

R2829-0920 Othello MOD

TL Instructions

2" x 1.75"



Othello[®] MOD

CONTENTS

50 Reversible cards
10 Red Stop! tiles

OBJECT OF THE GAME

The object of the game is to have the majority of your color cards face up at the end of the game.

A MINUTE TO LEARN

Each player takes 25 cards and chooses one color to use throughout the game. Each player also takes 5 Stop! tiles.

Black places two black cards and White places two white cards on the playing area as shown in Figure 1.

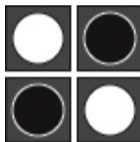


Figure 1

The game always begins with this set-up.

A move consists of "outflanking" your opponent's card(s), then flipping the outflanked card(s) to your color. To "outflank" means to place a card so that your opponent's row (or rows) of cards is bordered at each end by a card of your color. A row may be made up of one or more cards.

Here's one example: White card A was already in place on the board. The placement of White card B outflanks the row of three black cards.



White flips the outflanked cards and the row now looks like this:



Stop! Tiles

Each player has 5 Stop! tiles that they may use, at their discretion, during the game. Stop! tiles are placed at the end of a player's turn, on the card played, after outflanked cards have been flipped. Once a Stop! tile has been placed, that card may no longer be flipped. In other words, the Stop! tiles stop flanking.

A card that has a Stop! tile may still be used to outflank.

The following example shows placement of a Stop! tile and what moves can be made next:

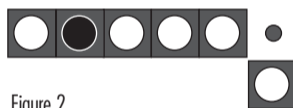


Figure 2

With the Stop! tile in place from Figure 2, there is only one move that White can make to outflank any Black in the row.

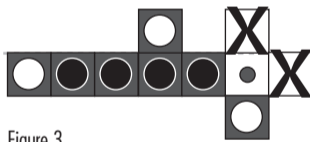


Figure 3

Remember, a Stop! tile stops flanking. In Figure 4 below, White CANNOT lay a card at the right end of the row because a Stop! tile has already been played.



Figure 4

OTHELLO RULES

1. Black always moves first.
2. If a player **cannot** outflank and flip at least one opposing card, they forfeit their turn and their opponent moves again. However, if a move is available a player may not forfeit their turn.
3. A card may outflank any number of cards in one or more rows in any number of directions at the same time—HORIZONTALLY, VERTICALLY or DIAGONALLY. A "row" is defined as one or more cards in a continuous straight line.

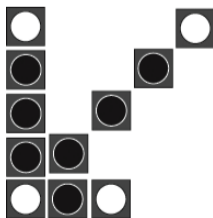


Figure 5

In Figure 5, White placed the lower left hand card on their move. They outflanked all of the appearing Black with one move, as shown in Figure 6.

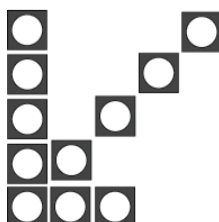


Figure 6

4. Players may not skip over their own color card(s) to outflank an opposing card.



A Black card placed here only turns the first White card.

Figure 7

5. Card(s) may only be outflanked as a direct result of a move and **must** fall in the **direct line** of the card placed down.

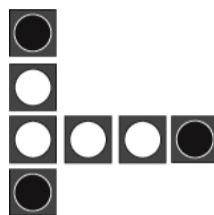


Figure 8

In Figure 8, Black placed the lower left card. Only the two cards between the top and bottom cards may be flipped, as shown in Figure 9.

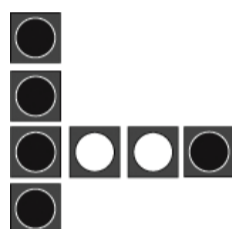


Figure 9

6. All cards outflanked in any one move **must** be flipped, even if it is to the player's advantage not to flip them at all.

7. A player who flips a card that should **not** have been turned may correct the mistake as long as the opponent has not made a subsequent move. If the opponent has already moved, it is too late for a change and the card(s) remain as is.

8. Once a card is placed, it can **never** be moved later in the game.

9. If a player runs out of cards, but still has the opportunity to outflank an opposing card on their turn, the opponent **MUST** give the player a card to use. This can happen as many times as the player needs and can use a card.

10. The game is over when it is no longer possible for either player to move or both players are out of cards. Cards are counted and the player with the majority of their color showing is the winner.

Note: it is possible for a game to end before all 50 cards are placed.

SCORING

Players desiring to score their games may do so by determining the margin by which a player won a game. The smaller number of cards is simply subtracted from the larger number of cards.

Players may also set up their own methods of scoring. For example; establishing a predetermined number of games or points to win by a series of games.

OTHELLO STRATEGY

Gaining control of the game is important. In your games, try to anticipate how your moves will affect your opponent's moves. Try to leave them with as few choices as possible. It is usually a good idea not to capture too many cards in the early stages. Remember that your opponents must outflank one or more of your cards on each turn. If you have only a few cards out, you can minimize your opponent's options.

HANDICAPS

There is a slight advantage in going first. Therefore, the more experienced player may give this advantage to the less experienced player. After one game, the winner may wish to let the loser go first. These rules should be established before starting a series of games.

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