

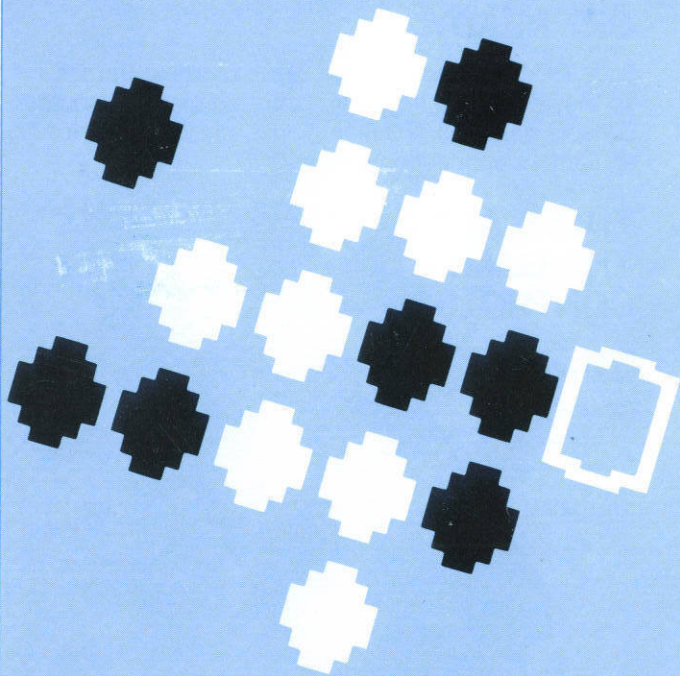
MATTEL ELECTRONICS®

Intellivision® Intelligent Television

CARTRIDGE INSTRUCTIONS

REVERSI™

(FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY

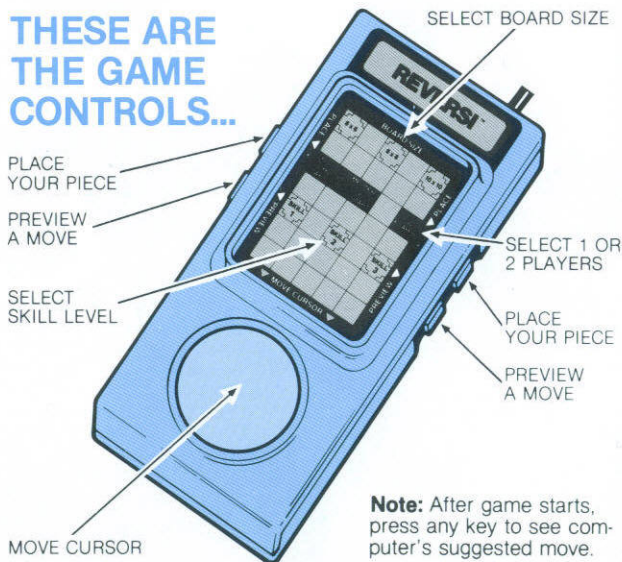
OBJECT OF THE GAME

Turn most of the pieces to your color, by bracketing your opponent's pieces in any row (vertical, horizontal or diagonal). Occupy the outer edges and corners to dominate the board and get the biggest margin of victory. Make every move count, and **THINK AHEAD!**

GET READY...

Slide REVERSI overlays in Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).

THESE ARE THE GAME CONTROLS...



SETTING UP THE GAME...

- Press **RESET**. You see the REVERSI Title Screen.
- Press Disc. The computer asks,

BOARD SIZE?

- Select the board size (and playing time limit):

Press **6 x 6** for smallest board
(15 minutes per player)

Press **8 x 8** for medium board
(30 minutes per player)

Press **10 x 10** for biggest board
(60 minutes per player)

- Select number of players:

Press **COMP. STARTS** for you vs. computer
(computer starts)

Press **YOU START** for you vs. computer
(you start)

Press **TWO PLAYERS** for a two-player game

- Select skill level:

Press **SKILL 1** for easiest level

Press **SKILL 2** for medium level

Press **SKILL 3** for hardest level

NOTE: In one-person games, your computer opponent will take longer to make its move at the higher skill levels. When setting up a 2-player game, press **any** skill level key.

HOW TO PLAY

NOTE: RULES OF REVERSI ARE IN THE FOLLOWING SECTION; THESE DIRECTIONS TELL YOU HOW TO USE YOUR CONTROLS.



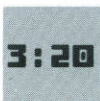
The cursor color indicates which player has the current move.



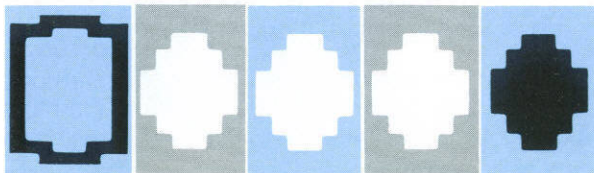
Use Disc on your hand controller to move the cursor. Press Disc edge in direction you want the cursor to go.



To place your piece, press either TOP action button; to just preview any play, press either LOWER button. THE COMPUTER WILL NOT LET YOU MAKE AN ILLEGAL MOVE.

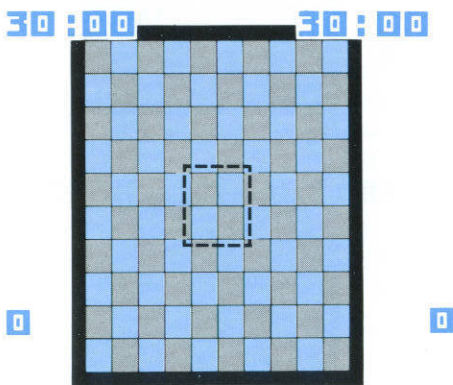


Digital clocks in each player's color show time remaining, change to red numerals for "overtime". Players should agree in advance on a time-limit rule or a game that continues until no further moves are possible.



RULES OF THE GAME

1. Players take alternate turns placing one piece each time.
2. At the start of the game, the first four pieces must be placed in the 4 center squares of the board.



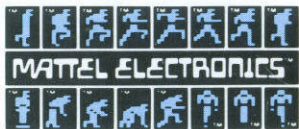
THE FIRST FOUR PIECES MUST BE PLACED IN THESE SQUARES

3. Every piece must be placed adjacent to at least one different colored piece.
4. Every move must result in reversing the color of at least one of the opponent's pieces. Color is reversed when pieces are bracketed in any vertical, horizontal or diagonal row. In the example on page 4, the white pieces THAT ARE BRACKETED BY THIS MOVE are reversed to black — and added to Black's score.

STRATEGY TIPS

- The corner squares are the best ones to occupy, because you can't be outflanked there. Try to get the corner!
- If possible, don't place your pieces in squares adjacent to corners...they might give your opponent an opportunity to get those key positions.
- The scoring lead will often change several times during a game. Don't get discouraged if you are behind! It is frequently desirable to have the lower score during the early stages of the game. Many of your opponent's pieces are scoring opportunities — right up to the end of the game.
- Use the "Preview" feature to analyze your potential moves. As soon as you press a "Place Piece" action button, you can't change your mind!
- If you want to see the computer's suggestion for your next move, press any key. The suggested move will reflect the skill level you selected at the start of the game. In two-player games, the suggestion will be accompanied by the computer's "thinking" sound.

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Other electronic games
available from Mattel Electronics.
Look for them!