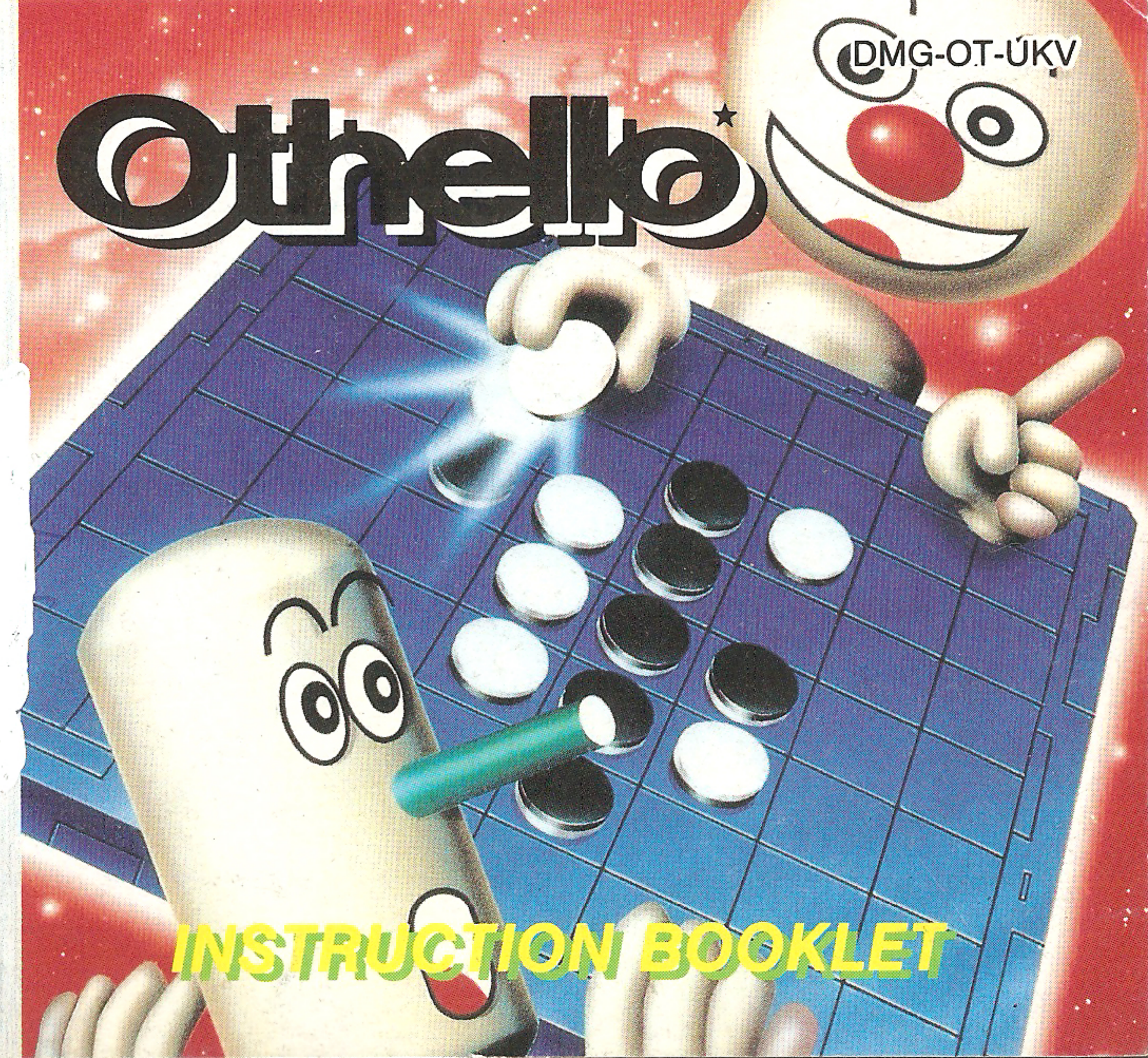




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 UNIT E1, FAREHAM HEIGHTS, STANDARD WAY
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Nintendo
GAMEBOY™



Othello

DMG-OT-UKV

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



Thank you for selecting the Othello[★] Game Pak for your Nintendo[®] GAME BOY[™].

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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Precautions

- 1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY.
- 4) Do not clean with benzene, alcohol or other such solvents.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the GAME BOY.
- 6) Store the Game Pak in its protective sleeve when not in use.

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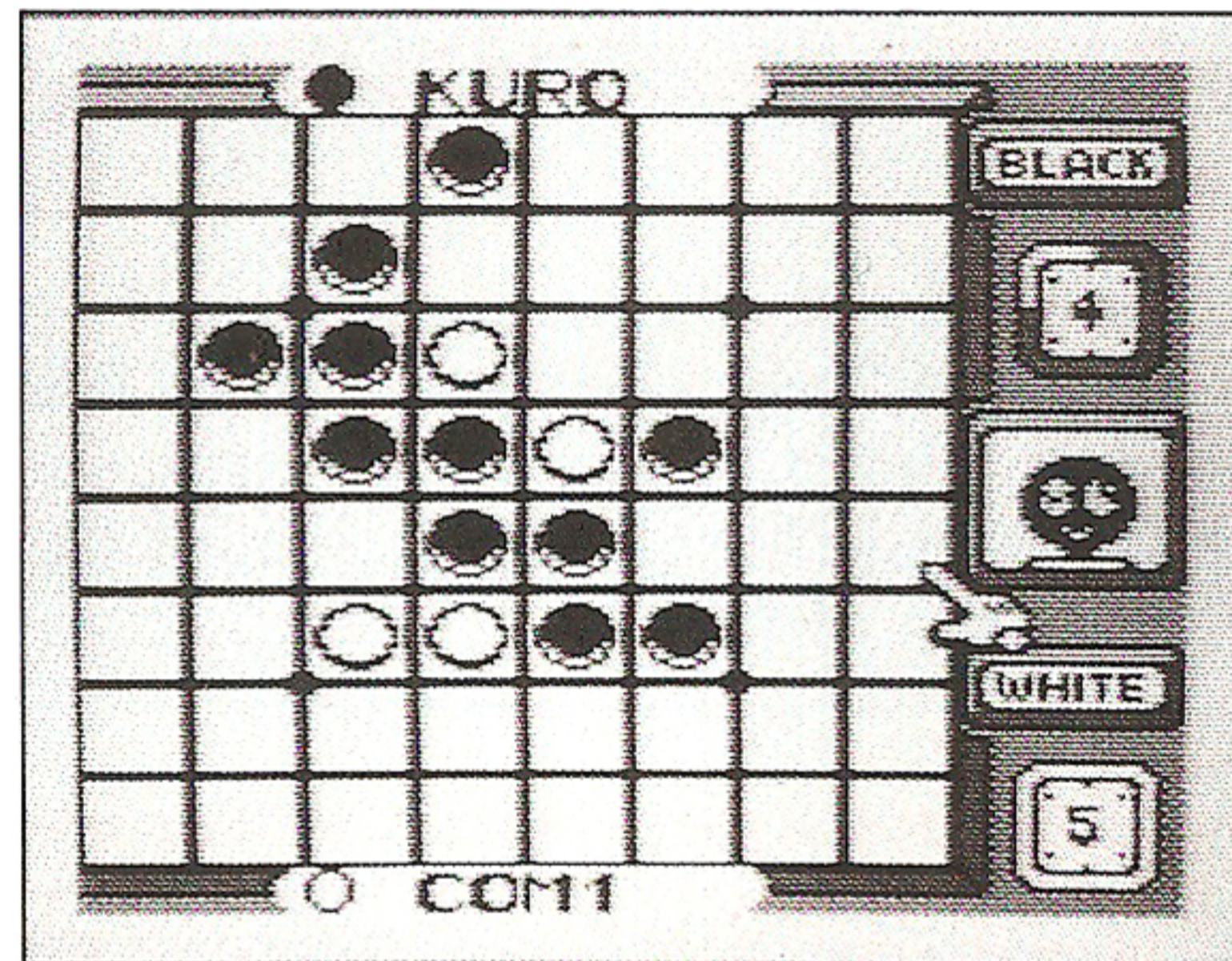
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Introduction

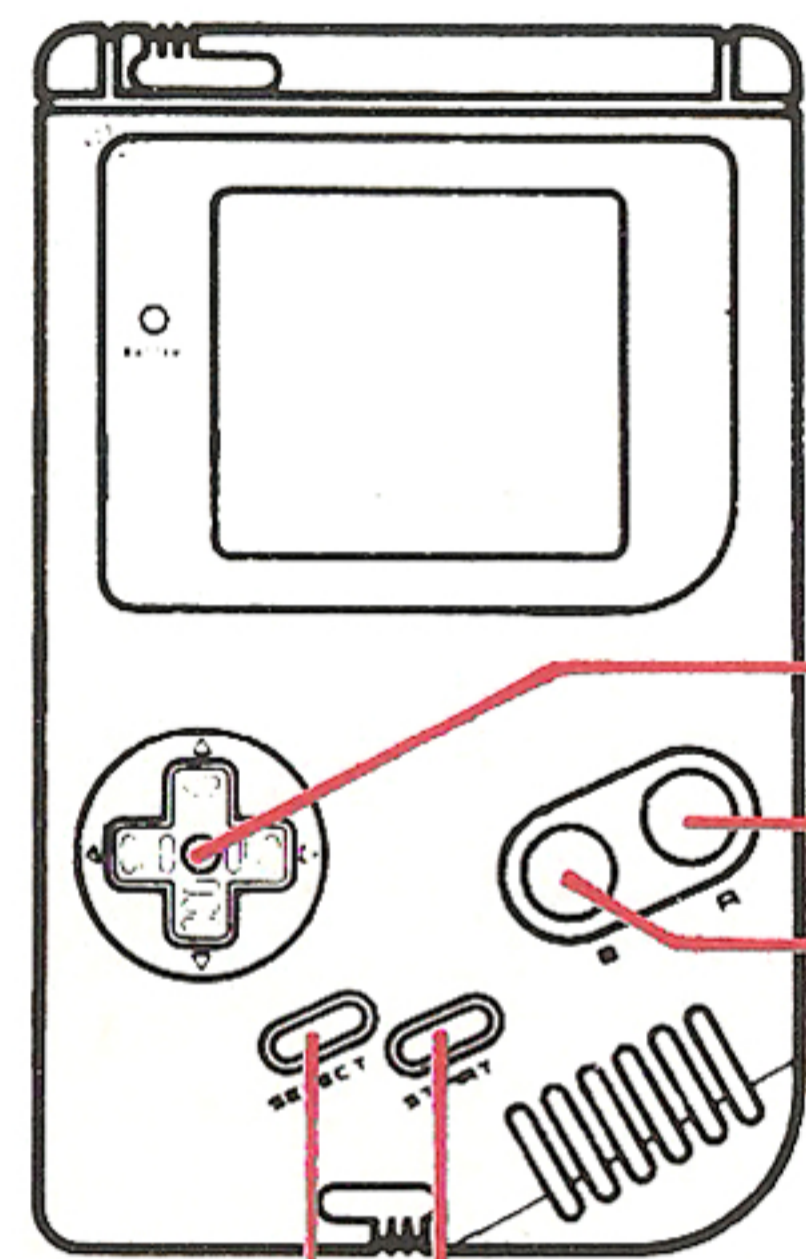
Othello is a board game that uses checkers that each have a black and a white side.

You place your checkers to sandwich your opponent's checkers and trap them. The trapped checkers are turned over to your color so that they become your checkers. At the end of the game, the person with the most checkers wins. In this Game Boy™ version of Othello, you can enjoy playing against four computer players. Also, you can observe all-player games or all-computer games. What's more, there is a setting for the time limit, and a replay mode for the game situations.

Details of the rules for Othello are explained on pages 13 and 14.



Names of Parts and How to Use Them



Control Pad

A Button

B Button

START Button

SELECT Button

+ Control Pad

Use this to select items at the Menu screen, or to move the cursor at the Game or Edit screens.

A Button

Press this to position a checker, or to complete a command.

B Button

Press this to cancel a command. Press this together with the START Button to pause the game.

START Button

When the "PUSH START KEY" message appears on the Title screen, press this button to advance to the Menu screen. (Photo on the right)

SELECT Button

Press this to call up the Sub-menu during a game or replay.



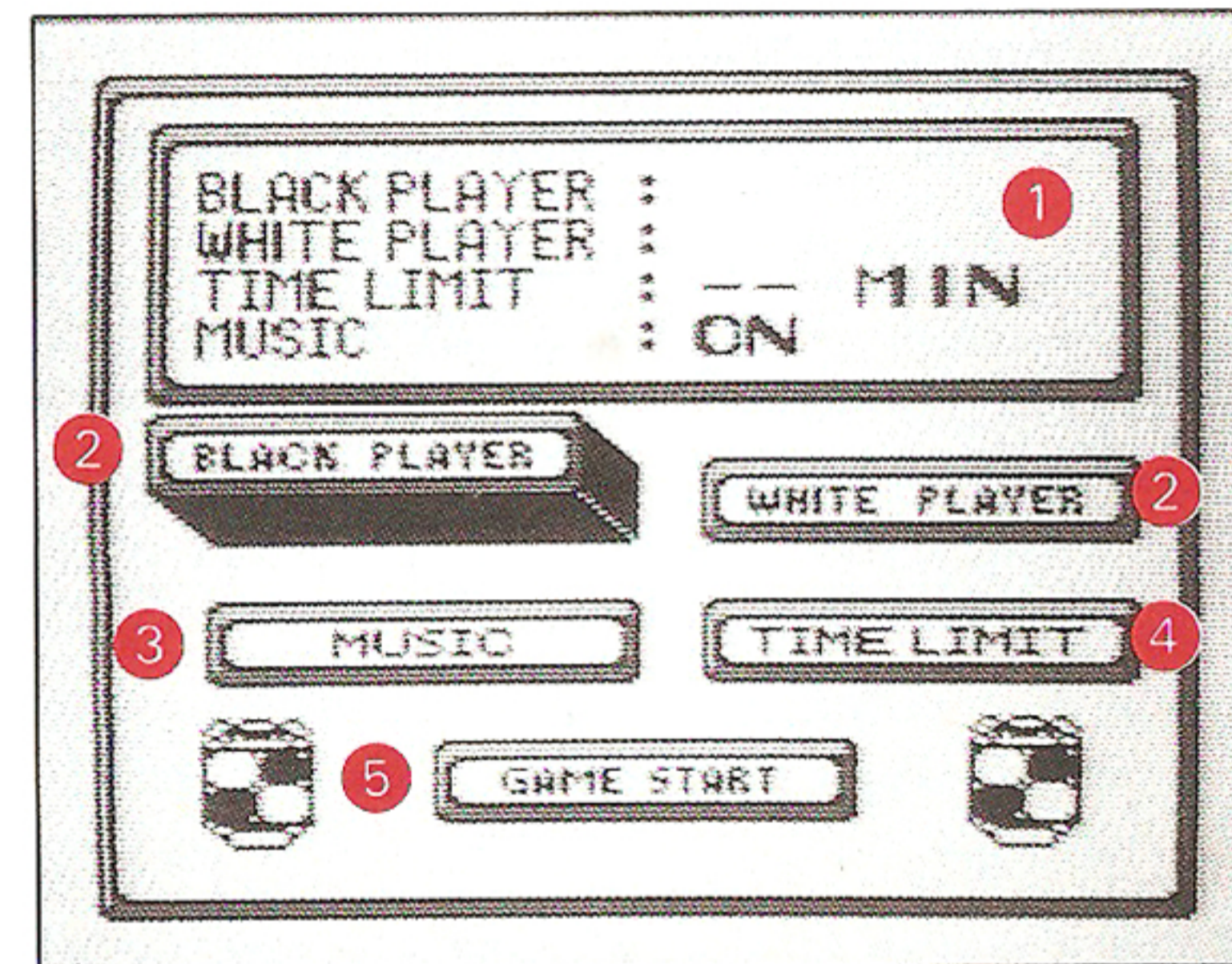
Reset

Press the A, B, START and SELECT Buttons together to return to the Title screen.

Before Starting the Game

Menu Screen

- 1 Setting Status
The current setting status will be displayed.
- 2 Player Settings
The setting screens for black (first player) and white (second player) will be displayed, respectively.
- 3 Background Music (BGM) Setting
Turns BGM ON or OFF.
- 4 Time Limit
Sets your time limit.
- 5 Game Start
Starts the game.



- (1) Setting Status
Check when you set as the current settings are displayed on screen.

(2) Player Settings

Set black and white respectively and separately.

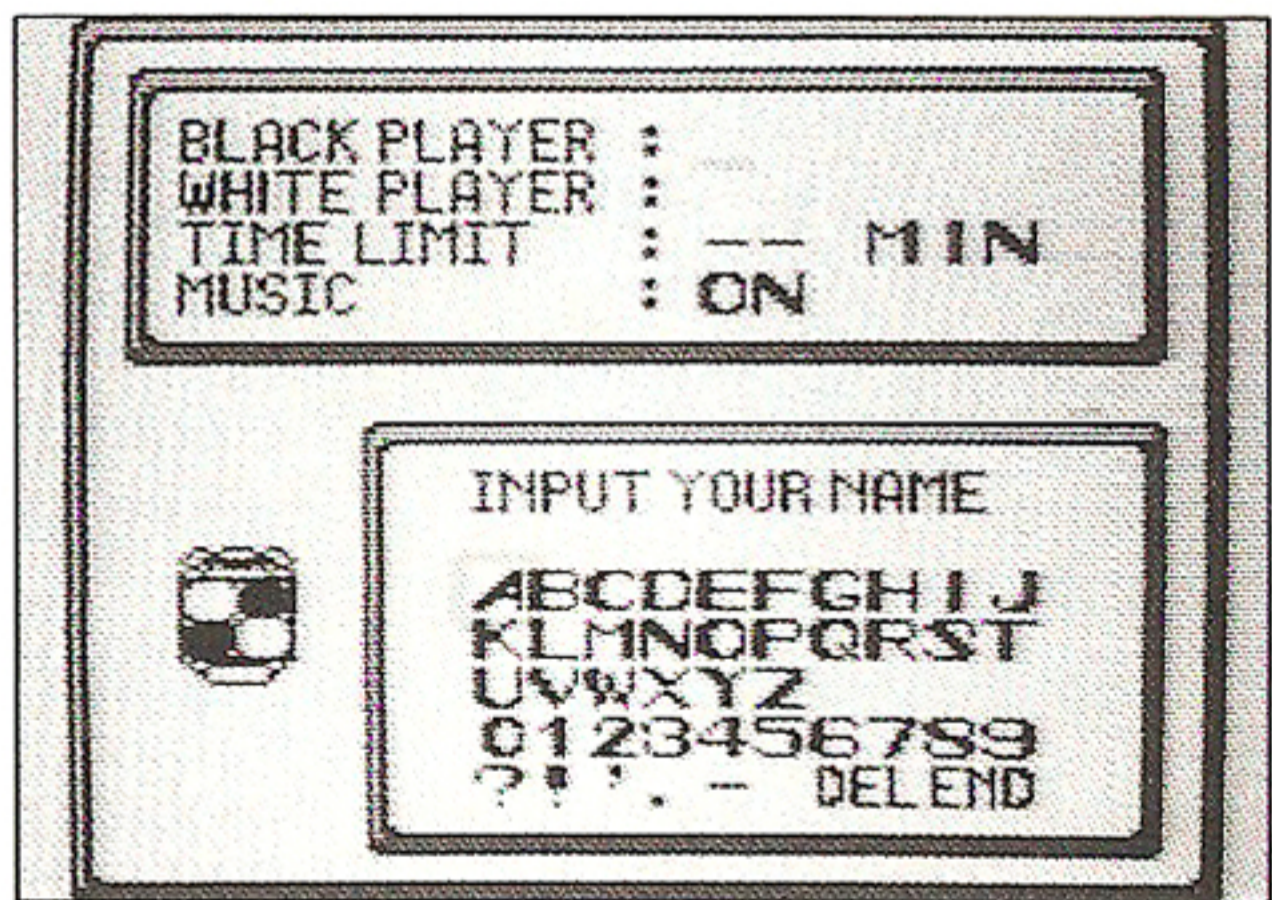
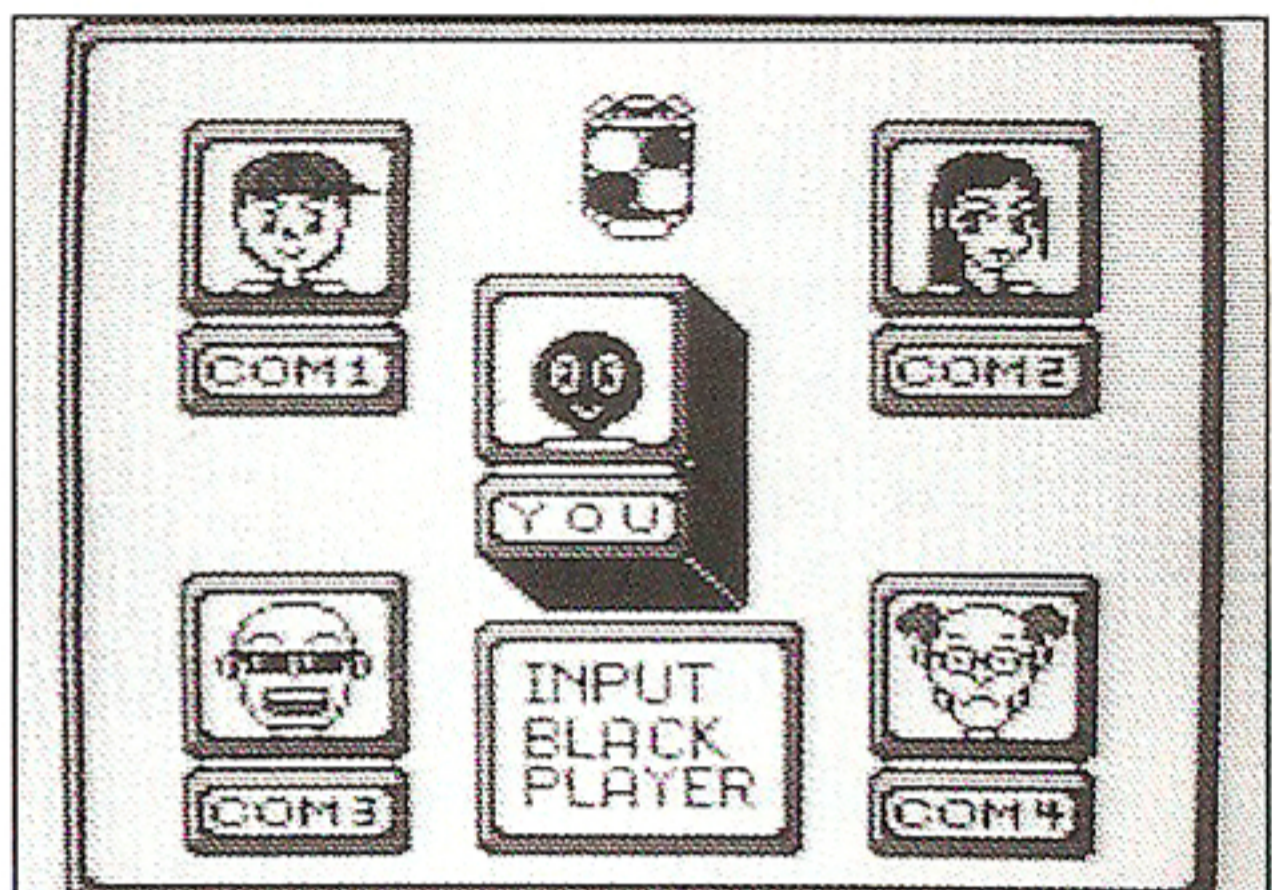
YOU Human player
COM 1 Introduction-level computer player
COM 2 Beginner computer player
COM 3 Intermediate computer player
(The intermediate player's ability will not be fully demonstrated unless the time limit is set at more than 10 minutes.)

COM 4 Computer player used as an expert player.
(The expert player's ability will not be fully demonstrated unless the time limit is set at more than 20 minutes.)

*The black (first player) and white (second player) can be swapped by pressing the SELECT and A Buttons together when at the Menu or Sub-menu screen.

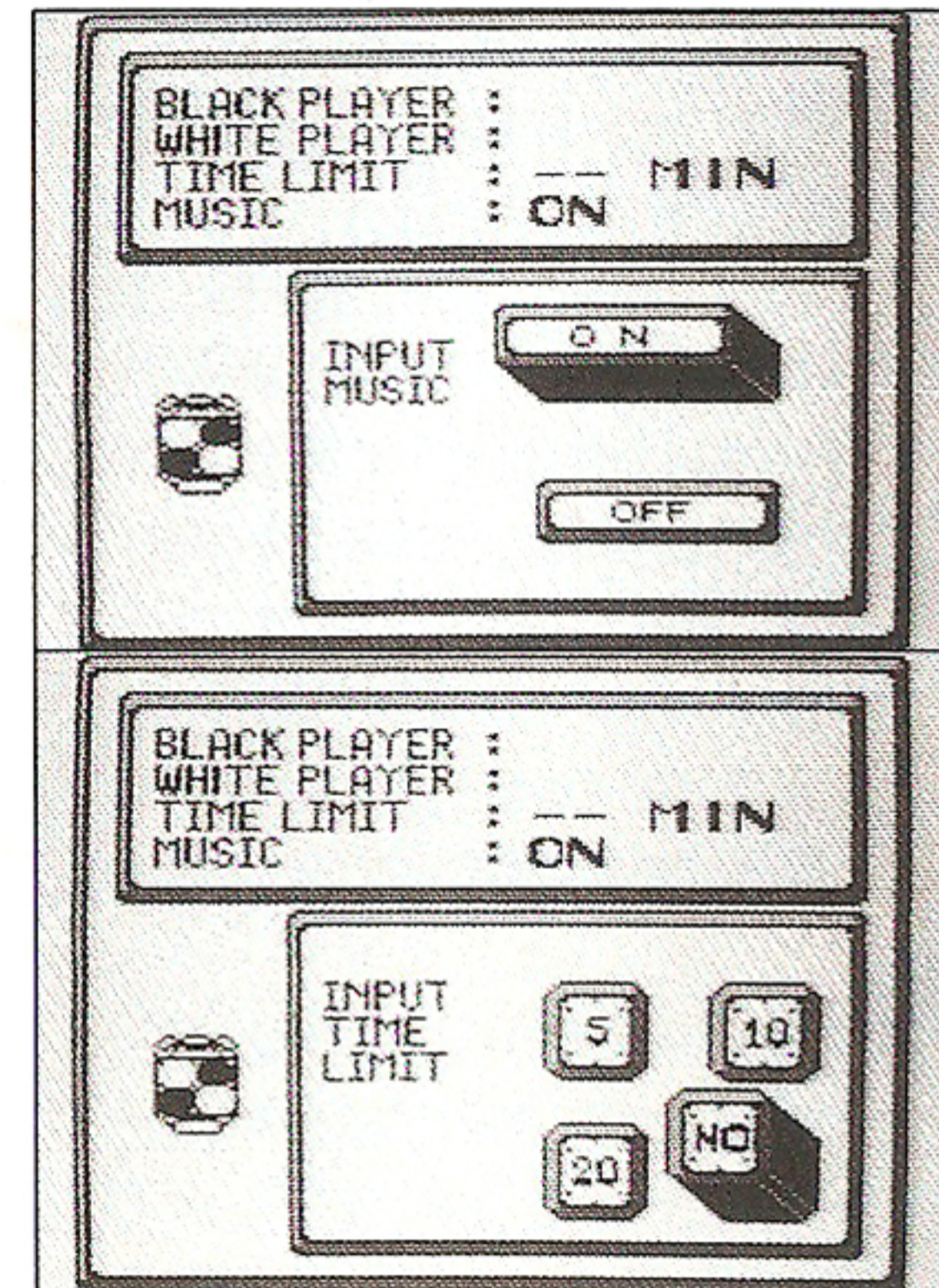
•Name Input Screen

When you select YOU (human) as the player, input your name. Select each alphabet character with the + Control Pad, then press the A Button to complete the setting. Press the B Button to go back one alphabet character. A player isn't set until a name is input.



(3) Background Music (BGM) Selection Screen

Sets the BGM ON or OFF. Even if this button is set to OFF, the resulting tune will not stop. To turn all sound OFF, adjust the volume on the Game Boy™.



(4) Time Limit Screen

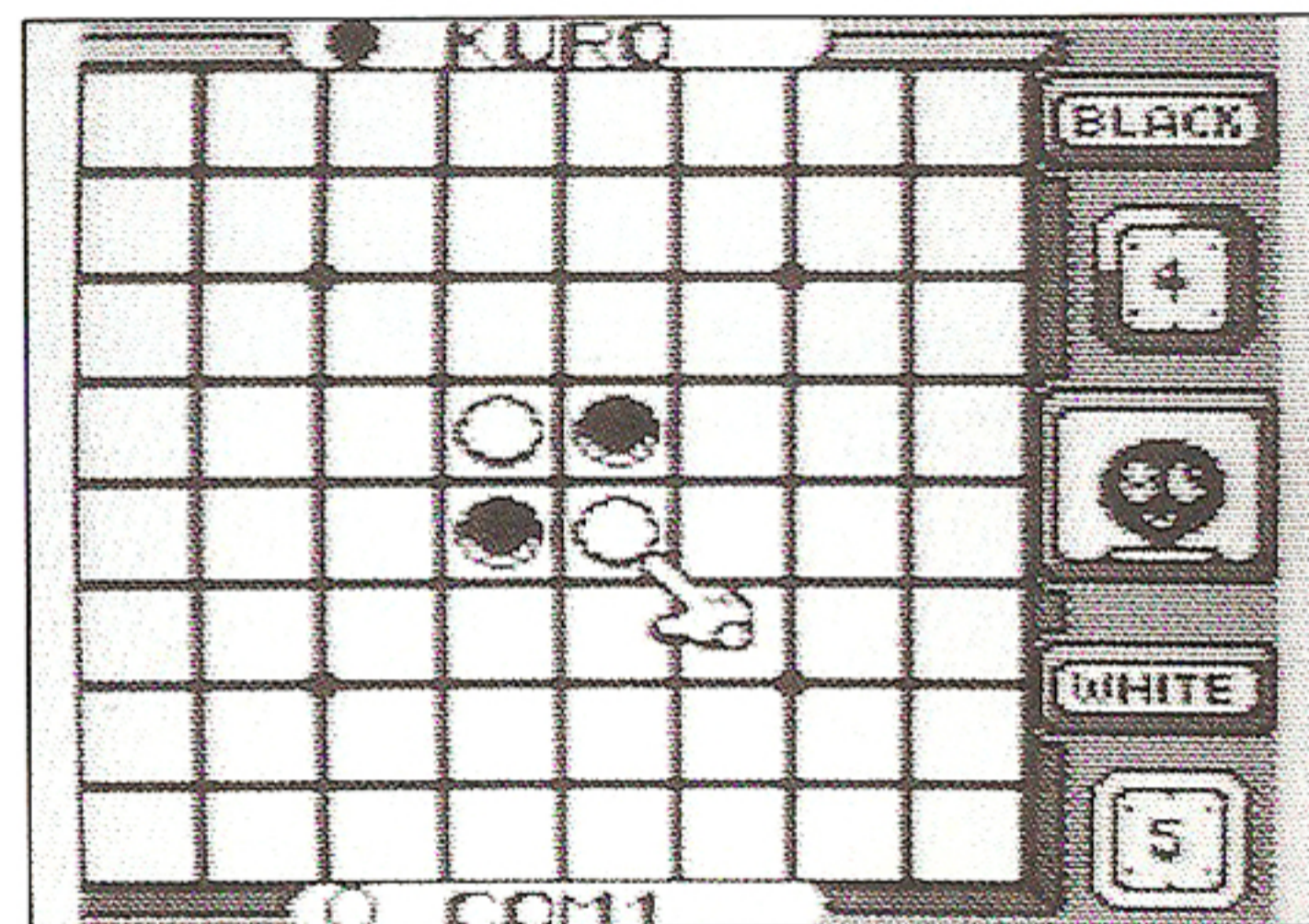
Set the time limit in single game totals. You can select from four time limits: 5 min, 10 min, 20 min, and NO (no time limit).

(5) Game Start

The game cannot start until you set both the black and white players.

How to Play the Game

- (1) The first player's name will be shown at the top and the second player's name at the bottom.
- (2) The clock will show the remaining time in the time limit. When NO (no time limit) is set, the clock will not be displayed.
- (3) Necessary messages will be displayed on the message screen during the game.
- (4) Use the \oplus Control Pad to place the cursor over a checker to move it to the desired position.



When it is the human player's turn, a cursor in the shape of a hand with a finger pointing up will appear. When it is the computer player's turn, a cursor in the shape of a hand with a finger pointing down will appear.

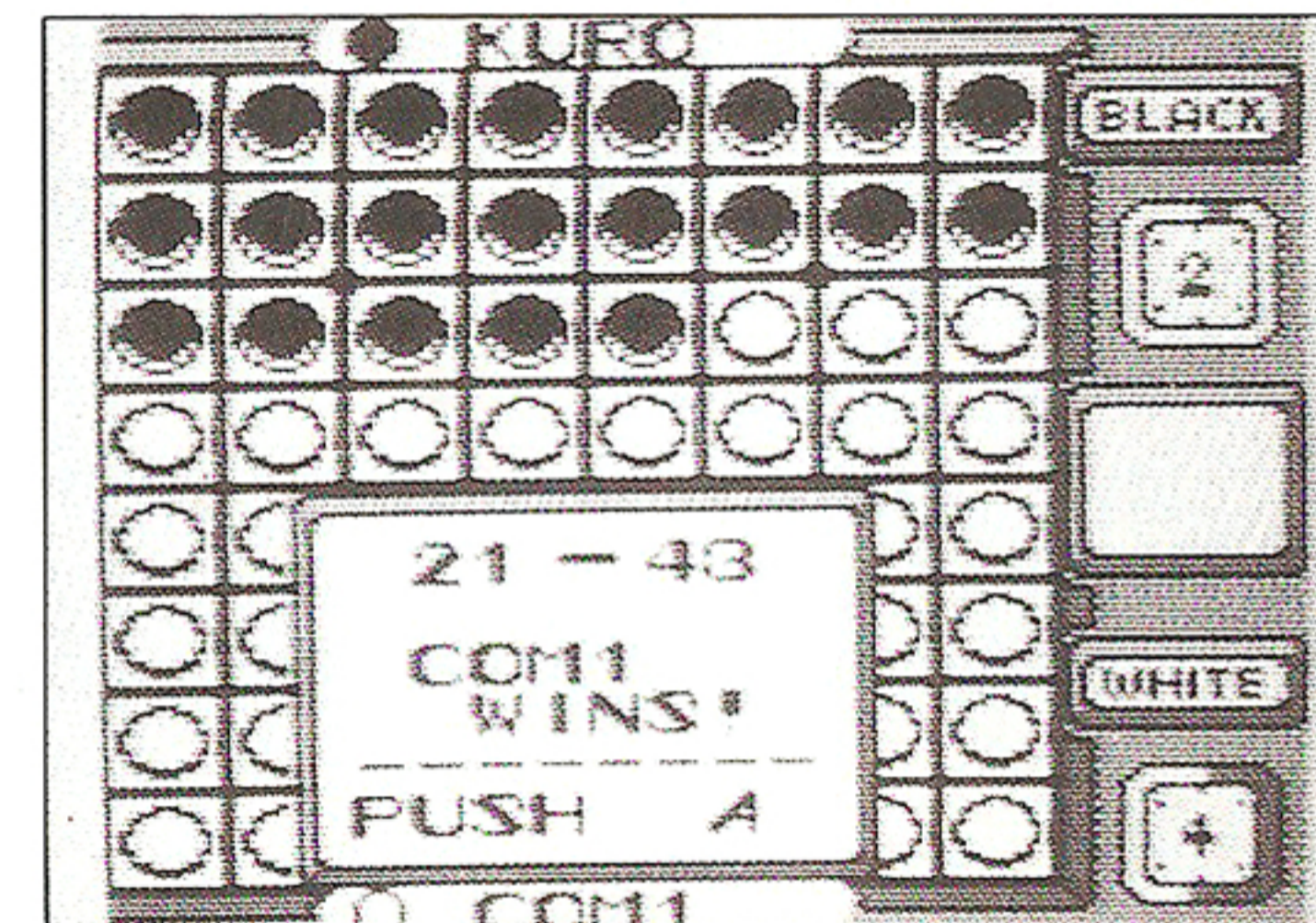
When it is your turn, press the A Button to position a checker. If the checker cannot be positioned in the desired place, the "TRY AGAIN" message will appear on the message screen, so position the checker somewhere else.

If you press the START and B Buttons together when it is your turn, you can undo the previous turn as many turns as you like.

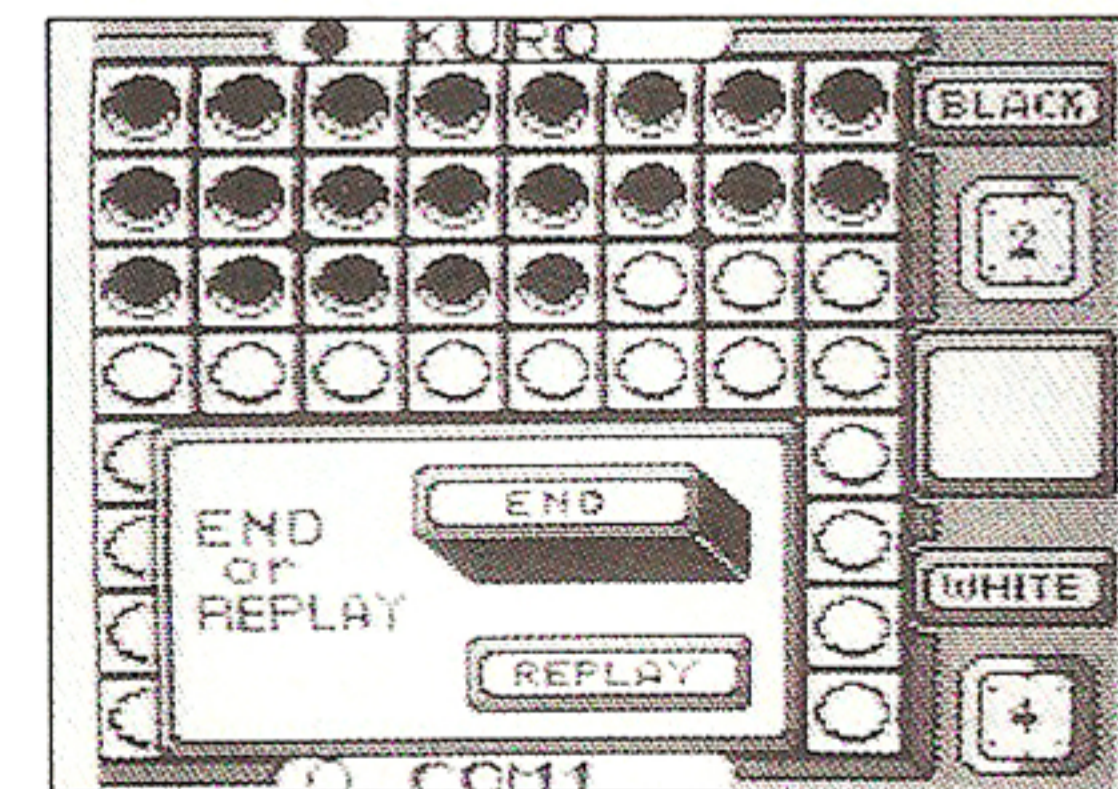
Game Over

If all the checkers on the board have been moved, or both players can only pass a move, the checkers will be frozen, and the game will end.

Press the A Button to display the result. Note, if you run out of time during the game, you will lose 64 to 0 at that point.



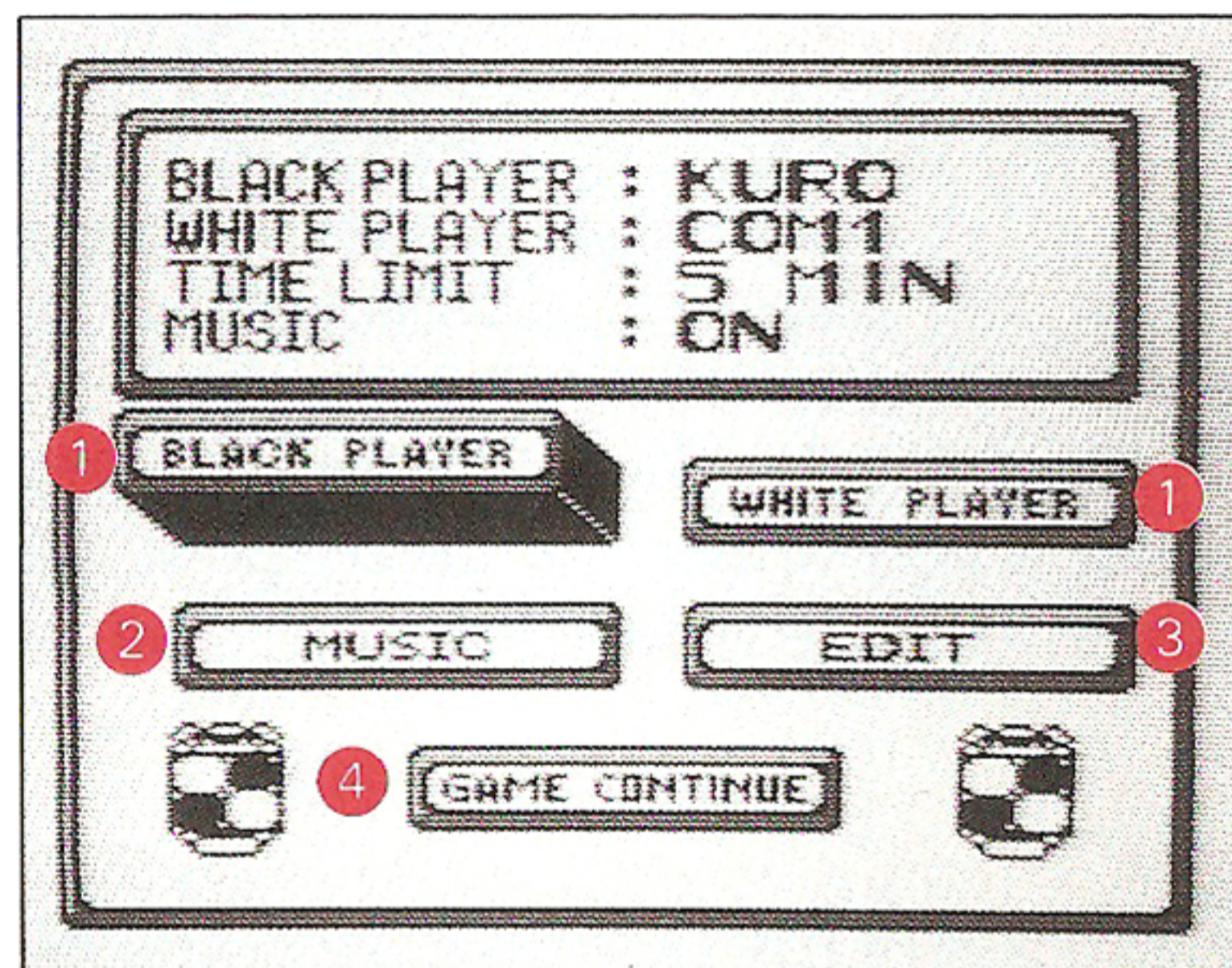
If you press the A Button again, a screen like the photo on the right will appear. Select "END" or "REPLAY". If you select "REPLAY", the present game will start again from the beginning. When in the Replay mode, press the A Button to display the move ahead, or press the B Button to display the move before.



Sub-menu

Press the SELECT Button during a game or replay to display the Sub-menu.

- 1 Player Change
Use this to change the player setting.
- 2 BGM Change
Use this to change the background music.
- 3 EDIT
Use this to change to Edit mode.
- 4 Game Restart



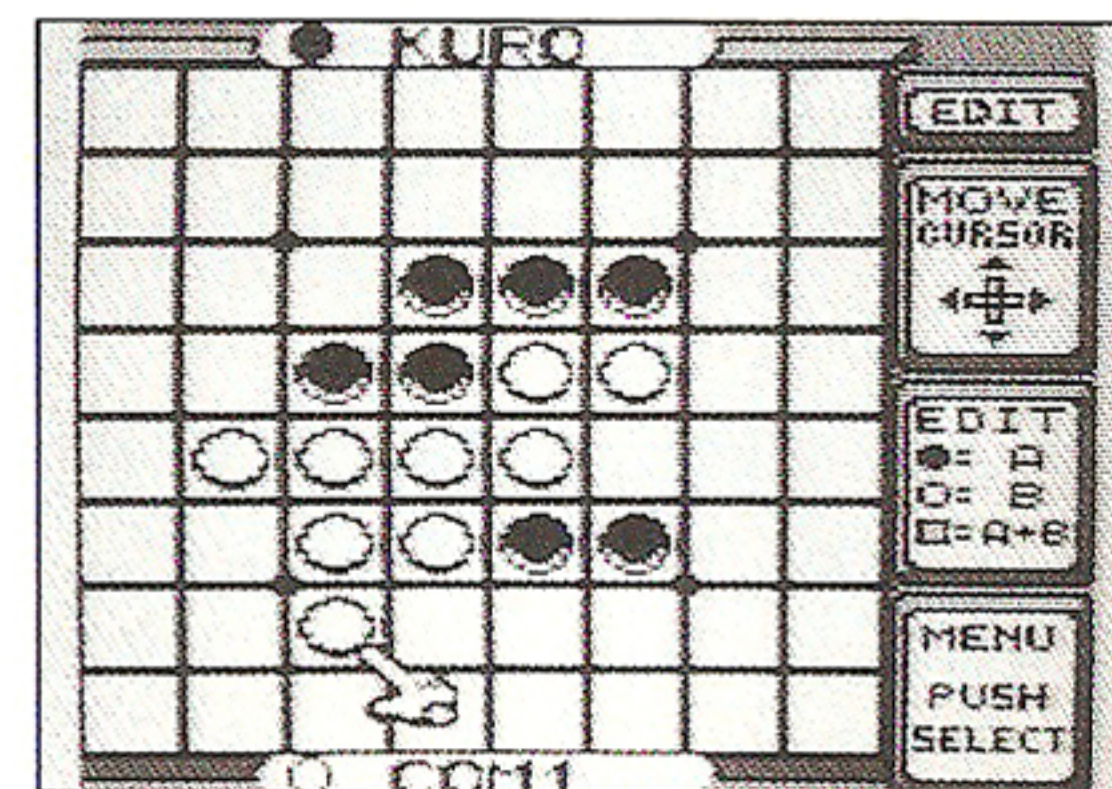
Even if you call up the Sub-menu during a game, you can change players or BGM. Press the SELECT and A Button together to swap the first and second player over. When you have finished making your changes, select "GAME CONTINUE" to restart the game.

Edit Mode

This mode lets you position the checkers freely to make Othello's handicap challenge and checkmate more fun.

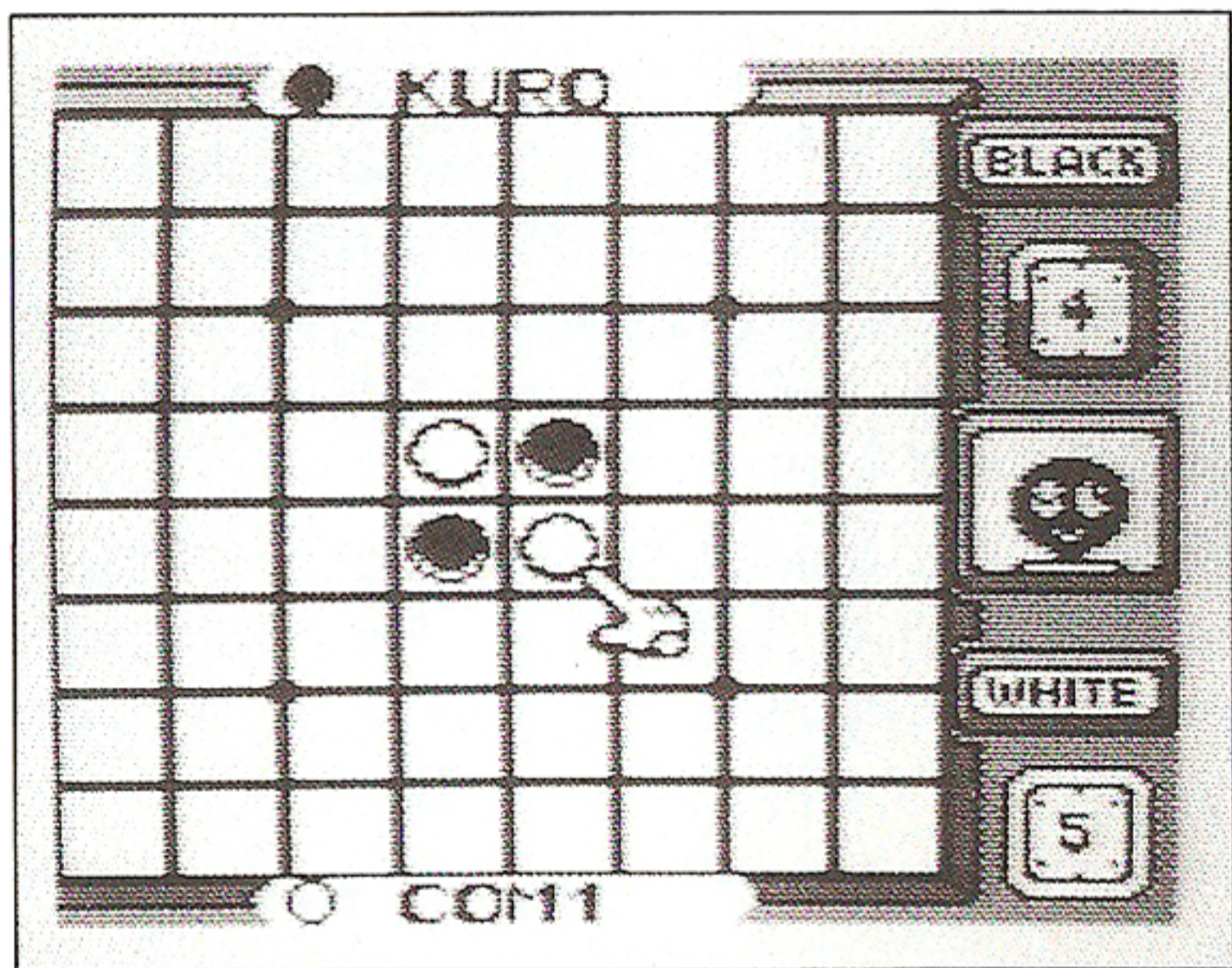
Press the A Button to position the black checkers, and press the B Button to position the white checkers. Press the A and B Buttons together to delete the positioned checkers.

When you have finished positioning the checkers, press the SELECT Button to return to the Sub-menu, then restart the game. The game starts in the edit mode. When you have edited the game, the playback will only rewind the game as far as it has been edited. Also, the game will start from the edited screen when replaying a game that has ended.

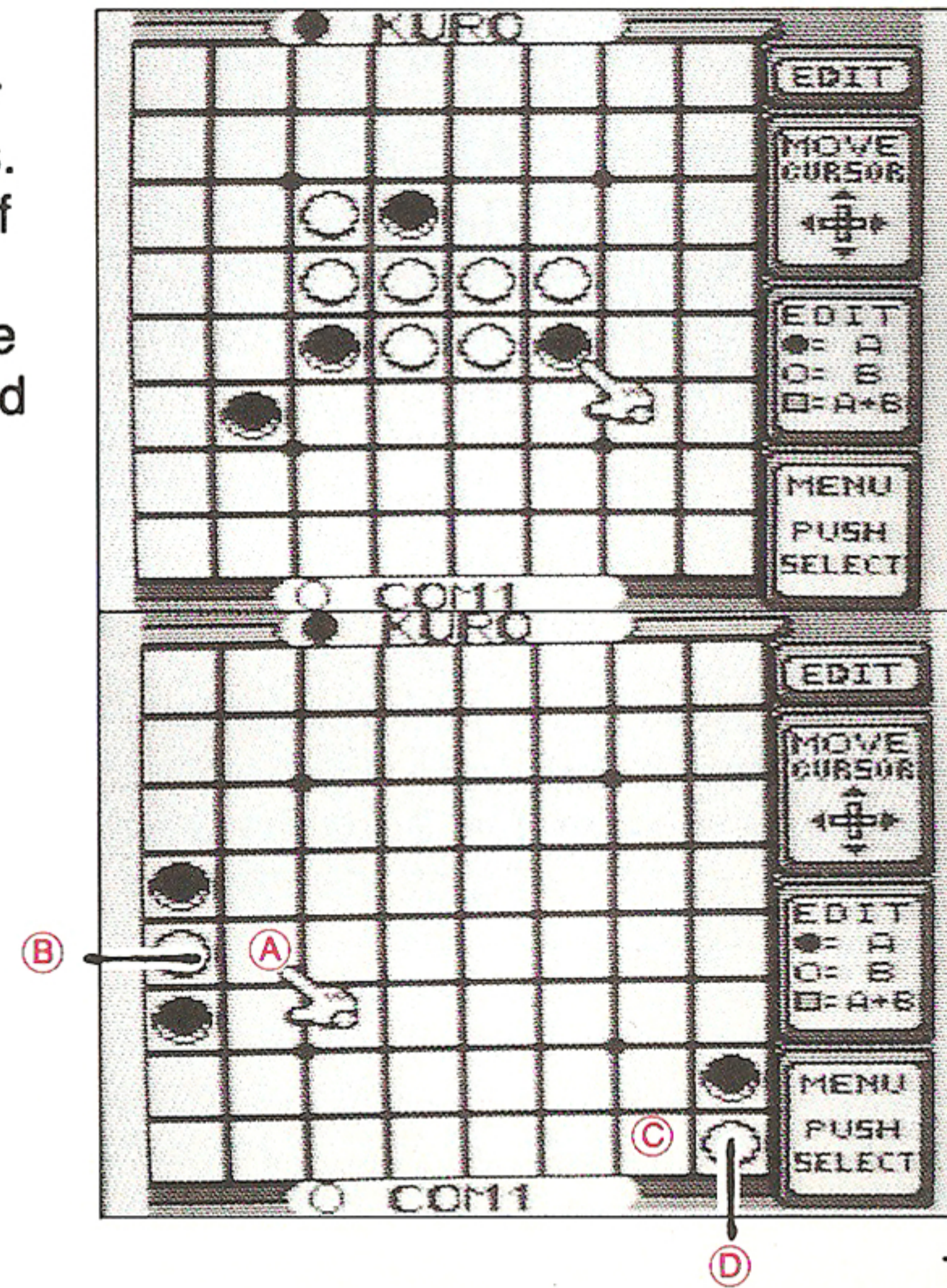


The Rules of Othello

- (1) A checker is placed in the center of the board as shown in the photograph to start a game (the start is automatic in Game Boy™).
- (2) The checkers are positioned alternately, starting with black (first player). You can only place your checkers where they will trap your opponent's checkers. Trapped checkers are turned over to make them your checkers (checkers are automatically turned over in Game Boy™).
- (3) However many checkers there are, and whatever direction they are in, they all become your checkers if they are trapped.
- (4) The only thing you can use your checkers for is trapping your opponent's checkers. Even if you surround your opponent's checkers, you cannot turn them over.
For example, even if black is moved to position A in the photo, it cannot take B. Also, even if black is moved to position C in the corner, it cannot take D.



- (5) As long as you can position your checkers (as long as you can trap your opponent's checkers), you cannot pass. You can pass only when you run out of places to position your checkers. (With the Game Boy™, the "PASS" message will appear on the message screen, and it will automatically become your opponent's turn.)
- (6) The game ends when the board is completely full, or when both players have to pass. The checkers are turned into a graph, and the player with the most checkers wins.



90 DAYS LIMITED WARRANTY

Nintendo GAME PAKS

BANDAI UK LTD. warrants that this Game Boy Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90 days limited warranty period. BANDAI UK will repair or replace the defective pak, at its option, free of charge. To receive this warranty service, contact either your NINTENDO GAME BOY dealer or return the product, postage prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase to:

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PO16 8UR England

Be sure to include your name, address and phone number, plus a brief description of the fault. Game Paks returned without proof of the date of purchase or after the 90 days warranty period, will, at BANDAI UK option, be repaired or replaced at the service charge then in effect for out-of-warranty repair. (Repair done after acceptance of the quotation).

This warranty shall not apply if the Game Boy Game Pak has been damaged by negligence, accident, unreasonable use, modification tampering or by other causes unrelated to defective materials or workmanship.

For all information on this Game Pak or other Game Boy Game Paks, call the Nintendo "Hotline" at: (0329) 822662