

RENAISSANCE

For the Commodore 64

by

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GENERAL

For centuries now, RENAISSANCE has intrigued players who like to win with strategy. You may already know a little about the fundamental rules of play of this fascinating strategy game. If you are unfamiliar with this absorbing game, no need to worry. By carefully reading through these instructions you'll be able to put the powers of your intellect to work in no time at all. One interesting fact that you may not know is that a board version of this game is manufactured by Gabriel Industries under the trademarked name OTHELLO. But, under any name, this captivating game is still popular after thousands of years.

YOU AND RENAISSANCE

Though RENAISSANCE may be used with one player against another by continually changing sides, it is designed to pit you against the machine. After selecting your skill level, starting at level 1 and increasing in difficulty to level 8 (Master), you may freely change sides, level of play, take back moves, set up and play special games and puzzles, and even save games to tape to recall them at a later time.

RENAISSANCE is also enjoyable because it not only teaches beginners, but provides all the control for analysis that the expert needs as well.

FUNDAMENTAL RULES

DETERMINING THE WINNER: Most completed games use every square of the 64-square (8x8) board. Played with pieces colored white on one side and black on the other, the winner is determined by counting which color occupies the most squares at the end of the game. A game that ends with 32 white pieces and 32 black or any equal number of pieces showing is a tie. If the count is 34 white to 30 black, white wins by four.

STARTING POSITION

When you start to play, the board is set up as shown below (fig. A).

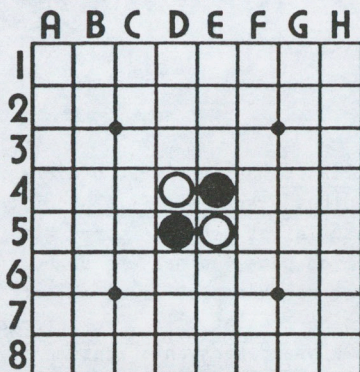


Figure A

RENAISSANCE locates the pieces in the center of the board in their correct positions.

THE PLAY

Black always gets first move, and squares are claimed by trapping rows up, down, or diagonally. When black traps white by playing a piece as shown below (fig. B), black has trapped a row of one.

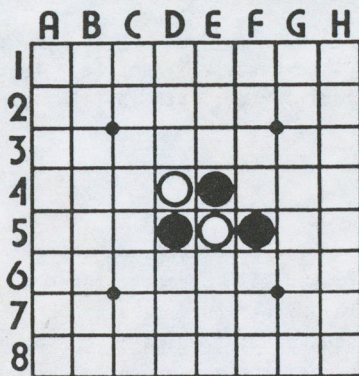


Figure B

All the pieces in the trapped row are flipped over, so the row becomes all black (see fig. C). Remember, all pieces are black on one side and white on the other.

AFTER THE MOVE:

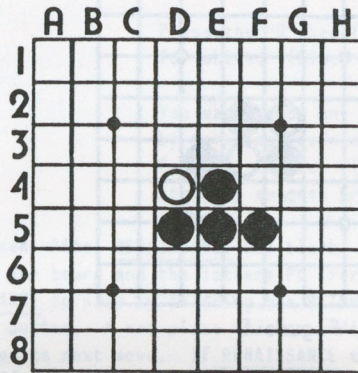


Figure C

NOW IT'S WHITE'S TURN:

The legal trapping moves for white are shown below by the letter M (see fig. D).

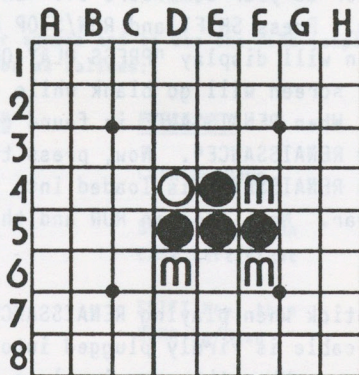


Figure D

**NOTE:** RENAISSANCE allows only legal moves! It will not allow you to make an impossible play!

TO CONTINUE THE EXAMPLE:

If white chooses the lower right square, the board will look like this after the move (see fig. E).

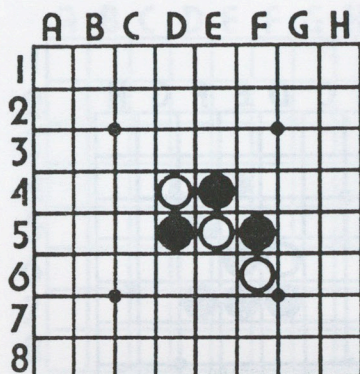


Figure E

Now it's black's move. The game continues until all 64 squares are filled or no legal (trapping) moves are available to either black or white. If no legal play exists, RENAISSANCE totals the score and announces the winner.

TO LOAD THE PROGRAM

Connect a datasette recorder to your Commodore 64. Insert the tape and rewind it to the beginning. Press SHIFT and RUN/STOP keys simultaneously. The screen will display "PRESS PLAY ON TAPE". Press play on the recorder. The screen will go blank while the computer searches for the program. When RENAISSANCE is found on the tape, the screen will display "FOUND RENAISSANCE". Now, press the Commodore key to continue loading. When RENAISSANCE is loaded into the Commodore 64, the word "READY" will appear. Now, type in RUN and the title page will appear on your screen.

If you use a standard joystick when playing RENAISSANCE, please make certain that the joystick cable is firmly plugged into CONTROL PORT 2 on your Commodore 64 computer. When the game involves two players, "trade off" using the joystick between player one and player two.

TO START PLAY

Press the joystick fire button or Function Key 1 (f1). The board displays the proper beginning position and you are asked to respond to instructions that appear at the bottom of the screen:

<u>INSTRUCTION</u>	<u>YOUR ACTION</u>
FIRST NAME	Enter you name and press the RETURN key
WHAT COLOR	Press the "B" key for black or the "W" key for white. (Black always moves first.)
WHAT LEVEL	You may choose any level from 1 through 8 by pressing the numeric key on the keyboard for your choice. (If you are a beginner, I strongly suggest pressing numeral 1).

If you've chosen white, RENAISSANCE has black, so the screen displays MY TURN under the board and the letters PL (for play) will flash. You allow RENAISSANCE to play by pressing the RETURN key or pressing the joystick FIRE button. A red piece flashes indicating that RENAISSANCE is considering its next move. If RENAISSANCE takes longer than 1 second to make a move, it will indicate that square it is currently "thinking" about by making it white. If you don't want RENAISSANCE to "think" too long, you can actually force it to make an immediate move by pressing Function Key 5 (f5). When its plays, the trapped pieces turn over one after the other. If you've chosen black, the screen displays YOUR TURN and the cursor blinks the upper right-hand of the board.

CONTROLLING PLAY

To select your square and to use the MENU (explained below), move the blinking cursor as follows:

<u>DESIRED ACTION</u>	<u>PRESS KEY</u>	<u>JOYSTICK ACTION</u>
CURSOR DOWN	CRSR Up/Down	Stick Back
CURSOR LEFT	SHIFT Key, then CRSR Left/Right	Stick Left
CURSOR UP	SHIFT Key, then CRSR Up/Down	Stick Forward
CURSOR RIGHT	CRSR Left/Right	Stick Right
SELECT MOVE	RETURN	Press FIRE Button

TO MAKE YOUR MOVE

Move the blinking cursor over your selected square and SELECT MOVE. If your move is illegal, RENAISSANCE plays a low tone to tell you. If it is legal, the move is made and you claim your opponent's trapped squares.

TO USE THE MENU

The menu allows many variations in play and offers features that allow you to explore the fascinating complexity of RENAISSANCE. To give you some idea of the strategies that can be employed in RENAISSANCE, the appendix contains an EXPANDED GLOSSARY OF OTHELLO TERMS by George Sullivan and Roger Richards taken from the Spring 1982 issue of the OTHELLO QUARTERLY publication. Diagrams are included.

THE MENU IS DISPLAYED ALONG THE RIGHT HAND SIDE OF YOUR VIDEO SCREEN. Move the cursor over the menu item you wish to use and SELECT MOVE.

MENU ITEM

ACTION

PL (Play)

Cursor must be on PL to allow RENAISSANCE's move.

CH (Change Side)

Changes sides or color. MY TURN becomes YOUR TURN, and vice versa.

TA (Take Back)

After selecting TA, pulling the joystick back takes back moves one by one. After moving back, joystick forward replays the moves automatically. If you wish to replay the game from any position, just SELECT MOVE.

SE (Set the Board)

You may move the cursor around the board and place a piece at any position by pressing "B" to place black or "W" to place white. Pressing the SPACE BAR empties a square. Press "X" when you're done and RENAISSANCE will ask "IS IT MY TURN? Y/N". Enter either "Y" for Yes or "N" for No.

HE (Help)

Selecting HE when it's your move asks RENAISSANCE to suggest your next move. Please note that HELP only works at levels 2 - 8.

LE (Level)

RENAISSANCE asks you what level you want to play at. It will play at any level you choose by pressing any numeric key from 1 through 8 on the keyboard.

WAYS TO RESTART A GAME

1. Take back to beginning with TA.
2. Set to original position with SE.
3. Press Function Key 1 (f1). RENAISSANCE will ask you "New GAME? Y/N". Press the "Y" for Yes or the "N" for No. "Y" restarts RENAISSANCE from scratch.
4. Press Function Key 8 (f8).

KEEPING SCORE

RENAISSANCE does it automatically, and at the end of the game, displays it in a gentle manner. The score is obtained by subtracting the low score from the high score.

STUDYING PLAY

The TA (Take Back) feature allows for extensive and repeated analysis of any game and may be used repeatedly within a game. When the game is saved to tape, however, the latest sequence of moves is the version saved.

Changing sides used along with Take Back allows analysis and comparison with the play of the RENAISSANCE program.

TO LOAD THE PROGRAM

Connect a datassette recorder to your Commodore 64. Insert the tape and rewind it to the beginning. Press SHIFT and RUN/STOP keys simultaneously. The screen will display "PRESS PLAY ON TAPE". Press play on the recorder. The screen will go blank while the computer searches for the program. When RENAISSANCE is found on the tape, the screen will display "FOUND RENAISSANCE". Now, press the commodore key to continue loading.

SAVING GAMES TO TAPE

Press the Function Key (f3)/(f4). RENAISSANCE will display "PRESS S WHEN READY". Position a cassette tape in the recorder and press "S" on the keyboard. RENAISSANCE will print "PRESS PLAY AND RECORD". Press play and record. If at any time before pressing play and record you decide you no longer want to save the game then press "X" to go back

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to play mode.

LOADING PRE-RECORDED GAMES FROM TAPE

Press the Function Key (f5)/(f6). RENAISSANCE will display "PRESS L WHEN READY". Properly position a pre-recorded cassette tape in the recorder and rewind it if necessary. Press "L". RENAISSANCE will display "PRESS-PLAY". Press play on the recorder to load the pre-recorded game. Before pressing play you can return to normal play by pressing the "X" key.

PUZZLES

The Othello Quarterly publishes a number of puzzles in each issue. Any of these may be set up using SE (Set the Board). A sample taken from the Fall 1980 issue is shown.

SAMPLE PUZZLE

Black to play and take a corner in three moves.

	A	B	C	D	E	F	G	H
1			●	●	●	●		
2			●	●	●	●		●
3	○	●	●	●	●	●	●	●
4	○	○	●	●	●	○	●	●
5	○	○	●	●	○	○	○	●
6	○		○		●		●	●
7	○							
8								

The above instructions may be paraphrased as follows:

It is Black's move, and you are asked to develop a plan that will allow Black to occupy one of the board's four corners on or before Black's third move. The plan must take into account every possible defense available to White.

SOLUTION: Black goes to f6 leaving White with only three options (b2, g1 and g2). Both b2 and g1 offer Black immediate access to a corner; if White chooses g2 Black responds d6, thereby gaining access to corner h1. You may want to test this solution yourself!



GLOSSARY OF OHELLO TERMS

**A-SQUARE:** Any edge square which is separated from the nearest corner by one other edge square (see Diagram 1).

**ANCHOR:** One or more edge pieces which cannot easily be eliminated by the opposition; generally considered to offer protection against a wipe-out when utilizing the evaporation strategy.

**B-SQUARE:** Any edge configuration in which one player occupies an A-square while the other player occupies the adjacent B-square and the remaining A-square, the intervening B-square and the C-squares being vacant.

**C-SQUARE:** Any edge square which is adjacent to a corner square (see Diagram 1).

**CHIMNEY:** The opening sequence f5-f6-e6-f4-e3-d6 (and its rotations and inversions); used extensively in high-level Japanese tournament play.

**CORNER SACRIFICE:** A move deliberately giving the opposition access to a corner square in order to accrue presumably greater gains elsewhere on the board.

**DIAGONAL OPENING:** At White's first move (move 2), any move that produces a line of three white discs on either of the central diagonals (squares a1-h8 or h1-a8).

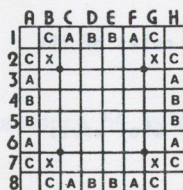


DIAGRAM 1

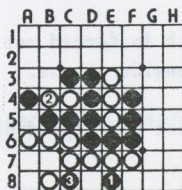


DIAGRAM 2

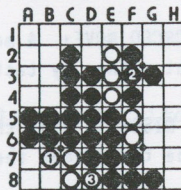


DIAGRAM 3

**EVAPORATION:** A strategy in which the player attempts to limit the opposition's options (thereby forcing a move to an undesirable square) by maintaining a low disc count; sometimes called the "minimum disc strategy," generally considered to be effective in most (but not all) circumstances.

**FORCED MOVE:** A move in which a player has only one legal play.

**FREE MOVE:** A move available to only one player which can be deferred until later in the game and which, when taken, does not create a viable response from the opposition.

**FRONTIER DISC:** A disc which abuts one or more unoccupied squares.

**GAIN A TEMPO:** To achieve an advantage of timing by deriving one or more viable moves than the opposition from play within a limited area of the board and thereby in effect transferring to the opposition the burden of initiating play elsewhere.

**HEATH OPENING:** The opening sequence f5,f6,e6,f4,g5, after which Black attempts to run White out of moves by playing to the southeast area of the board; also the rotations and inversions of the above sequence.

**ISOLATED C-SQUARE TRAP:** A sequence of moves which takes advantage of the opposition's isolated C-square (a disc occupying a C-square when the rest of the edge is empty) in order to gain access to the adjacent corner; typically, the player springing the trap seeks to occupy either 1) the A-square nearest to the B-square farthest away from the C-square, or 2) the B-square nearest to the C-square and both A-squares; a typical example of the former sequence is shown in Diagram 2.

**LAST MOVE:** The last viable move in a limited region of the board (akin to "sente" in Go).

**PARALLEL OPENING:** At White's first move (move 2), any move that produces a vertical or horizontal line of three white discs adjacent and parallel to a similar line of three black discs.

**SEMI-FORCED MOVE:** A move which is forced not by the rules of the game but rather by tactical considerations.

**STABLE DISC:** A disc that cannot be flipped no matter what moves are made throughout the game.

**STONER TRAP:** A sequence of moves forcing a corner exchange involving temporary control of central diagonal, and X-square move, and a subsequent attack on a corner; a typical Stoner trap sequence is shown in Diagram 3.

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SWEET-SIXTEEN: The central sixteen squares on the board.

TEMPO: See GAIN A TEMPO.

UNBALANCED EDGE: An edge occupied by five adjacent discs of the same color, one C-square and both corners being vacant.

WALL: A line of adjacent frontier discs of the same color.

WEDGE: A disc or line of several discs with all the discs on the same color on an edge which is abutted on both sides by opposition discs.

WIPE-OUT: A game which ends with all the discs on the board the same color (in tournament play generally scored 64-0 regardless of actual disc count).

X-SQUARE: Any square which is diagonally adjacent to a corner square (see Diagram 1).

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