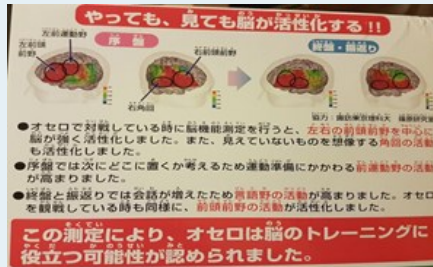


Othello is a great game for children and adults for entertainment, spending quality time together, and also helping to improve problem solving and spatial ability skills. A recent study was performed in Japan with the results below.



When brain function analysis was conducted on the participants of an Othello game, both left and right prefrontal cortexes were activated. Also engaged was the angular gyrus which is the area for spatial cognition.

In the beginning of the game, the front motor cortex where it prepares for the next move was activated.

At the end of the game and at time of reviewing the end result, Broca's area was activated.

This brain analysis study concluded that Othello is recognised as a useful tool for brain training.



Australian Othello Federation



For any information on where to play online, local tournaments, or other general information visit our website or email:

contact@othello.asn.au

<https://www.othello.asn.au/>

Othello

Rules & Tips



“A Minute to Learn... A Lifetime to Master!”



Brochure created by the Australian Othello Federation

<https://www.othello.asn.au/>

Aim of the game

The aim of the game is to have more discs of your colour than your opponent by the end of the game.

The board has 64 tiles, having more discs of your colour on the board than your opponent when there are no more legal moves will win the game. The game can also finish in a draw if it ends with both colours having the same number of discs facing up.



In this completed game White has won 34-30

Before the game begins

Each player gets 32 discs at the start of the game in order to place those on the board throughout the game.



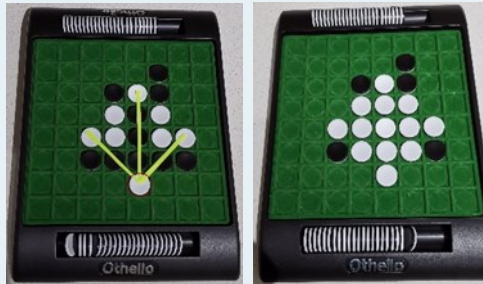
This is the starting position

Rules

- 1) Black always moves first, colour choice can be decided by flip of a disc, or agreement between the two players.
- 2) A move can only be made by placing a disc of your own colour on the other side of your opponents discs and flipping them (this is called outflanking). If a move is made and outflanks your opponent's pieces in multiple directions, all discs must be flipped.



Examples of legal moves on left and below



- 3) Once a tile has a piece placed within it, it can not be empty again.
- 4) When neither player can make a legal move the game is over.

It is possible to have empty squares at the end of the game. At the end of the game, whichever colour has the most discs is the winner!

Othello Tips

(After you have played a few games!)

Othello has a slogan "A Minute to Learn... A Lifetime to Master!"

It is a very easy game to learn but has many levels of strategy.

Most new players try to take all the opponent's discs at the start of the game. It is extremely difficult and also rare to eliminate your opponent's pieces at the start or middle of the game. Your opponent will always seem to be one move ahead and you cannot wipe them off the board. The more experienced the opponent, the greater the difficulty and is near impossible winning using this strategy.

The better strategy is to keep your discs small in numbers and central on the board until you can force your opponent to give you corners. Corners can not be flipped back, and when you also have discs on the edges next to those corners, all of these discs become "stable", meaning that they can not be flipped back to your opponent's colour. These stable discs become yours for the rest of the game. Using this control the board strategy, a player can often "clean up" and win in the last few moves surprising their opponent!