



**Reversi**

A game you play against the computer. The object of the game is to finish with more of your circles on the board than the computer has of its.

### application Control-menu



<b>R</b> estore
<b>M</b> ove
<b>S</b> ize
<b>M</b> inimize
<b>M</b> aximize
<b>C</b> lose
<b>S</b> witch To...

- Restores the application window to its former size.
- Moves the application window to another location.
- Changes the size of the application window.
- Shrinks the application window to an icon.
- Enlarges the application window to its maximum size.
- Closes the application window.
- Starts Windows Task List.

**title bar**



Contains the title of the application running in the window, in this case Reversi.

- ▶ Drag the title bar to move an application window on the screen.

**Minimize button**



- ▶ Click the Minimize button to shrink the Reversi window to an icon.

**Maximize button**



- ▶ Click the Maximize button to enlarge the Reversi window to its maximum size.

## Game menu

<b>Game</b>	
<b>H</b> int	Suggests a move for you.
<b>P</b> ass	Skips your turn, giving your move to the computer.
<b>N</b> ew	Starts a new game.
<b>E</b> xit	Exits Reversi and closes the Reversi window.

## Skill menu

### Skill

Beginner

Sets the game at the lowest skill level.

Novice

Sets the game at the second lowest skill level.

Expert

Sets the game at the second highest skill level.

Master

Sets the game at the highest skill level.



## Help menu

### Help

Index

Displays an alphabetical list of all Help topics.

Keyboard

Displays Help on Reversi key combinations.

Commands

Displays Help on Reversi commands.

Playing the Game

Displays Help on how to play Reversi.

Rules

Displays rules of the game for Reversi.

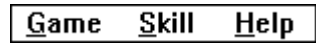
Using Help

Displays information about Windows Help.

About Reversi...

Displays important information about Reversi.

**menu bar**



Contains the names of all the Reversi menus.

- ▶ Click a menu name to display the menu commands.

**computer's circles**

Circles the computer tries to accumulate on the board. The computer can place a circle when the circle and another one of its circles encloses at least one of the your circles in a line. Between the two circles, all of your circles turn into the computer's circles.

The higher the skill level you specify for the game, the more time the computer takes in choosing its circles.

### player's circles



Circles you try to accumulate on the board. The pointer changes from an arrow to a cross when you can choose a circle. You can place a circle when the circle and another one of your circles encloses at least one of the computer's circles in a line. Between your two circles, all of the computer's circles turn into your circles.

- ▶ Click a square to place a circle on the board.

**game board**



Board of squares on which you and the computer place circles. The pointer changes to a cross when moved over a square on which you can place a circle.

- ▶ Click a square to place a circle on the board.

**pointer**



The arrow-shaped or cross-shaped cursor on the screen. The pointer follows the mouse's movement and indicates which area of the screen will be affected when you click the mouse button. In Reversi, the pointer changes from an arrow to a cross when moved over a square on which you can place a circle.

- ▶ Move the mouse to move the pointer.

**application window**

The main window for an application, in this case the Reversi window. It contains the application's menu bar and main workspace--the background over which the game board floats. You cannot change the background color in the Reversi application window.

**window border**



The outside edge of a window.

- ▶ Drag the window border to change the size of the window.





