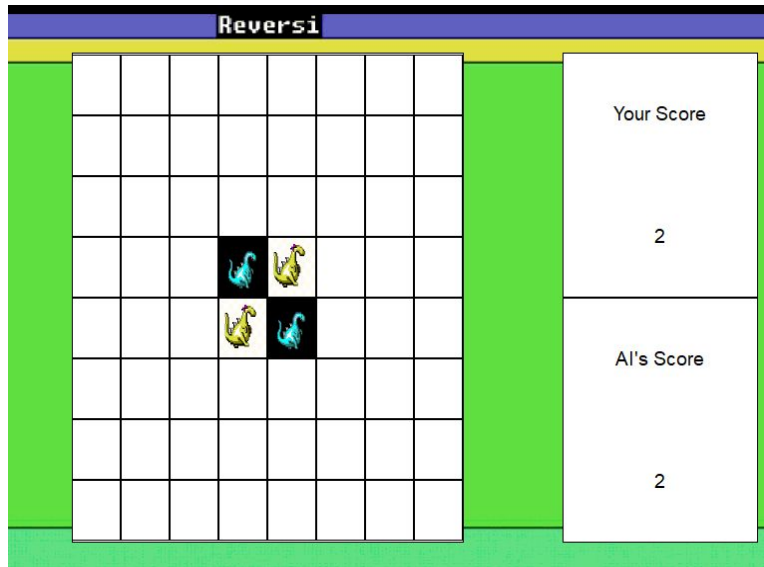


Welcome to Windows 1.0 Reversi!

The Windows XP Dinosaur cursors are fighting for market share in order to force the other into obsolescence! The market share of the two cursors can be represented on this reversi board. After this fiscal quarter the two will be evaluated to decide which will be removed from the upcoming XP service pack.

When you start to play, the game board has already been set up for you. Two spaces are occupied by the other player (the blue dinosaur), and two spaces are already occupied by you (the yellow dinosaur). In the GUI version of this game, you don't have to type in the cell that you want to move to. Simply click the left mouse button in the region of the board in which you want to place a new piece. You should see the pieces that previously belonged to the opponent change to your ownership, one at a time. Soon after, without any further input from the player, the computer opponent will make a move and the pieces that previously belonged to the human player will be occupied by the computer. This continues until one of three conditions are met. The first of these three is the user clicking on the Reset button to stop the current game's progress. The second is the user clicking on the Instructions button. This won't end the game, but will stop it temporarily to display this instructions window. This game is played on a square grid and begins with each player possessing two cells in the middle. The goal of the game is to place one of your own

pieces so that there are one or more. A possible starting board might look like this:



First, you can narrow down your valid moves to cells that are adjacent to the opponent's pieces. If there aren't any blank cells between the opponent's piece and another of your own pieces when you progress along the board in the same direction, then the move is valid and the opponent's pieces in the middle will be claimed. The game will continue until neither player has any viable moves on the board, which in most cases means that the board is full. The scores of each player are calculated based on how many cells are owned by the player in question. When the game ends, whoever owns more cells wins.

### **Strategy**

There are multiple angles from which to approach this game. If one were to assume a single monolithic guideline to strictly follow above all others, it would be to ensure that the player occupies all possible corner pieces. These pieces can't be retaken by the opponent, since there must be either an enemy space or an empty space on either side of a piece for the piece to be reclaimed. Corners, and edges in many cases, do not have these spaces on the board to meet

these requirements. This makes corners and edges much more favorable than cells with other cells surrounding them in every direction.

Good luck!