

Welcome to Othello, a Game!

Compared to deciphering Shakespearean texts, playing this game is a breeze! The game's core objective is straightforward: gather the most points to claim victory. But here's the twist—how do you rack up those points? That's the exciting part of the adventure! 😊

How to move on the board?

As the goal of almost every play is to reach to a conclusion, the main point of this game is to reach to the center (and that's why the first person who gets there wins!).

So, after you roll the dice, you start from the **right space** (or home) of each of the four starting points and you move in a **counter clockwise** (from right to left) direction as many spaces as your dice lets you.

If you reach **the dotted lines**, it means that you have two options:

You can either **continue** in the same shape (level) or circle where you are.

or

You can **move inwards** a level (in other words, you can go from one shape to another, eg. the circle to the square) but you can change levels only once in every move and you cannot move from one level to another twice in a row (which means you must change your dotted line if you want to move to the next level).

You cannot move backwards in shapes (e.g. from the outer square to the outer circle) unless another player hits your piece on the board, which means you should start again from the starting point.

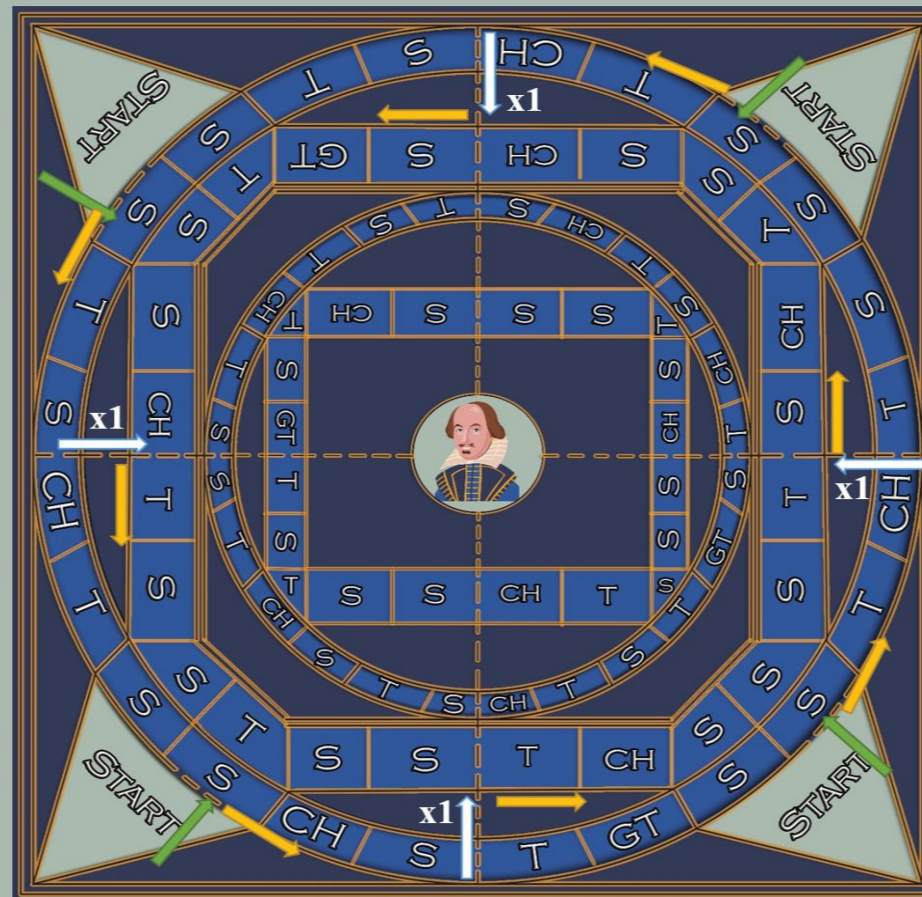
Now, let's see how we should actually play the game.



OTHELLO

A GAME

GUIDE SHEET



What are the rules?

At the beginning of the game every player gets **3 1 point cards** and **2 2 point cards** (you will need these cards in case you fail to do a task or a chance card punishes you.) Leave the other point cards into and let's call that space **the bank**.

To see who gets to start first, all the players must roll the dice at least once. The person who gets a **6** first (or the person who gets the higher number) gets to start the game. You then roll the dice again and start moving on the board (from right to left). Based on what your chance decides for you, you might land on either a story card space (**S**), a task space (**T**), a chance space (**CH**), or a golden task space (**GT**).

If you land on a story space, you should pick a story card and narrate that part of the story of *Othello* to the other players (the parts are very short and it should take under a minute to do so. You then keep that card to yourself, and each card is worth **1 point**).

If you land on a task space, you have to pick a task card and complete the task. If you complete the task successfully, you get a **1 point card**, if you can't, you should return a **1 point card** to the bank. You cannot pass on the tasks!

If you land on a chance space, you should pick a chance card.

If you land on a golden task space, you get to pick a golden task card and gain a **2 points card**. The difference is that you can pass on doing a golden task, which means you don't gain or lose any points.

Make sure you read back of the sheet for more information about the rules of the game.

The game finishes in either of the following 3 ways:

- 1) **All of the story cards** are read (which means you have finished and learned the story of Othello). In this case, the person who has the most points wins.
- 2) Before beginning to play, you decide you want to play only **up to the end of a certain act** (based on the story cards on which every act number is indicated). In this way also, the person with the most points wins the game.
- 3) **Someone reaches to the center point**, in which case the game immediately ends and the person who has reached to the center is the winner!

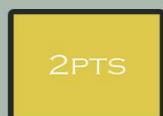


Each containing a little information about the story of *Othello*, these numbered cards are the most important cards of the game! If you land on an **S** space, you should pick and read a story card, draw a sketch of them on the white board, and narrate that part of the story to everyone using your drawings.

The next person who lands on an S space can either build off your drawings or make their own from the scratch. If you are uncertain about how your drawings can look like, watch the video tutorial to see examples of how my students do it in our classes. Don't forget to keep your cards to yourself when you are done telling their story, as they each worth 1 point!



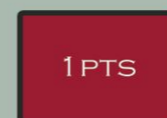
The Golden tasks are tasks that are a little more challenging than the simple tasks. You can get **2 points** if you successfully complete these tasks, and you will lose **2 points** in case you don't. The good news is that you can pass on doing these tasks if you are unwilling to risk. 😊



Chance cards will reward you for your good fortune, punish you for your bad luck, or assign some tasks to you to do.



Other than the story cards, Task cards are the best resources to gain points. You will get a **1point** card when you successfully complete a task, and you lose 1 point if you don't. There are totally 100 task cards in the game.



OTHER GAME PIECES



USEFUL QR CODES



VIDEO TUTORIAL



FOLGER'S OTHELLO



WEBSTER DICTIONARY



GLOSSARY OF LITERARY TERMS

