SPACE BAR empties a square. Press "X" when you're done and SPITE & MALICE will ask you "IS IT MY TURN? Y/N." Enter either "Y" for Yes or "N" for No.

TO USE THE MENU (CONT.)

MENU ITEM	ACTION
HE (Help)	Selecting HE when it's your move asks SPITE & MALICE to suggest your next move. Please note that HELP only works at levels 2 - 8.
LE (Level)	SPITE & MALICE asks you what level you want to play at. It will play at any level you choose by pressing any numeric key from 1 through 8 on the keyboard.
*SA (Save to disk)	Saves a position or game to disk, including all moves.
*LO (load from disk)	Loads a game previously saved to disk.

*Atari version only – See page 11 for Commodore.

KEEPING SCORE

SPITE & MALICE does the scoring for you automatically and, at the end of the game, displays it in a gentle manner. The score is obtained by subtracting the low

score from the high score. Let's say, for example, it's the end of a game and the board shows 38 white pieces and 26 black pieces. SPITE & MALICE would subtract 26 from 38. White would be a winner by 12.

FEATURES

4 WAYS TO RESTART THE GAME

1. Take back to beginning with TA.
2. Set to original position with SE.
3. On the Commodore 64, press key F1.
On the Atari, press RESET.

SAVING GAMES TO DISK

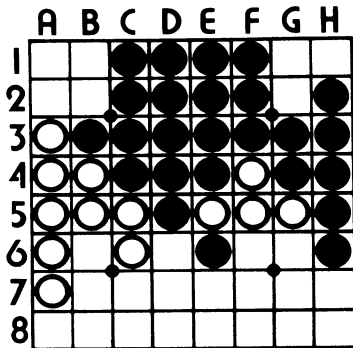
1. On the Atari, select SA from the menu.
On the Commodore, press key F3.
2. Place a formatted data disk in the drive. (DO NOT save games on the program disk!)
3. In response to the prompt ENTER FILE NAME, type in a unique name for the game being saved and press RETURN. (Make a note of the file name.)
4. In response to the prompt ENTER S WHEN READY, type in s.

LOADING GAMES FROM DISK

1. On the Atari, select LO from menu.
On the Commodore, press key F5.
2. Place the disk containing the game in the drive.
3. In response to the prompt ENTER FILE NAME, type in its file name and press RETURN.
4. In response to the prompt ENTER S WHEN READY, type in s.

PUZZLES

The Othello Quarterly publishes a number of puzzles in each issue. Any of these may be set up using SE (Set the Board). A sample taken from the Fall 1980 issue is shown.



SAMPLE PUZZLE - Black to play and take a corner in three moves

It is Black's move, and you are asked to develop a plan that will allow Black to occupy one of the board's four corners on or before Black's third move. The plan must take into account every possible defense available to White.

SOLUTION: Black goes to f6 leaving White with only three options (b2, g1, and g2). Both b2 and g1 offer Black immediate access to a corner; if White chooses g2 Black responds d6, thereby gaining access to corner h1. You may want to test this solution yourself!

STUDYING PLAY

The TA (Take Back) feature allows for extensive and repeated analysis of any game and may be used repeatedly within a game. When the game is saved to tape, however, the latest sequence of moves is the version saved.

Changing sides used along with Take Back allows analysis and comparison with the play of the SPITE & MALICE program.

GLOSSARY OF OTHELLO TERMS

A-SQUARE: Any edge square which is separated from the nearest corner by one other edge square (see Diagram 1).

ANCHOR: One or more edge pieces which cannot easily be eliminated by the opposition; generally considered to offer protection against a wipe-out when utilizing the evaporation strategy.

B-SQUARE: Any edge configuration in which one player occupies an A-square while the other player occupies the adjacent B-square and the remaining A-square, the intervening B-square and the C-squares being vacant.

C-SQUARE: Any edge square which is adjacent to a corner square (see Diagram 1).

CHIMNEY: The opening sequence f5-f6-e6-f4-e3-d6 (and its rotations and inversions); used extensively in high-level Japanese tournament play.

CORNER SACRIFICE: A move deliberately giving the opposition access to a corner square in order to accrue presumably greater gains elsewhere on the board.

DIAGONAL OPENING: At White's first move (move 2), any move that produces a line of three white discs on either of the central diagonals (squares a1-h8 or h1-a8).

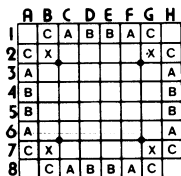


DIAGRAM 1

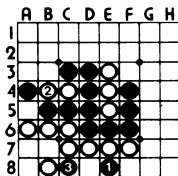


DIAGRAM 2

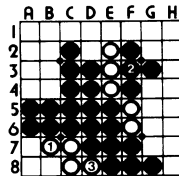


DIAGRAM 3

EVAPORATION: A strategy in which the player attempts to limit the opposition's options (thereby forcing a move to an undesirable square) by maintaining a low disc count; sometimes called the minimum disc strategy." generally considered to be effective in most (but not all) circumstances.

FORCED MOVE: A move in which a player has only one legal play.

FREE MOVE: A move available to only one player which can be deferred until later in the game and which, when taken, does not create a viable response from the opposition.

FRONTIER DISC: A disc which abuts one or more unoccupied squares

GAIN A TEMPO: To achieve an advantage of timing by deriving one more viable move than the opposition from play within a limited area of the board and thereby in effect transferring to the opposition the burden of initiating play elsewhere.

HEATH OPENING: The opening sequence f5, f6, e6, f4, g5, after which Black attempts to run White out of moves by playing to the southeast area of the board; also the rotations and inversions of the above sequence.

ISOLATED C-SQUARE TRAP: A sequence of moves which takes advantage of the opposition's isolated C-square (a disc occupying a C-square when the rest of the edge is empty) in order to gain access to the adjacent corner: typically, the player springing the trap seeks to occupy either 1) the A-square nearest to the B-square farthest away from the C-square, or 2) the B-square nearest to the C-square and both A-squares; a typical example of the former sequence is shown in Diagram 2.

LAST MOVE: The last viable move in a limited region of the board (akin to "sente" in Go).

PARALLEL OPENING: At White's first move (move 2), any move that produces a vertical or horizontal line of three white discs adjacent and parallel to a similar line of three black discs.

SEMI-FORCED MOVE: A move which is forced not by the rules of the game but rather by tactical considerations.

STABLE DISC: A disc that cannot be flipped no matter what moves are made throughout the game.

STONER TRAP: A sequence of moves forcing a corner exchange involving temporary control of a central diagonal, an X-square move, and a subsequent attack on a corner; a typical Stoner trap sequence is shown in Diagram 3.

SWEET-SIXTEEN: The central sixteen squares on the board.

TEMPO: See GAIN A TEMPO.

UNBALANCED EDGE: An edge occupied by five adjacent discs of the same color, one C-square and both corners being vacant.

WALL: A line of adjacent frontier discs of the same color.

WEDGE: A disc or line of several discs with all the discs on the same color on an edge which is abutted on both sides by opposition discs.

WIPE-OUT: A game which ends with all the discs on the board the same color (in tournament play generally scored 64-0 regardless of actual disc count).

X-SQUARE: Any square which is diagonally adjacent to a corner square (see Diagram 1).



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