Reversi

A game you play against the computer. The object of the game is to finish with more of your circles on the board than the computer has of its.

application Control-menu

Restore	Restores the application window to its former size.
Move	Moves the application window to another location.
Size	Changes the size of the application window.
Minimize	Shrinks the application window to an icon.
Maximize	Enlarges the application window to its maximum size.
Close	Closes the application window.
Switch To...	Starts Windows Task List.

title bar

Contains the title of the application running in the window, in this case Reversi.

▶ Drag the title bar to move an application window on the screen.

Minimize button

▶   Click the Minimize button to shrink the Reversi window to an icon.

Maximize button

► Click the Maximize button to enlarge the Reversi window to its maximum size.

Game menu

Game	
Hint	Suggests a move for you.
Pass	Skips your turn, giving your move to the computer.
New	Starts a new game.
Exit	Exits Reversi and closes the Reversi window.

Skill menu

Skill

Beginner	Sets the game at the lowest skill level.
Novice	Sets the game at the second lowest skill level.
Expert	Sets the game at the second highest skill level.
Master	Sets the game at the highest skill level.

Help menu

| Help	
Index	Displays an alphabetical list of all Help topics.
Keyboard	Displays Help on Reversi key combinations.
Commands	Displays Help on Reversi commands.
Playing the Game	Displays Help on how to play Reversi.
Rules	Displays rules of the game for Reversi.
Using Help	Displays information about Windows Help.
About Reversi ...	Displays important information about Reversi.

menu bar   Game   Skill   Help
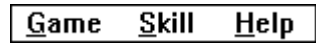
Contains the names of all the Reversi menus.
▶   Click a menu name to display the menu commands.

computer's circles

Circles the computer tries to accumulate on the board. The computer can place a circle when the circle and another one of its circles encloses at least one of the your circles in a line. Between the two circles, all of your circles turn into the computer's circles.

The higher the skill level you specify for the game, the more time the computer takes in choosing its circles.

player's circles

Circles you try to accumulate on the board. The pointer changes from an arrow to a cross when you can choose a circle. You can place a circle when the circle and another one of your circles encloses at least one of the computer's circles in a line. Between your two circles, all of the computer's circles turn into your circles.

▸ Click a square to place a circle on the board.

game board

Board of squares on which you and the computer place circles. The pointer changes to a cross when moved over a square on which you can place a circle.

▸ Click a square to place a circle on the board.

pointer

The arrow-shaped or cross-shaped cursor on the screen. The pointer follows the mouse's movement and indicates which area of the screen will be affected when you click the mouse button. In Reversi, the pointer changes from an arow to a cross when moved over a square on which you can place a circle.

▶ Move the mouse to move the pointer.

application window

The main window for an application, in this case the Reversi window. It contains the application's menu bar and main workspace--the background over which the game board floats. You cannot change the background color in the Reversi application window.

window border

The outside edge of a window.

►   Drag the window border to change the size of the window.