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Colin Hinson

In the village of Blunham, Bedfordshire.



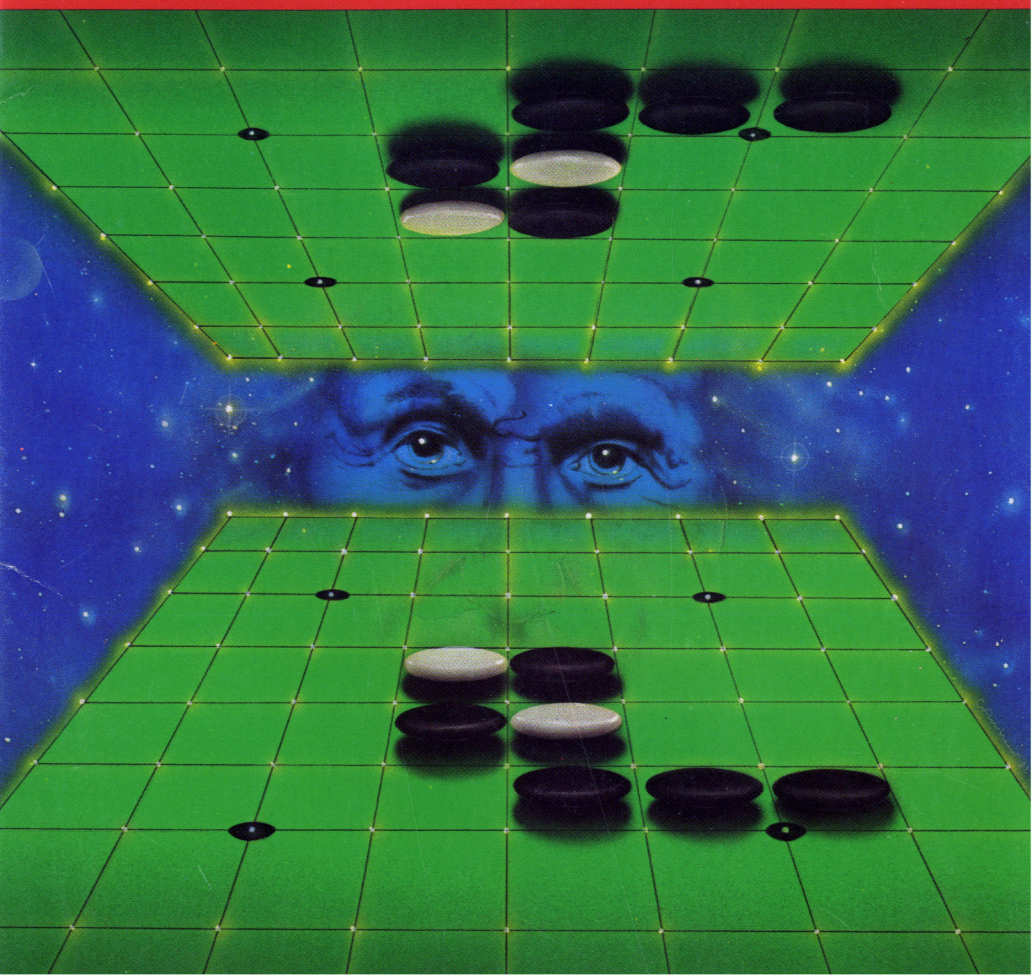
TEXAS INSTRUMENTS HOME COMPUTER

OTHELLO[®]
ENTERTAINMENT

SOLID STATE CARTRIDGE

Your opponent has just outflanked you and captured your discs — you're surrounded.
Can you outwit your adversary in this intriguing game of strategy, skills, and concentration?

OTHELLO[®] is a registered trademark of CBS Inc. for its strategy disc game and equipment.



Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

<i>TI-99/4</i>	<i>TI-99/4A</i>	
SHIFT A (AID)	FCTN 7 (AID)	Provides a selection list of various aid functions beneficial to the player.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the game starting position.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns the computer to the master title screen.
ENTER	ENTER	Makes your selection for play permanent.

OTHELLO®

Your opponent has just outflanked you and captured your discs—you're surrounded. Can you outwit your adversary in this intriguing game of strategy, skill, and concentration?

This Solid State Cartridge is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your home computer.

Book developed and written by: Staff members of Texas Instruments Creative Communications.

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Program and data base contents

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See important warranty information at back of book.

Othello® is CBS Inc.'s registered trademark for its strategy disc game and equipment.

TEXAS INSTRUMENTS HOME COMPUTER

INTRODUCTION

Your opponent has just outflanked you—you're surrounded. Your opponent has the advantage, but can you outwit your adversary in this intriguing game of strategy, skill, and concentration? Do you dare try to maneuver your competitor's discs, for you know that a surprise move from your challenger could force you to forfeit your turn? This is the provocative contest that awaits you when you play Othello® !

With the Othello Solid State Cartridge, your objective is to get as many discs of your color as possible on the board. Your success lies in your ability to outflank your opponent by capturing a horizontal, vertical, or diagonal row of the opponent's discs between two of your discs. When you place a disc of your color at each end of your opponent's row or—if you play is masterful—rows of discs, you've outflanked your adversary. Then, your opponent's discs belong to you—they've changed to your playing color. But remember, for every move you make, your opponent has a counter move, and you alone must anticipate your adversary's strategy for revenge! Competition continues until neither you nor your challenger is able to move. At the end of the game, the player with the most discs of his or her color on the board is the winner.

Two people may play Othello, or for a rousing test of skills, you can choose the computer as your adversary. Various skill levels are available to players: whether you're new to Othello or an expert player, you'll find a level to match your experience.

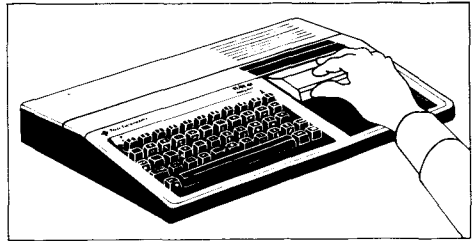
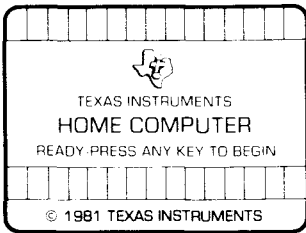
The Othello Solid State Cartridge was developed for Texas Instruments Incorporated by Gabriel Industries, a division of CBS Inc., and is based on Gabriel's hand-held Computer Othello® game.

Othello® is CBS Inc.'s registered trademark for its strategy disc game and equipment.

USING THE OTHELLO SOLID STATE CARTRIDGE

An automatic reset feature is built into the computer. When a cartridge is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

Note: Be sure the cartridge is free from static electricity before inserting it into the computer (see page 10).



1. Turn the computer ON, and wait for the master title screen to appear. Then slide the cartridge into the slot on the console.
2. Press any key to make the master selection list appear. To select Othello, press the key corresponding to the number beside OTHELLO on the list.

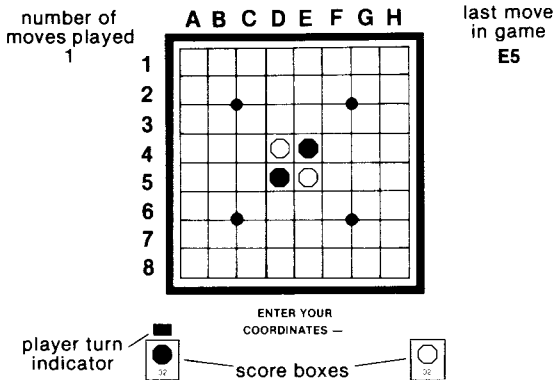
Note: To remove the cartridge, *first* return the computer to the master title screen by pressing QUIT. *Then* remove the cartridge from the slot. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 11.

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GETTING STARTED

After selecting Othello, wait about 30 seconds and a demonstration game will appear on the computer screen. The demonstration stops automatically. To avoid the demonstration game and begin playing, press any key.

Following the demonstration game, a game board appears with four discs—two of each playing color—in the center of the game board. This is the starting position for the game Othello. To begin the game, press **N** when the computer displays **Create Game In Progress**.



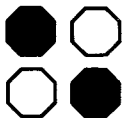
(Gameboard design © 1974 CBS Inc.)

Game Options

The Othello game cartridge gives you the option of choosing your opponent. A screen display will ask **“Playing Against Computer? (Y/N).”** Press **Y** to play against the computer, or press **N** to play the game with another person.

If you choose to play against the computer, you may play Othello at different levels of skill, from one (the easiest) to eight (the most difficult). Press the skill level number that you wish to play.

If you are playing against the computer, press **Y** to move first, or Press **N** to move second. (*Remember:* The first player always receives the black discs.)



PLAYING THE GAME

To place your disc on the gameboard, first select the square for your move. Then you type the coordinates for that square by *first* pressing the Column Letter (A-H) and *then* the Row Number (1-8).

Note: You may only enter one set of coordinates at a time.

When you have entered your coordinates, a flashing disc of your playing color will appear on the square you selected for your move.

Review the placement of this disc. If you decide to play your disc at a different location, simply retype your new coordinates and then press **ENTER**. Once you press **ENTER**, your selection is permanent.

Note: When the game is in progress, a Player Turn indicator appears as a square over each player's score box in the lower corners of the screen. This marker indicates whose turn is next throughout the game.

As you play, the computer updates scores for both players. The computer also displays the coordinates of the last move in the screen's upper right-hand corner to aid your strategy.

To stop the game, press **QUIT**.

END OF THE GAME

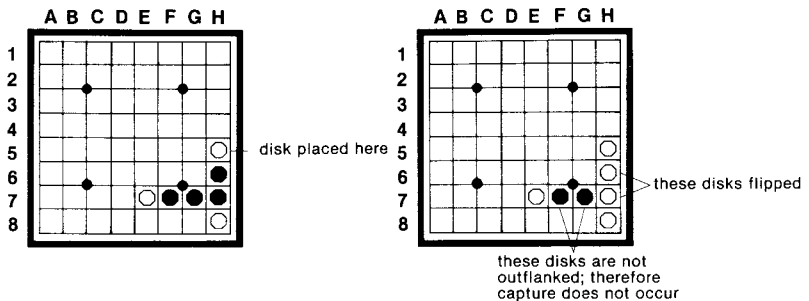
At the end of the game, the computer screen display asks you if you'd like to play another game. Press **Y** to play again. Pressing **N** returns the program to the master title screen. *Note:* If you press **Y** to play again, the number of wins for each playing color is recorded above each score box.

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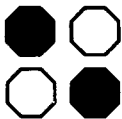
RULES OF THE GAME

- Black always moves first.
- Outflanking your opponent is accomplished by capturing one or more of his or her discs between two of yours.
- Outflanking and capturing occur only when you have succeeded in placing your disc or discs in a direct line—either horizontally, vertically, or diagonally—with discs you're attempting to outflank.

EXAMPLE ONLY



- Skipping over an empty square or jumping over a disc of your own color is illegal. Legal moves are accomplished only when you capture an opponent's disc or discs. When you try to enter illegal coordinates, the computer beeps and will not accept your entry.
- If you have only one available move, the computer displays the correct coordinates for your move. You simply press **ENTER** to make that move. (When the computer has only one available move, the computer makes the move automatically.)
- When there is no move available by which you can outflank your opponent, your turn is automatically forfeited, and your opponent moves again. You may re-enter the game as soon as a move becomes available to you.
- When both you and your opponent are unable to make a move, the game is over.
- The player with the most discs on the board at the end of the game wins.



Tactical Tips

Discs placed in corner squares are valuable. They cannot be outflanked, and they serve as the end of three potential rows, whether you choose to create a row horizontally, vertically, or diagonally.

Discs positioned in squares on the outside edges of the gameboard are of great value also. These discs may only be outflanked horizontally or vertically and, when well guarded, may be used as a column or row end.

Be cautious about placing discs on squares next to empty corners on the gameboard. These positions may give your opponent an opportunity to bridge to a corner and outflank you from several directions.

Use discretion when making a move. Even though the move that would outflank the most discs usually seems more desirable, in the long run a less dramatic move may be more strategic.

A solid block of your playing color that is backed up against a corner or an outside edge could be the deciding factor in winning a game. But keep in mind that your opponent may strategically infiltrate into your block and gain the advantage at any time.

COMPUTER AID FUNCTION

The computer offers five aids to the player who is competing with the computer. To make this function accessible, press **AID**. Then choose from the **AID** selection list by pressing the corresponding number key and **ENTER**:

Option 1: Change Level of Play

- Allows you to change your present level of play to a higher or lower level.
- Displays your present level of play in parentheses.

Option 2: Legal Move Display

- Shows you where you may legally make an entry onto the board.

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Option 3: Computer Advice

- Shows you where the computer would move if it were playing your turn by displaying a flashing disc on the gameboard.

Note: To take the computer's advice, press **ENTER**. To disregard the computer's advice, enter a new set of coordinates.

Option 4: Switch Sides W/Computer

- Allows you to change your playing color to the computer's color.

Note: When you switch sides with the computer, your score stays with the original playing color.

Option 5: Resume Game Play

- Enables you to re-enter the game in progress if you decide not to use any of the **AID** functions.

Note: If you are playing against another person, only two aid selections are available: Legal Move Display and Resume Game Play. Press **AID** to obtain this selection list, and then press the corresponding option number and **ENTER**.

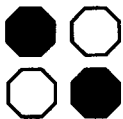
SPECIAL GAME ENTRY OPTION

Your Othello game cartridge has a special Game Entry Option. It allows you to create your own challenge by setting up your own game, or to continue a previous game.

To create your own game, press **Y** when the computer asks if you'd like to **Create Game In Progress**.

Enter the desired coordinates for the Black discs *first*. To place the White discs on the game board, you must press the **SPACE BAR** and then enter the coordinates for that player.

Note: Discs must always cover the legal starting position (**D4, D5, E4, E5**); otherwise, **Illegal Board** flashes on the screen.



Othello

Enter the positions for your discs in columns, entering all the row number placements for your discs one column at a time. For example, to enter discs for column A at rows 1, 3, and 7, you type only: **A137**.

To correct any mistakes in disc entry, press the column letter (**A-H**) in which the error was made. This clears the entries in the column and allows you to re-enter the correct playing coordinates for that column.

When the positions for your playing color are correctly entered on the board, press **ENTER**. Pressing **ENTER** makes your entries permanent. Your opponent now performs the same entry process for his or her discs. If you'll be playing against the computer, position discs for the computer.

As you enter coordinates, each player's score is kept in individual score boxes at the bottom corners of the screen.

The Player Turn Indicator Square appears above the score box of the player who is to move first. *Note:* Either Black or White discs may move first in this option, depending upon which color of disc was entered last on the gameboard. If there is no move available to the player indicated, the turn indicator automatically goes to the other player.

There may be times when you have to stop a game in progress. If you must leave a game, write down the players' coordinates. When you're ready to finish, you may re-enter your previous game by the same procedure described for setting up your own game.

Note: You may only enter a game using the special entry option once. If you would like to enter a second game using this option, press **QUIT** and re-select your game options.

CARING FOR THE CARTRIDGE

These cartridges are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the cartridge clean and dry, and don't touch the recessed contacts.

CAUTION:

The contents of a Solid State Cartridge can be damaged by static electricity discharges.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the cartridge, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the cartridge.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.

IN CASE OF DIFFICULTY

If the cartridge activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and reinsert it carefully. Then press any key to make the master selection screen appear. (*Note:* In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is accidentally removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the cartridge, and turn the computer on again.

If you have any difficulty with your computer or cartridge, please contact the dealer from whom you purchased the unit and/or cartridge for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.



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