

Network Othello

© 1992 by Andrew S. McGeachie
v1.1b2

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1. Copyright Info

Network Othello is copyright © 1992 by Andrew S. McGeachie.
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Network Othello may be distributed non-commercially provided it is unaltered. If you pass on a copy of Net Othello to a friend, please include this document.

If you enjoy using Network Othello, please register by sending \$10 to:

Andrew McGeachie
32 Dover Rd.
Wellesley, MA 02181

By registering you will become eligible for free upgrades to Net Othello and receive info on new network games that I develop.

If you can't spare the ten bucks to support a poor college student, or you don't like Net Othello, then just send a cool post-card (or a letter) with any comments, criticisms, bug-reports, and suggestions for improvement that you may have. If you have any suggestions for other network strategy games I would love to hear those too.

I can also be reached via e-mail at geech@bucsf.bu.edu (Internet)

2. General

What is Net Othello?

Network Othello is a program that allows you to play othello with other people over an AppleTalk® network. That is, you sit at your Mac and play against your opponents while they sit at their Macs. In order to play Net Othello you and each person or persons you wish to play against must be running a copy of the program. If you are not sure about the rules of othello, refer to the section **Rules of Othello** below.

If you have had previous experience with the Mac the program should be fairly intuitive (I hope) and you won't need to bother reading most of this help file. Otherwise, just skim through the following sections. There is also a summary of each menu at the end of this document. Enjoy!

3. Rules of Othello

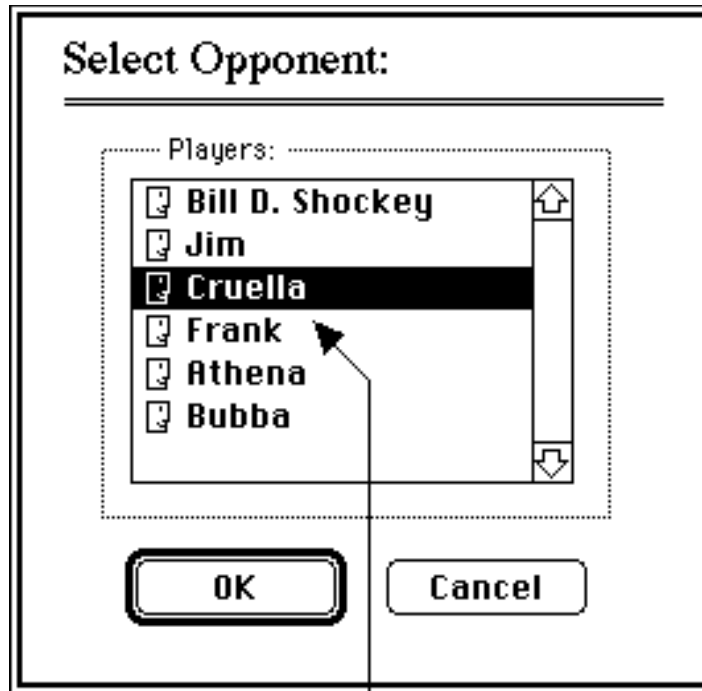
Othello is a strategic capture game played on an 8x8 grid of squares. Your objective is to bracket your opponent's pieces between your own. All those bracketed by a newly placed piece are converted to your color (in eight possible directions). Moves must result in at least one conversion. When no conversion is possible, turn is forfeited. The game is completed when no player can move due to lack of empty squares, or no conversions are possible. The winner is the player with the most number of pieces at the end of the game.

Keep in mind that the outer squares, especially the corners, and contiguous outer squares, are the most "valuable".

4. Getting Started

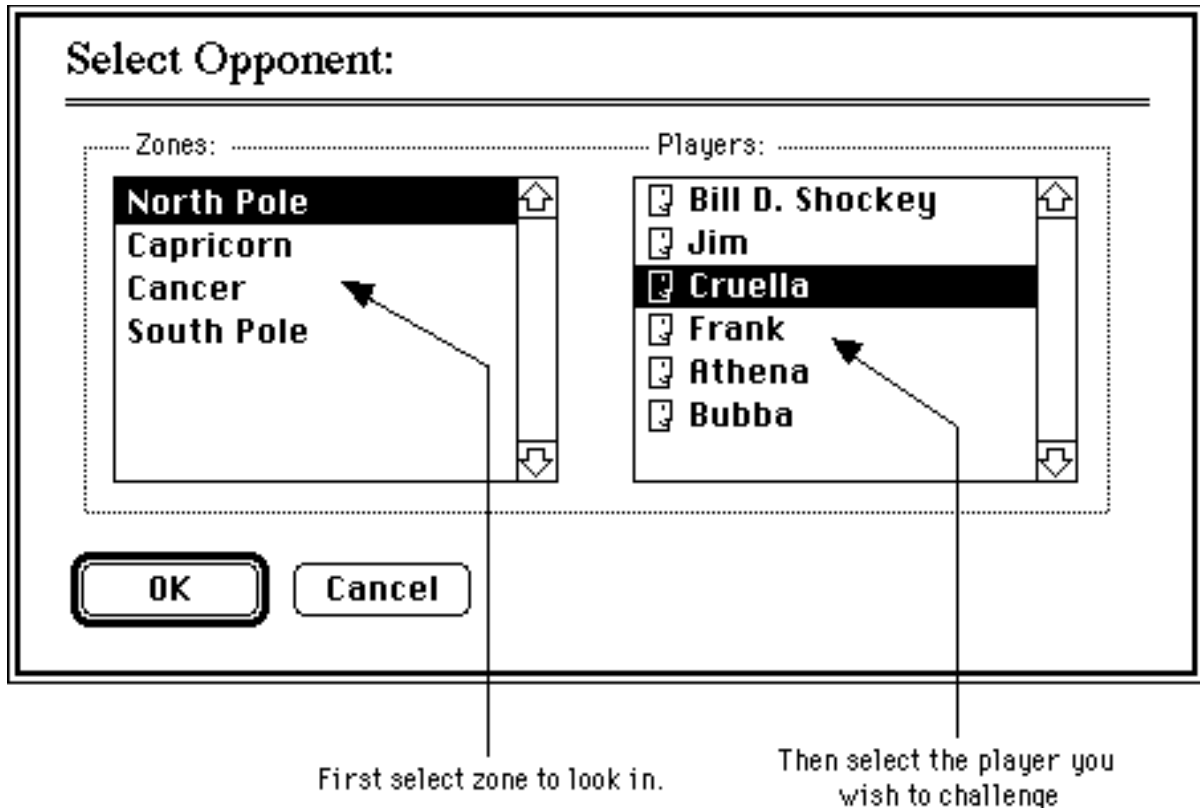
When you run Net Othello you are presented with a dialog box prompting you to enter your name. This is the name with which you will be known by all your opponents, so choose it carefully.

You can start a new game by selecting **New Game...** from the **File** menu. You will be shown one of two dialog boxes. If you are not connected to any AppleTalk zones, you will simply be shown a list of all the other players on the network. Select the player you wish to challenge by clicking on the player's name and hitting the **OK** button (see figure below).



Click on opponent you wish
to challenge, then hit OK

If you are connected to any AppleTalk zones, however, you will be shown a dialog containing a list of zones, and a list of other othello players in the selected zone only. Simply click on the name of a zone to see the players in that zone, then click the player you wish to challenge, and hit OK (see figure below).



After you select a player you will see a message saying "Waiting for..." and the player's name. The next step is simply to wait until the player you have chosen decides to accept or decline your challenge. If, however, the other player does not respond within a short period of time, send a message telling him or her to get his or her butt in gear (refer to the section **Messages** for info about messages).

You are not, however, required to sit idle while you wait for a response. You can send messages to people, switch to another application if you are running MultiFinder™ or System 7, or even challenge another player to a game (see **Multiple Games**).

If your opponent decides not to accept, the window will disappear and you will be told he or she has refused to play. If your opponent accepts, a board will appear in the window with the initial pieces and play commences!

If, on the other hand, someone challenges you to a game, you will see a dialog box displaying the challenger's name and prompting you for a reply. Should you accept, a new window will appear and after your decision is sent, play begins.

5. Playing Othello

To the right of the game board is a status area which displays the opponent's name and how many pieces of each color there are on the board. It also reminds you which color you are and who's turn it is.

When it is your turn place a piece on the board by clicking in the square in which you wish to place the piece. The computer will tell you if you try to make an illegal move.

If you initiated the game, you can save it at any time (unless it's over, of course) by choosing **Save Game...** or **Save Game As...** from the **File** menu. These items work in the standard manner.

To resume a saved game, choose **Resume Game...** from the **File** menu. If the original opponent of the game cannot be found on the network you will be asked to choose a replacement player. This player will then be asked whether he or she wishes to resume a game with you. They may not accept, in which case you will have to choose another player or cancel.

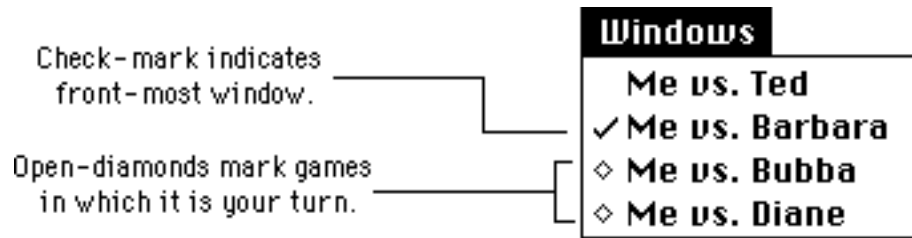
To close a game, click the close box of the window, or select **Close Game** from the **File** menu. If you initiated the game you will be asked if you wish to save it if you have not done so already. If you did not initiate the game, you will merely be asked if you are sure you wish to close it, and the other player will be given the opportunity to save the game. In either case, your opponent cannot override your decision.

Note: You can only save a game if you are the player who made the challenge for that particular game.

6. Multiple Games

When using Net Othello you are by no means limited to playing just one game at a time. While playing a game, you are still free to challenge other players (or even the same player) to play as well. Each new game will appear in its own window.

To access a particular game quickly use the **Windows** menu. It always contains the names of all the currently opened games. There will always be a check-mark (✓) next to the item corresponding to the front-most window. In addition, there will be an open diamond (◇) next to any window item where it is your turn to move (see figure below).



7. Options

The **Options** menu contains a few goodies useful while playing Net Othello.

The first three items in the menu are used for seeing what moves are currently available. The first item, **Hide Moves**, does not display anything, so you can think for yourself. The second item, **Show My Moves**, displays a ✓ in all squares of the front-most window that are legal moves for you, even if it is not your turn. The third item, **Show Opponent's Moves**, displays a ✓ in all squares of the front-most window that are legal moves for your opponent, even if it is your turn. Only one of these three options may be selected at a time, the current selection indicated by a in the menu.

Another item in the **Options** menu is **Show Last Move**. Selecting this item will tell you the square in which the most recent move occurred in the front-most window. This is very useful if you are not paying attention to a particular game and did not see where your opponent moved.

8. Messages

With Net Othello you can send messages to other players on the network, should you want to chat, ask questions, or curse at someone who made a good move. To send a message to anyone on the network select **Send...** from the **Messages** menu. You will be prompted with a dialog box listing all other players on the network. After selecting the recipient you are presented with a dialog box to type in your message. Hit the Send button to send your message, or cancel to abort.

To send a message directly to the opponent in the front-most window, select **Send To Opponent...**

To reply to a message you receive, simply hit the Reply button in the dialog box displaying the message.

There is an item in the **Messages** menu called **Ignore Incoming**.
Select this item if do not wish to be interrupted by incoming

messages. Note, however, that replies to messages you send will not be ignored.

9. Effects


The **Effects** menu is used to select different graphics effects used when changing pieces from one color to another. Selecting the **Flip** item will make the pieces appear to flip over, as in real life othello. The **Fade** item will make the pieces fade from one color to the other. The **None** item, on the other hand, does nothing and the pieces just switch colors (pretty boring).

10. MultiFinder

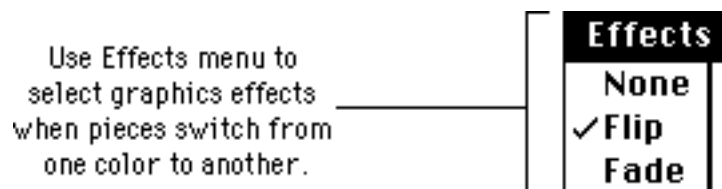
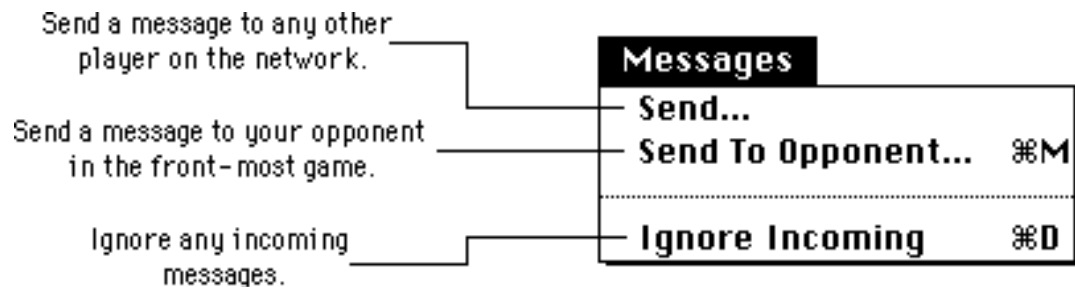
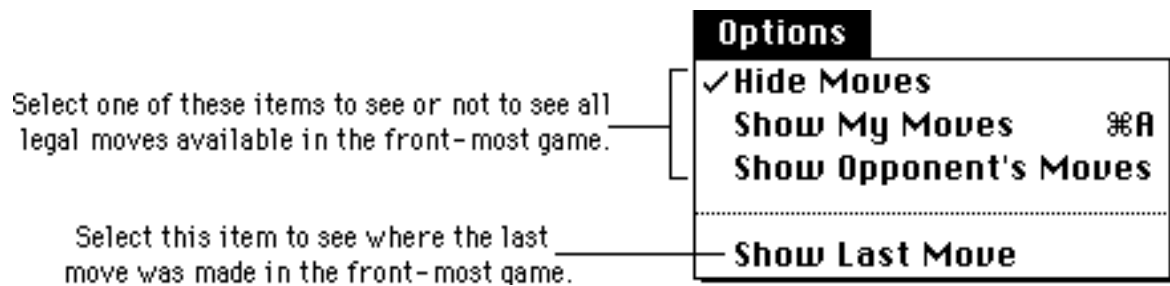
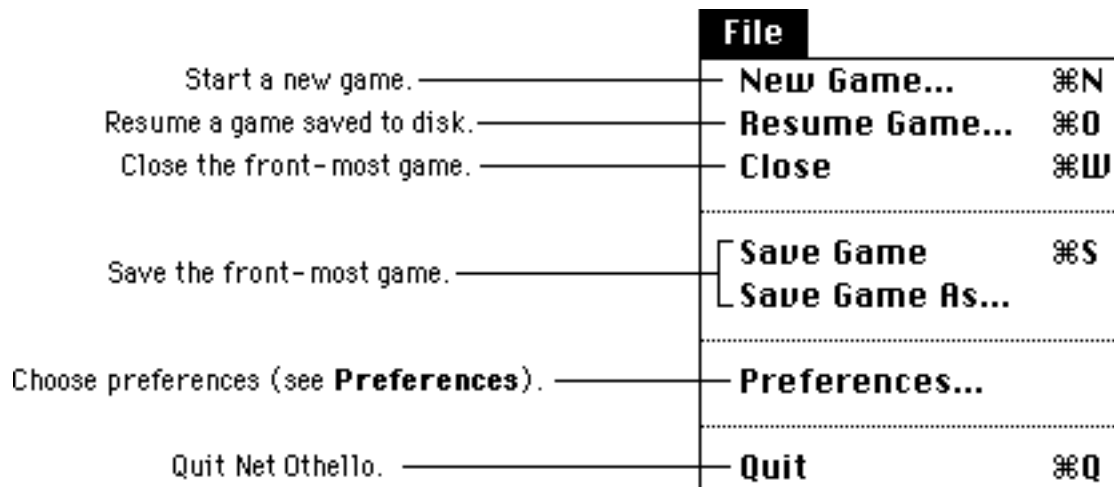
If you are using MultiFinder™ or System 7 you can switch Net Othello into the background at anytime. While running in the background Net Othello will still receive signals from other users and will notify you when something of importance happens. You can select how you wish to be notified by selecting the **Preferences...** item from the **File** menu (see **Preferences** below).

11. Preferences

By selecting the **Preferences...** item from the **File** menu you can turn on and off certain features in Net Othello. The first three items in the **Preferences** box allow you to choose whether or not you want the computer to beep when different things happen.

The second three items are for use with MultiFinder. When something important happens and Net Othello is running in the background a '1' will appear next to its name in the Apple menu. In addition, use the **Preferences** dialog to select additional means of notification such as a beep, flashing a  in the menubar, or displaying a dialog box telling you what's happening.

12. Menu Summary



Check-mark indicates
front-most window.

Open-diamonds mark games
in which it is your turn.

Windows

Me vs. Ted

✓ Me vs. Barbara

◇ Me vs. Bubba

◇ Me vs. Diane

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MultiFinder is a trademark of Apple Computer, Inc.