

Reversi Help Index

The Index lists all Reversi Help topics. Use the scroll bar to see more entries.
To learn how to use Help, press F1 or choose Using Help from the Help menu.

Keyboard

[Playing Reversi with the Keyboard](#)

Commands

[Game Menu Commands](#)

[Skill Menu Commands](#)

Procedures

[Playing the Game](#)

[Rules of the Game](#)

Playing Reversi with the Keyboard

Use the following keys to play Reversi:

Key(s)	Function
direction keys	Move the pointer.
Enter or Spacebar	Makes a move.

Related Topics

[Playing the Game](#)

Reversi Commands

To get help with a command, choose the appropriate menu.

Game Menu Commands

Hint
Pass
New
Exit

Skill Menu Commands

Beginner
Novice
Expert
Master

Game Menu Commands

Hint

Suggests a move for you.

When you choose Hint, a cross appears over the square the computer would choose if it were its turn to play. You can accept the suggestion or move elsewhere.

Pass

Skips your turn, giving the move to the computer.

You can choose Pass on your first move to force the computer to make the first play. After that, you can only choose Pass when you cannot make a legal move.

New

Starts a new game.

You can start a new game at any time, even before you finish a game.

Exit

Exits Reversi.

Related Topics

[Playing the Game](#)

Skill Menu Commands

Skill commands set the skill level at which the computer plays the game. The higher the skill level, the more time the computer spends calculating its moves.

Beginner

The lowest skill level.

Novice

The second lowest skill level.

Expert

The second highest skill level.

Master

The highest skill level.

Related Topics

[Playing the Game](#)

Playing the Game

The object of Reversi is to finish the game with more of your red circles on the board than the computer has of blue. (Monochrome monitors will show red as white and blue as black.)

Playing Reversi involves:

Choosing a Skill Level

- * Choose a skill level from the Skill menu.
The higher the skill level, the longer the computer spends calculating its moves.

Making a Move

- 1 Move the pointer to a free square.
The pointer changes to a cross if you can make a legal move. To make a legal move, at least one of the computer's circles must lie in a horizontal, vertical, or diagonal line between one of your existing circles and the square where you want to move.
- 2 Click the square where you want to move.
Or press Enter.
- 3 Wait for the computer to move. Then make another move.

Getting a Hint

- * Choose Hint from the Game menu.
The hint depends on the skill level selected. At higher skill levels, the computer takes more time before giving a hint. You can accept the suggestion or move elsewhere.

Passing Your Turn

- * Choose Pass from the Game menu.
You can choose Pass on your first move to force the computer to play first. After that, you cannot choose Pass if you can make a legal move.

Starting a New Game

- * Choose New from the Game menu.

Related Topics

[Rules of the Game](#)

Rules of the Game

Rules of Reversi:

- 1 You and the computer play by the same rules.
- 2 To make a legal move, you must choose a square in which the pointer changes to a cross.
- 3 You can choose Pass on your first move to force the computer to play first.
- 4 After your first move, you cannot pass if you can make a legal move.
- 5 If you cannot make a legal move, you must choose Pass from the Game menu.
- 6 When neither you nor the computer can make a move, the game is over.
- 7 The one with the most circles wins.

Related Topics

[Playing the Game](#)

