

INSTRUCTIONS FOR 1600 (Preliminary)

RENAISSANCE

by

Louis X. Savain

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GENERAL

These preliminary instructions suppose that you already know a little about the fundamental rules of play of this fascinating strategy game. Though Renaissance has intrigued players for centuries, a board version of this game is manufactured by Gabriel Industries under the trademarked name Othello. Under any name, the game is popular after thousands of years.

Though Renaissance may be used with one player against another, it is designed to play man against machine from level 1 (Beginner) to level 8 (Master). You may freely change sides, level of play, take back moves, set up and play special games, and save and recall games to tape.

Renaissance teaches beginner's and provides all the control for analysis the expert needs.

FUNDAMENTAL RULES

Most completed games use every square of the 64-square (8x8) board. Played with pieces colored white on one side and black in the other, the winner is determined by how many square pieces of one color cover more than the other. 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 4. Using x's for black and O's for white, the board is set up like this to start:

O X

X O

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, black has trapped a row of one.

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

O X

X O X ← the move.

After the move

O X

X X X ← all black row

The legal trapping moves for white are shown below by the letter M:

O X M ← this row

X X X

M
↑
this row

M
↙
this row

Renaissance allows only legal moves! To continue the example, the board, if white chooses the lower right square, looks like this after the move:

O X

X O X

O
↙
this row all white

Now it's black's move. Play continues until all 64 squares are filled or no legal (trapping) moves are available to either black or white.

To Load the Program

(First, Power off your computer, then insert the cartridge in the memory port of the computer so its label is up and readable from your position in front of the computer. Power in your computer.

TO START PLAY

Press the joystick FIRE button or any keyboard key. The board displays the proper beginning position, and you are asked to respond to instructions that appear in the bottom of the screen.

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

If you've chosen white, Renaissance has black, so the screen displays MY TURN under the board, and the letters PL (for play) 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. When it plays, the trapped pieces turn over and the row blinks three times. If you've chosen black, the screen displays YOUR TURN, and the CURSOR blinks the upper right-hand square of the board.

MOVING THE CURSOR

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

With the keyboard:

DESIRED ACTION

CURSOR UP

CURSOR DOWN

CURSOR RIGHT

CURSOR LEFT

SELECT MOVE

OPERATION

Hold down SHIFT key and

Press CRSR up/down key.

Press CRSR up/down key.

Press CRSR left/right key.

Hold down SHIFT key and

press CRSR left/right key.

Press RETURN key.

With the joystick:

DESIRED ACTION

CURSOR UP

CURSOR DOWN

CURSOR LEFT

CURSOR RIGHT

SELECT MOVE

OPERATION

Joystick forward

Joystick back

Joystick left

Joystick right

Press joystick 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

Move the cursor over the proper menu item, and SELECT MOVE.

<u>MENU ITEM</u>	<u>ACTION</u>
PL (Play)	Cursor must be on PL to allow <u>Renaissance's</u> move.
CH (Charge 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. <u>If you wish to replay the game fom any position</u> , 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. SELECT MOVE to start play.
HE (Help)	Selecting HE when it's your move asks Renaissance to suggest your next move. (It's only a suggestion, not a recommendation. <u>Renaissance</u> doesn't want to <u>give the game away!</u>) Please note that HELP works only at levels 2 - 8.

LE (Level)

Renaissance asks you what level, and will then play at any level you choose by entering 1 through 8.

SA (Save to tape)

Saves a position or game to the Commodore CBM C2N tape, including all moves. Just follow the instructions Renaissance displays.

LO (Load from tape)

Loads a game previously saved to tape.

WAYS TO RESTART A GAME

1. Take back to beginning with TA.
2. Set to original position with SE.
3. Press Keyboard SPACE BAR. Renaissance will ask you "NEW GAME? Y/N". Press the "Y" key for yes on the "N" key for no. "Y" restarts Renaissance from scratch.
4. Press Function Key 8 (f8)
5. Power VIC off and power it back on.

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.