

S A R G O N

WORLD CLASS CHESS

FOR MACINTOSH

MANUAL

credits

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I. Introduction

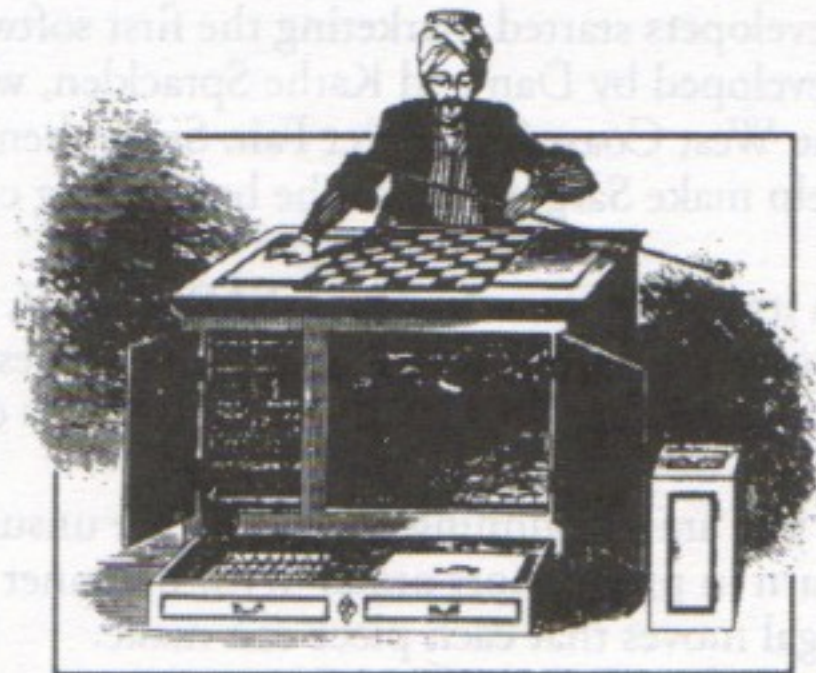
ABOUT chess

Although shrouded in antiquity, the game of chess seems to have originated in India around the sixth century AD. Its Sanskrit name was Chaturanga, meaning "four-armed" and referring to the four branches of the Indian army — Infantry, Cavalry, Elephants and Chariots. From these four branches evolved the chess pieces we use today — the Pawns, the Knights, the Rooks and the Bishops.

The object of the game is to overcome your opponent's King by attacking him in a way that leaves him no escape. At your disposal are sixteen pieces — eight Pawns, two Rooks, two Knights, two Bishops, a Queen and your own King. Each type of piece has its own set of rules and its own way of moving around the 64-square board. Although most people can master the moves in an hour or less, it takes years of dedication and study to master the game itself.

BARON von kempelen's chess playing machine

The Baron's "Turk" represented the dawn of computer chess, for it was then that man first conceived the idea of a machine beating another human at chess, the most intellectual of human endeavors. When Baron Von Kempelen unveiled his chess playing machine in 1770, he went to great pains to avoid any accusations of fraud. Before the demonstration began, he opened all



of the doors and drawers in his machine to reveal nothing but a collection of gears, cogs and springs. What he did not open, however, was the secret compartment housing the diminutive chess master, who would sit for hours in a severely cramped and uncomfortable position, moving pieces about with a clever assembly of levers and pulleys. It is no small tribute to the human spirit, therefore, that the chess masters thus hidden (for there was a series of them over the years) managed to win a majority of their games, claiming as one of their victims none other than Napoleon Bonaparte himself.

Now, a little more than two centuries later, we may be looking at the realization of Von Kempelen's dream, when a machine is able to take on the world's best. And this without a living, breathing chess grand master hidden inside.

computer chess for everyone

In 1977, Steve Jobs and Steve Wozniak started marketing the first personal computer, and in 1978, software developers started marketing the first software for personal computers. It was also in 1978 that SARGON, developed by Dan and Kathe Spracklen, walked away with top honors in the computer chess tournament at the West Coast Computer Fair. Since then, the Spracklens have polished and fine-tuned their chess engine to help make Sargon one of the best-selling chess programs of all time.

In its current incarnation as **SARGON V**, Sargon has not only grown stronger (with an estimated rating exceeding 2300 on the United States Chess Federation rating scale), but has also grown friendlier, with tutorials and annotated games to help players of all levels improve their game.

If you are a beginning player and are unsure about the way the different pieces move, Sargon can help you learn in pretty short order. With Beginner Mode turned on in the Tutorial Menu, Sargon shows you all the legal moves that each piece can make.

highlights of sargon v

- Annotated Games gives the player feedback for each possible move in a position, explaining why some moves are better than others.
- Tournament Play sets Sargon's playing strength at its highest, and sets time controls to tournament standards for the ultimate challenge.
- Opening moves from master games, including the 5th match between Anatoly Karpov and Garry Kasparov for the World Chess Championship, in the fall of 1990.

II. Getting started

system requirements

- Mac Plus or greater
- System 6.0.7 to 7.1 supported
- Hard disk drive with 2 MB available
- To play music: 68020 or higher processor

For Black and White

- 2.5 MB RAM with min 1200K available

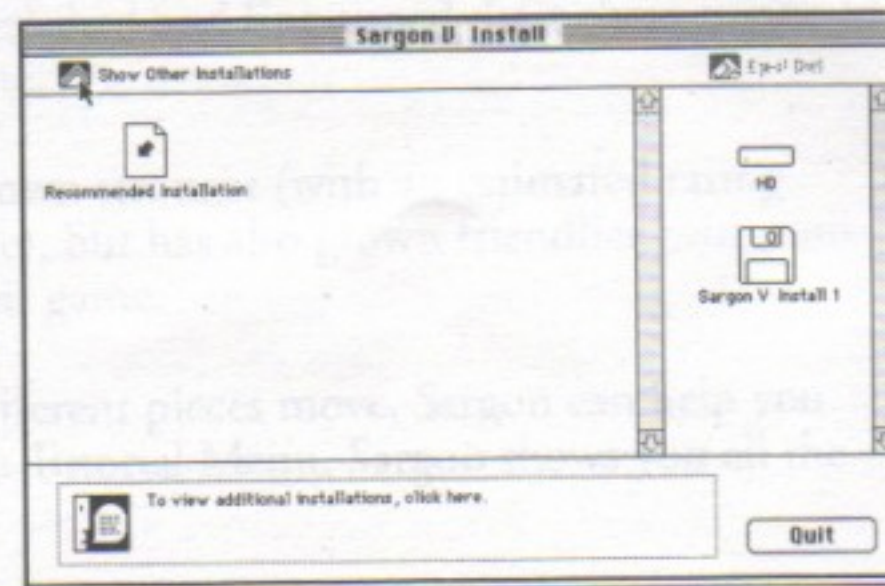
For Color

- 4 MB RAM with min 1500K available
- 640 x 480 x 256 (8-bit) color graphics
- Color monitor

installation

1. Insert the Sargon V Disk 1. Double-click on the Sargon V Disk 1 icon and then double-click on the Sargon V Install icon. The Sargon V Mac version 1.0 information will appear; click on the box where this information is displayed to continue.
2. The Installer window will now appear. It is divided into three sections: The lower portion of the window is a help box that will list information and instructions depending on where the mouse arrow is pointing; the left side shows the installation option available to you, and the right side shows an icon for each disk on your system.

Click the Show Other Installations icon on the Sargon Installer window to display the Full Installation option.



The installation options are:

- **Recommended Installation** – This installation verifies the type of computer system you have and installs only what is necessary. For example, if you are installing to a black and white system, the Recommended Installation will only install the information required to run Sargon using black and white graphics.

NOTE: *If your color monitor is set to black and white while you are installing Sargon V and you are planning to switch the setting back to color, you must use the Full Installation. If you use the Recommended Installation while your color monitor is set to black and white, the color files will NOT be installed. Without both color, and black and white files installed, the game will crash if you try to play while your monitor is set to color.*

- **Full Installation** – This installation will do a complete installation regardless of your system's specifications. Use this installation if you will be transferring Sargon V from a black and white Macintosh to a color Macintosh.

To install, choose an installation option and drag it's icon to the hard drive icon (on the right side of the Installer window) to which you want to install Sargon.

3. Once your computer has finished with Disk 1, you will be prompted to insert the Sargon V Disk 2. After all the installation information has been copied from this disk, click the Quit button to exit the Installer. You will then need to reinsert Disk 1 to complete the installation process.
4. When you're ready to play a game of chess, go to the Sargon V folder created during the installation and open it. Then, just double-click on the Sargon V icon.

Note for black and white Macintosh users: Sargon V ships with its minimum memory requirement set at 1500K. The minimum needed for black and white Macintoshes is 1200K. To lower this number, use the following instructions:

Go to the Sargon V folder and highlight the Sargon V program icon by clicking on it once. Select Get Info from the File menu; click in the Minimum memory size field (or the Application Memory size field if using System 6) at the bottom of the window, and change the size to 1200K. Now close the Get Info window. A message will appear, warning you that the Minimum size (or Application size) is being set below 1500K (or Suggested size). Select OK (or YES if using System 6). After this procedure is completed, Sargon V will run on your black and white system as long as you have 1200K of available memory to run it.

Notes on enhancing performance: The performance of Sargon V can be enhanced by raising the Preferred Memory size (or Application Memory size if using System 6) of the game. Sargon V keeps track of alternative moves with the use of its RAM or memory available to it. So, the more memory you have to run the game in, the more effectively Sargon can evaluate its position and the range of possible moves. This will result in a stronger game, and make Sargon a much more challenging opponent.

To increase the Preferred Memory size (or Application Memory size): Go to the Sargon V folder and highlight the Sargon V program icon by clicking on it once. Select Get Info from the File menu; click in the Preferred memory size field (or the Application Memory size field) at the bottom of the window, and change the size to a higher number. Now close the Get Info window. It is very important that you DO NOT change this to a number greater than your Macintosh's available memory. If this number is set higher than your available free memory, the game may freeze. If Sargon V freezes, you must then restart your computer and re-adjust the Preferred (or Application) Memory size to a lower number.

III. moving the pieces

using the mouse

To move a piece on the board with the mouse, just click on the piece and drag it to a legal destination square to complete the move.

Sargon's menu bar is displayed over the chessboard at all times. To display a menu's options, move the pointer (while still holding down the button) up to the menu's title. You can then select from the various options by dragging the pointer down to the desired option and releasing the mouse button, just like on any other Macintosh menu.

using the keyboard

You can use the keyboard to enter moves directly, as though you were entering text. Simply enter the piece's originating square, followed by its destination square and press ENTER. Each square on the chessboard is defined by a unique letter-number pair, the letters referring to each of the eight "files" (or columns) and the numbers referring to the eight "ranks" (or rows). The left-most file is known as the a-file, and the eight squares it contains are referred to as a1 (for the lower left square) through a8 (for the upper left square). Similarly, the eight squares in the b-file are referred to as b1 through b8, and so on to the h-file.

For example, to move a Bishop from the square c4 to the square f7, simply type c4f7 and then press ENTER to complete the move. If you use the 2-D board, you'll see the Move List, and this feature will become more apparent.

There are also some keyboard shortcuts you can use to select certain menu options:

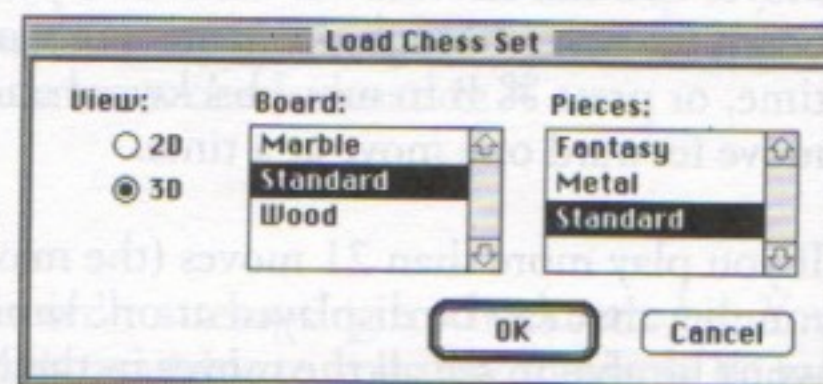
- ⌘ N New Game
- ⌘ O Resume Game
- ⌘ W Adjourn
- ⌘ S Save Game
- ⌘ P Print
- ⌘ Q Quit
- ⌘ M Force Move
- ⌘ R Retract Move
- ⌘ B Move Back
- ⌘ F Move Forward
- ⌘ H Hint
- ⌘ D Do Hint
- ⌘ I Invert Board

IV. setting your preferences

Sargon has default settings for the type of display (3-D board and pieces), the sound or music it plays to signify the end of a move, as well as a number of other settings that set the tone and flavor of the game. But you can change these settings and other default settings available in the Sargon menus by just clicking the appropriate buttons and then clicking OK. Sargon will use the new settings from that point on. Refer to "The Menus" section for more information on the options available.

selecting a chess set

You can play chess on either a 3-D or a 2-D board. The 3-D board is a more visually pleasing display, but you can change to the more useful 2-D display at any time by choosing Load Set... from the Features Menu. Just click the 2-D button, and click OK. Load Set... allows you to choose between the two different display types, as well as different pieces and boards. Click on your selections for a chess set, and then click the OK button.



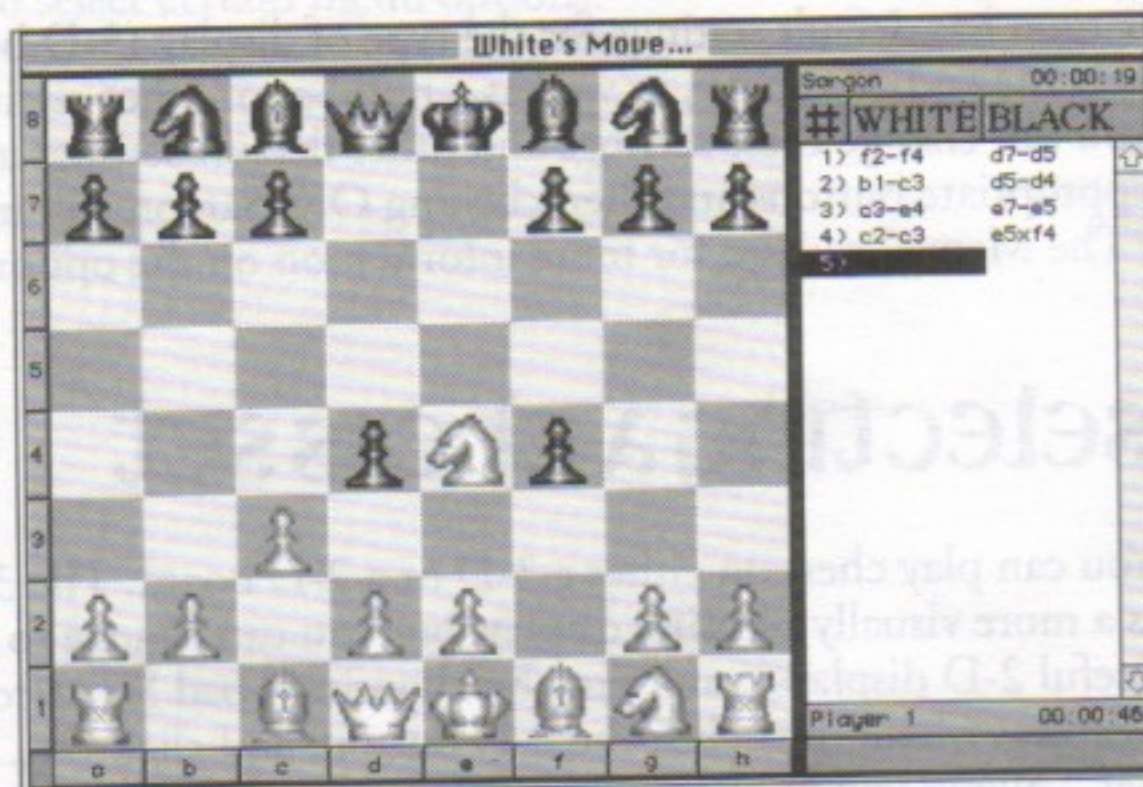
using the 2-d BOARD layout

The 2-D display gives you more than just the board, pieces and a timer. It also displays a Move List—a list of the moves that have been made. Since chess is an intellectual endeavor, chess players enjoy conducting "post mortems" after a game is over to analyze what might have been. Sargon makes it easy to navigate around a game, whether it's a game in progress or a previously saved game.

You can use the Move List to restore your board to an earlier position in a game by clicking a move from the list. Clicking a move highlights it and takes you back to the position just before that move; to make that move, just click the next move. You can also use the arrows on your keyboard to move through the game one move at a time, or press ⌘ B to move backward and ⌘ F to move forward one move at a time.

If you play more than 21 moves (the maximum number that can be displayed at one time), you won't be able to see all the moves in the Move List box. Just click the scroll bar which is to the right of the Move List to scroll through the list to any previous moves. As soon as the desired move is visible, you can click it to restore your board to that position in the game.

If you go to an earlier position in the game, and then play a different move, Sargon assumes that you want to try playing an alternative strategy to that game. In that case, Sargon will prompt you to save the original game as a separate file. You can save any number of variations of the same game as a separate file. Note: Sargon saves the entire game, not just the moves that are different from the main variation.



V. special rules of chess

If you are not already familiar with all the rules of Chess, including some special rules, you may be caught by surprise by some of the examples in the annotated games, or by some maneuvers Sargon may use against you. It is not the purpose of this section to explain all the rules of Chess in detail, but rather to help the novice player understand some special situations that may occur.

If you are not already familiar with the way the pieces move, Beginner Mode should be of some help to you. But that mode, in and of itself, won't help you understand the en passant, capture, or castling moves— or the reason why some moves are forbidden to you when you are in or near a check situation.

Check and Checkmate

Sargon's goal is to checkmate your King; your goal is to prevent this while attempting to checkmate his. You may never move into check; for this reason, moves which are normally available to you may suddenly be forbidden. For example, you may never move your King into direct line with an opposing Queen (nor move a piece which would expose your King to such an attack); otherwise, the Queen would be in a position to "capture" your King, which is not allowed in Chess.

If you are in check, you have three options: move the King out of check, place a piece between the King and the attacker (unless the attacker is a Knight), or capture the attacker. If you can't do any of these, you're in checkmate, and you lose the game. If you're not in check, but can make no legal move, that's a stalemate, and Sargon will call it a draw.

En Passant

If you move a pawn two squares forward and the resulting placement is next to an opposing pawn, Sargon may immediately capture your pawn with his, placing his pawn in the square you had "passed over" in your two-square move. (In reality, you moved through a square which was in the opposing pawn's "line of fire,"

and he took you in passing that square.) If Sargon doesn't take advantage of this special move immediately after you make it, your Pawn is safe from this particular threat for the remainder of the game.

Castling

You may "castle" your King only once during a game, provided that certain conditions exist. Castling permits you to place your King in a safe location and also brings the Rook into play. Your back rank must be empty of pieces between your King and the Rook you are castling with. Move your King two squares towards the Rook; Sargon will recognize that you are castling and will move your Rook for you, provided that all other conditions are met. Your King and your Rook must not have moved before, and you may not castle out of check, or through check, or into check. You may castle kingside or queenside, or not at all, no matter what Sargon does.

Promoting

If a pawn survives to the farthest rank of the board, it is immediately "promoted." You are given the choice of promoting your pawn to Queen, Rook, Bishop or Knight at the instant it arrives in the far rank, which may even cause an immediate check situation on the opponent's King. But you can't move the newly promoted piece until your next turn.

General Strategy Hints

- Control the center. Move your central pawns before the ones at the edges of the board.
- Move your Knights and Bishops early on.
- Don't try for checkmate in the first few moves; it usually doesn't work.

- Castle early in the game.
- Try to capture more pieces of value than Sargon does. Use the following as a general guide to the value of pieces:

Queen	9 points
Rook	5 points
Knight	3 points
Bishop	3 points
Pawn	1 point

Note: Sargon will never display these as point values; they are offered only as a guide for strategy use.

- Capture pieces with less-valuable pieces whenever possible.
- If your opponent makes a move that was not the move you anticipated, re-evaluate your position before moving. Is one of your pieces now under attack? If so, can you defend it or get it out of trouble? Did he leave another piece undefended by his move?
- Protect your King before attacking the opponent's King; he has a plan too!



VI. the menus

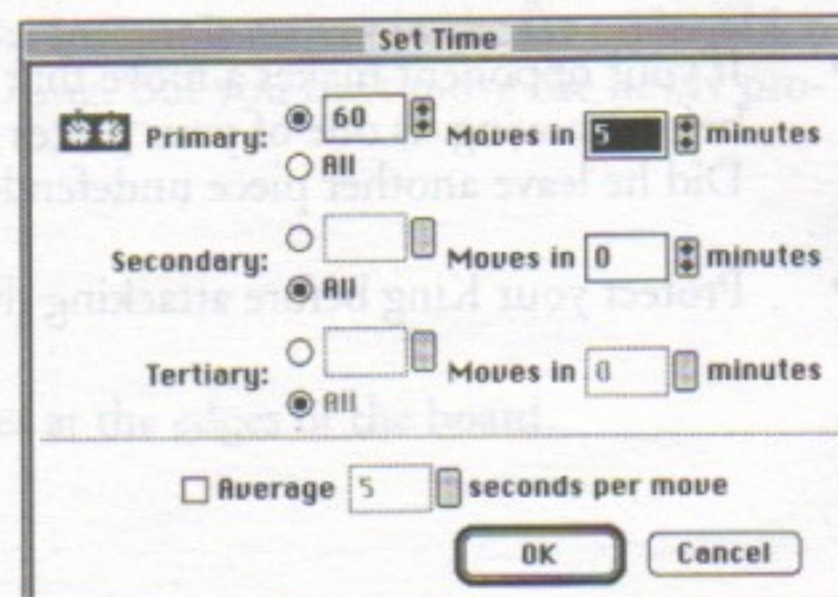
some general notes

Not all menu options are available at all times. For example, if you are in Tournament Play (see Play Menu), you cannot select Force Move or Retract Move from the Special Menu, since these options would give you an unfair advantage over Sargon and negate the purpose of Tournament Play. In such cases, the menu option will be grayed-out to let you know that it's not available.

Note that some menu options are followed by a two-character keyboard shortcut command. You can use keyboard shortcuts instead of selecting the option with your mouse at any time, provided that you are at a point in the game when that particular option is available.

An option that is followed by an ellipsis (...) will display a dialog box after you select it, offering further options to select. For example, selecting By Time... from the Level Menu brings up a Set Time dialog box where you can specify the time parameters for your games.

Whenever you are in such a dialog, you can make changes to the options available by clicking your new selections and pressing OK, or you can click CANCEL to exit the dialog box without making any changes.



The 'Set Time' dialog box is a rectangular window with a title bar. It contains three sections for setting time limits: Primary, Secondary, and Tertiary. Each section has a radio button for 'All' and a numeric input field for 'Moves in' followed by 'minutes'. Below these is a checkbox for 'Average' with a numeric input field for 'seconds per move'. At the bottom right are 'OK' and 'Cancel' buttons.

Category	Radio Button	Moves in	Unit
Primary:	<input checked="" type="radio"/> 60	5	minutes
	<input type="radio"/> All		
Secondary:	<input type="radio"/>	0	minutes
	<input checked="" type="radio"/> All		
Tertiary:	<input type="radio"/>	0	minutes
	<input checked="" type="radio"/> All		

☐ Average 5 seconds per move

OK Cancel

Apple Menu

About Sargon V

Provides information about the software, including copyright notices, the version number, and the development team.

File Menu

New Game ⌘ N

Starts a new game using the current parameters (playing strength, time controls, etc.).

Resume Game... ⌘ O

Allows you to open a saved game and resume game play. Select Resume Game... and locate the saved game you want to play; click on it to highlight it and then click the OPEN button to resume the selected game immediately.

Adjourn Game ⌘ W

This option allows you to adjourn a game in progress and resume it at a later time with all its current settings intact. Sargon saves the adjourned game exactly where it left off and automatically starts a new game, unlike a game saved using the Save Game option.

Save Game

⌘ S

Lets you save the current game using the standard Macintosh file-saving method. The Save Game option saves your game, but allows you to continue playing the currently saved game.

Save Game As...

This option saves the current game under a different name. It's often useful to use Save As... to save the same game under a different name, or in a different folder or hard drive, especially if you are using Sargon to play through or analyze a variation. That way, you could save the original game under one name, and the analysis or sub-variations under another.

Revert to Saved

This option lets you restore your current game to the position you were in the last time you saved.

Print...

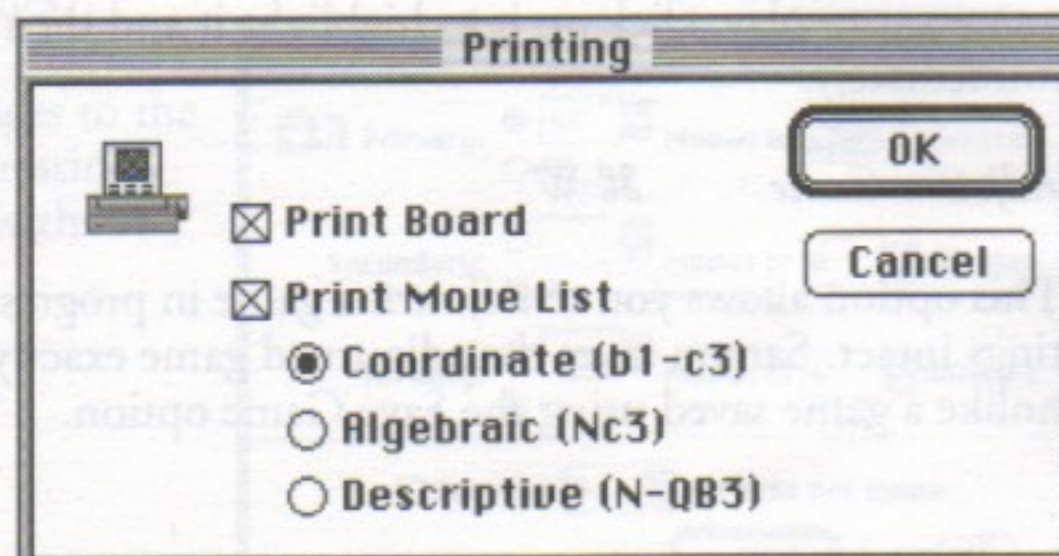
⌘ P

The Print option allows you to print the current board position and Move List for the current game. You can choose to print the Move List in one of three forms of notation. (See the Notation... option in the Special Menu.)

Quit

⌘ Q

Select this option to quit Sargon V.



Play Menu

Sargon vs. Human

This is the default setting which allows you to play against the computer.

Sargon vs. Sargon

This mode is a self-play mode which lets you watch Sargon play against itself. Sargon plays both sides of the game, using the settings you have chosen (level, time, etc.).

Human vs. Human

This is a two-player mode which employs Sargon as a referee for games between two flesh and blood players. Sargon makes sure you make no illegal moves or exceed your time.

Blindfold

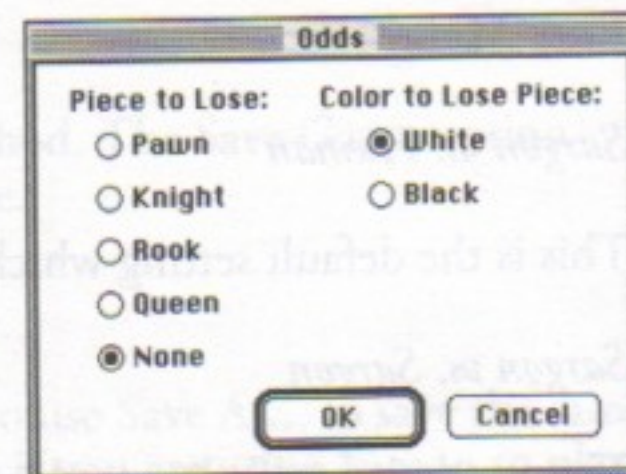
This setting allows you to play a game without being able to see the pieces. A piece becomes visible only when either side is making its move; the pieces are invisible the rest of the time.

Tournament Play

Use this setting to play Sargon at its most difficult. Sargon doesn't allow move retractions or other forms of "fudging." So you will notice that many "cheating" options will not be available when playing in Tournament mode — such as, Force Move, Hint, Change Board Setup and Mate Finder. The Tutorial Menu is also not available during a tournament game.

Odds...

This option allows you to force Sargon to play under a handicap. You can make Sargon play with one less Pawn, or without one Knight or one Rook or the Queen. The odds used in Sargon V do not conform with standard odds used in chess to allow for ease of use, giving the player some leeway in handicapping Sargon.

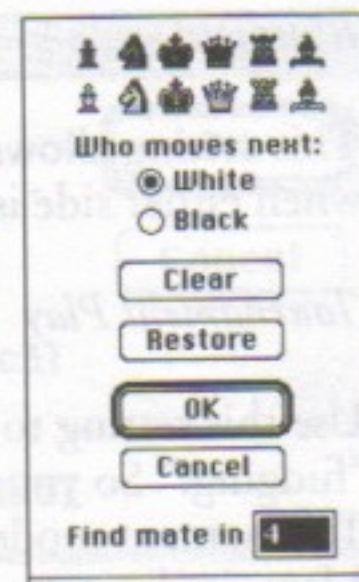


Odds games have long been used as a way to equalize differences in playing strength. Some chess products attempt to equalize differences by having the algorithm make near-random moves, often resulting in substandard chess. But even using odds handicaps, Sargon can play excellent chess, while giving the player a fighting chance.

Note: Since odds games use a non-standard board configuration, Sargon can not reference its book of opening moves in this mode. See *Cancel Openings* on page 20.

Mate Finder...

Mate Finder... is a feature designed to help you solve chess problems; it was not intended to help you during the course of a regular game. Set up a position and have Sargon search for a checkmate in a specified number of moves. By setting up the board position and entering the number of moves to mate, you can have Sargon help you analyze game positions or solve chess problems. When Sargon finds the mate, it displays the correct moves on the 2-D board Move List. To play through the sequence of moves, simply click the move on the Move List or use the keyboard arrows to highlight it; you can also press \mathbb{H} + F to move forward a move, or \mathbb{H} + B to move back a move.



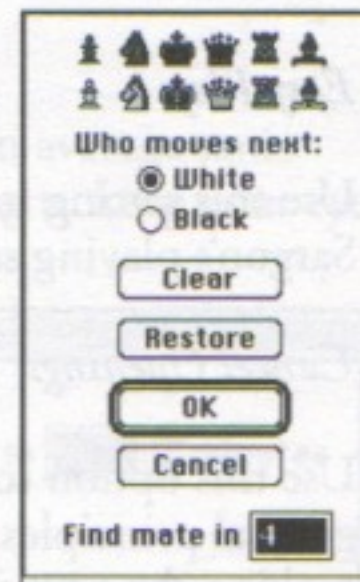
Note: If you are playing a game and you suspect that you are near a solution and want Sargon's verification of it Sargon will prompt you to save your game before using Mate Finder.

Change Board Setup...

This option brings up a new window containing piece icons and other options. The 2D board remains on the screen (or appears if you are in 3D mode) and continues to display the current game position.

You can modify the current game position by moving pieces around the board or by moving piece icons onto the board from the setup box:

- To move a piece around the board; click it to pick it up, and then click its destination square to place it.
- To add pieces to the board, click a piece icon in the setup box, and then place it by clicking on its destination square.
- To remove a piece from the current board position, just click it and do not click on an empty square while the pointer still shows the piece icon you wish to remove.
- To clear the board and start from scratch, just click the Clear button. And to restore the board to its original position (at the time you selected Change Board Setup...), click the Restore button.



The Change Board Setup... option also lets you specify which side moves next; just click the White or Black button. Click the OK button to resume the game with the new board setup, or click the CANCEL button to quit the Change Board Setup... without making any board setup changes.

Level Menu

Easy Play

Use this setting to stop Sargon from thinking when it's your turn to move. This will effectively reduce Sargon's playing strength by a small increment.

Cancel Openings

Use this option to deny Sargon access to the opening book and force Sargon to consider all of its moves from general principles. If openings are not canceled, Sargon will consult its "book" of opening strategies before making the next move.

Level 1 to Level 8

These level options give you a quick and easy way to set Sargon's playing strength—from Level 1 (the weakest) to Level 8 (the strongest). Level settings are relative and are based on a combination of depth and time of search.

Infinite

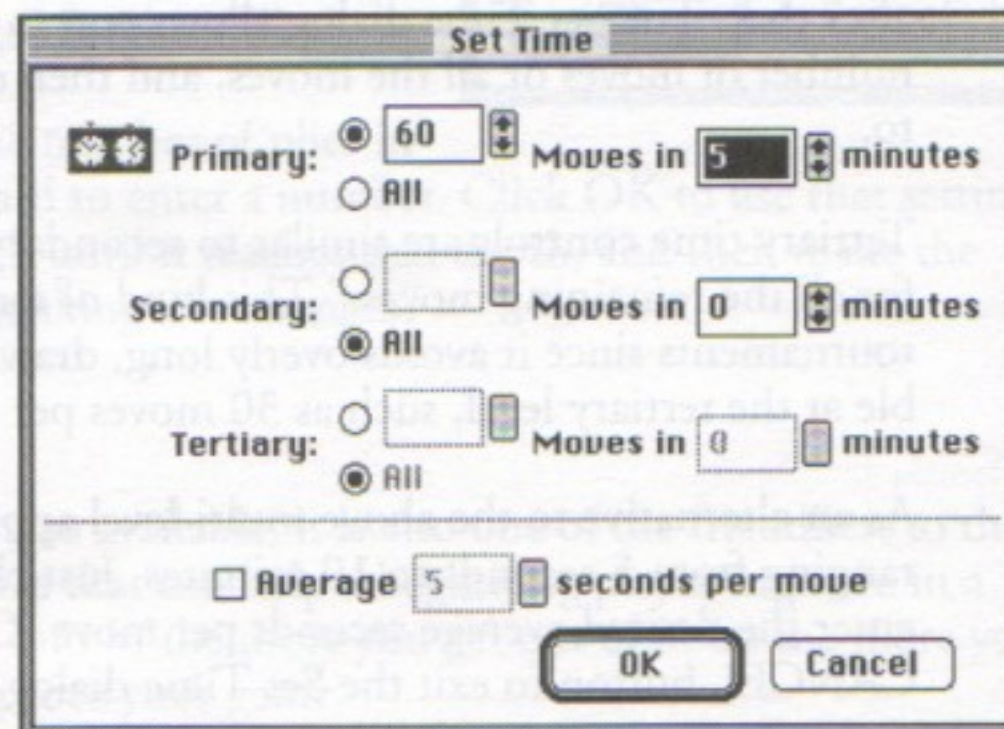
At this level, Sargon keeps searching until you instruct it to stop by selecting Force Move from the Special Menu.

Equal Time

This option lets Sargon keep track of the time you spend thinking, limiting its moves to an average same time. This is a good way of seeing how your thinking compares to Sargon's, without having to keep your eye on the clock.

By Time...

This level allows Sargon to play its best game, subject to the time constraints in the Set Time dialog box. Select this option to display a dialog box where you can set three levels of time controls: Primary, Secondary, and Tertiary.



The 'Set Time' dialog box contains three sections for time controls. The 'Primary' section has a radio button selected next to '60' in a box, followed by 'Moves in 5 minutes'. The 'Secondary' section has a radio button selected next to 'All', followed by 'Moves in 0 minutes'. The 'Tertiary' section has a radio button selected next to 'All', followed by 'Moves in 0 minutes'. At the bottom, there is a checkbox for 'Average' with '5' in a box, followed by 'seconds per move'. 'OK' and 'Cancel' buttons are at the bottom right.

<input checked="" type="radio"/> 60	Moves in 5 minutes
<input type="radio"/> All	
<input type="radio"/> []	Moves in 0 minutes
<input checked="" type="radio"/> All	
<input type="radio"/> []	Moves in 0 minutes
<input checked="" type="radio"/> All	
<input type="checkbox"/> Average 5 seconds per move	
OK Cancel	

Primary time controls take one of two forms. In a variant of the game known as Blitz Chess, the primary time controls set a time limit for the entire game. Blitz Chess, popular in Grand Master and college circles, can be set to as little as five minutes to as much as 60 minutes. This means that each player has that many minutes to complete the entire game; the first player to overstep his time loses automatically. To play Blitz, click the All button next to Primary, and enter the number of minutes in the box to the right. Each player will have that amount of time to complete all of his/her moves.

Under standard tournament conditions, time controls are usually multi-level. For example, the first level of time control may be 40 moves in two hours, the second level may be 20 moves in the next hour, and the third level may be all the remaining moves in the last hour. Click the top button next to Primary, and enter the desired number of moves in the adjacent box. For example, you might set the primary time controls at 40 moves in 120 minutes, a fairly common tournament setting. Click the box directly to the right and enter the time (in minutes) you'd like to limit the number of moves to; use the numbers on the keyboard or click the arrows next to the box.

Secondary time controls take effect after the primary controls have elapsed. Most tournaments use at least two levels of time control, such as 40 moves in the first two hours, and then 20 moves per hour after that. The Set Time dialog allows you to input any appropriate secondary time control. Select the number of moves or all the moves, and then enter the number of minutes you'd like to limit the moves to.

Tertiary time controls are similar to secondary time controls. These usually take the form of "x minutes for all the remaining moves." This kind of tertiary control is becoming increasingly popular in modern tournaments since it avoids overly long, drawn-out battles. Other kinds of time controls are also possible at the tertiary level, such as 30 moves per hour.

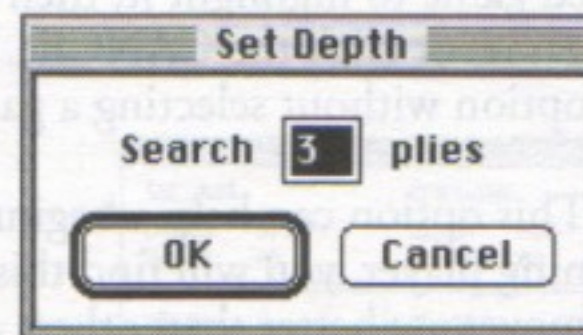
As an alternative to the above multi-level approach, you can specify an average time period per move, ranging from 5 seconds to 10 minutes. Just click the Average box at the bottom of the dialog box and enter the desired average seconds per move. Click the OK button to make your changes, or click the CANCEL button to exit the Set Time dialog box without making any changes.

Note: The "x minutes for all the remaining moves" approach can be used at any of the three levels. The result is Blitz Chess at the primary level (as described above) and some form of sped up tournament play at the secondary and tertiary levels.

By Depth

This option allows Sargon to play the best game it can, subject to the search depth constraints in the Set Depth dialog box. Selecting this option allows you to set the depth—or the number of moves ahead that Sargon will search for the best line of play.

In computer chess parlance, a “ply” is the term used to denote a single move by one side (White or Black), thereby distinguishing it from the term “move” (as in “a 20-move game”) which usually refers to a move by both sides. Search depth refers to the number of plies Sargon looks ahead as it ponders the next move. Obviously, the greater the search depth, the stronger Sargon will play.



To set the depth of Sargon's search, click the box to set the number of plies in the Set Depth dialog box; use the numbers on the keyboard to enter a number. Click OK to use that setting whenever you use the By Depth option. Sargon will search until it reaches that depth, and then make the best move it has found. Click CANCEL to exit without making any changes.

Tutorial Menu

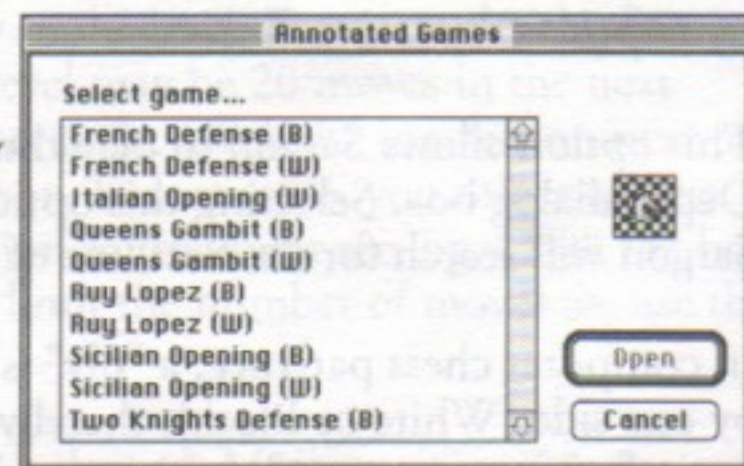
Although Sargon is one of the most powerful chess programs available, it is also one of the friendliest to the chess novice. The Tutorial Menu provides access to features that can help a beginning player improve in a hurry. Of course as with any endeavor, the more you put into it, the more you get out of it. So the more you use Sargon's tutorials and exercises, the faster you will improve your game.

Beginner Mode

With Beginner Mode turned on, just click on a piece and Sargon will highlight the squares it can move to. You'll know if a move is not legal when Sargon does not highlight that square.

Annotated Games...

The Annotated Games... option lets you take the winning side and try to guess the correct moves to make; Sargon also tells you why a move is not the best one to make in that position. Just click on an annotated game to highlight it, then click the OPEN button to play that game, or click the CANCEL button to exit the Annotated Games... option without selecting a game.



This option can help a beginning player understand how a proficient chess player thinks. If you are a beginning player, you will find this feature of great help, since most beginners are often confused about why some moves are better than others and why some moves are simply not good ones. Every time you make an "incorrect" move during an annotated game, a dialog box will appear to explain why. And as in most other games, you can ask for a hint from the Special Menu at any time.

Not all of the annotated games take you completely through to checkmate, but rather end when you have attained an advantageous position, and then allow you to continue playing the position against Sargon.

Features Menu

Load Set...

Lets you choose from a variety of chess sets and boards. The 2-D board offer the special feature of a Move List, while the 3-D boards are more visually interesting.

Move List

This option displays or hides the information in the Move List window when using the 2-D board; the Move List is a list which shows all the moves that have been played in the game. (See “Using the 2-D Board” in Chapter IV.)

Clock

Select this option to display or hide each player's timer.

Search Window

Select the Search Window option to sneak a peek into Sargon's thought processes—select it again to hide it. The left column of the window shows Sargon's analysis of the current position, while the right column shows Sargon's analysis of the previous move. The upper part of the window indicates the depth of the search (the number of moves Sargon is looking ahead), as well as Sargon's evaluation of the position or “score.” This score is based on a scale on which a Pawn equals 100 points, a Bishop or Knight equals 300 points, a Rook 500 points and a Queen 900 points.

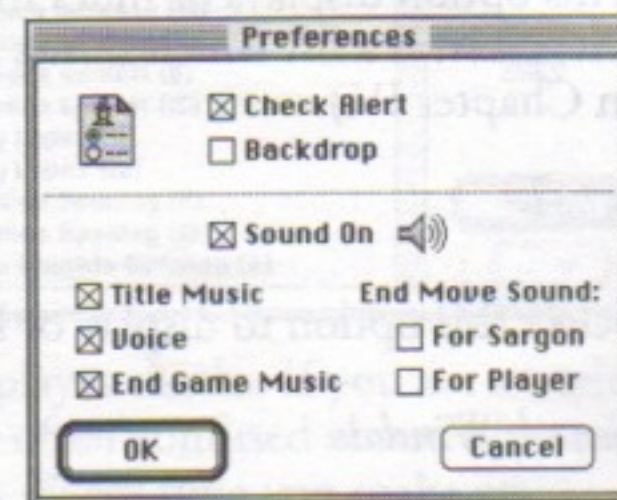
A positive score means that Sargon has evaluated its position as superior, while a negative score means that Sargon has evaluated its position as inferior (and your position as superior). Sargon's evaluation takes into account material differences as well as positional advantages. Some positions can result in extremely high scores. For example, a position in which Sargon has a mate in one move would show a score of 9999. The search window is automatically hidden in Tournament mode.

Current		Previous	
Depth: 6/1		Depth: 5/5	
Score: 66		Score: 62	
e5-d4		d5-d4	
c3-e4		e3-d4	
g8-h6		e5-d4	
d2-d3		d1-e2	
f7-f5		c8-e6	
		c3-b5	
		<input type="checkbox"/> Tree	

You can also check the Tree box if you want to see every possible combination Sargon considers in its thought process. This will result in a more detailed search list in the search window; it will include even the moves that wouldn't be considered favorable.

Note: Selecting the Tree option will significantly slow down game play.

Preferences...



- Check Alert- Click the Check Alert box to receive an audio warning every time either player is in check.
- Backdrop- Select this option to cover anything behind your Sargon board with a backdrop.
- Sound On- Click the Sound On box to turn the Sargon V audio on, click the box again to turn Sargon's audio off.
- Title Music- Sargon will default to the Title Music setting, which means that whenever you start Sargon, it will play its title theme. If you want to turn this off, simply click the checkbox to remove the checkmark and turn off the music.
- Voice- Check this box to turn the Sargon voice messages on; click the box again and remove the check if you do not want to hear audio messages.
- End Game Music- When this box is checked, Sargon will play a little tune to signify the end of a game.
- End Move Sound- This option lets you select a sound (to signify the end of a move) for Sargon, the player, both or neither.

Special Menu

Invert Board ⌘ I

This option inverts the board from Black at the bottom to White at the top, and vice versa.

Change Sides

This option lets you switch sides and play your opponent's game—a useful tool if you find yourself on the losing side.

Force Move ⌘ M

If Sargon seems to be taking too long, or if you have set the game level to Infinite, you can force Sargon to make a move immediately.

Retract Move ⌘ R

With this option, you can retract your last move, and pretend it never happened. The move will disappear from the Move List without a trace. You can keep retracting moves all the way back to the starting position. After choosing this option, you can select Force Move to make Sargon move—but, it'll most likely take the same move again, especially if the move is from a standard opening.

Move Back ⌘ B

Use this function to move back to an earlier position in a game, without removing the intervening moves.

Unlike Retract Move, this option moves the game backward one move at a time without deleting the move from the Move List. As with direct Move List manipulation, the highlight will move backward through the Move List, allowing you to move all the way back to the first move. The Move Back option is available as soon as you make a move, even before Sargon replies, but is unavailable when playing in tournament mode.

If you move back a few moves, you will be unable to continue the game unless it is your turn to move. If you move back to one of your previous moves and if you or Sargon try to make a different move, you will be prompted to save your game. Saving your game at this point will save your game up to the highlighted move.

Move Forward ⌘ F

This option has the same effect on the game as Move Back, but is used to move forward through the game, rather than backwards.

Hint ⌘ H

Ask Sargon for a hint any time (except during the Tournament mode); Sargon will suggest a move for you. If you select Hint during an annotated game or Sargon vs Human play, the piece to be moved will flash. If you select this option a second time, Sargon will make the piece flash, move it to its destination square to suggest a move, then move it back to its original square.

Do Hint ⌘ D

This option, unlike the Hint option, will cause Sargon to complete a move for you at your first request.

Offer Draw...

Offer Sargon a draw. Sargon will accept if it evaluates your positions as equal, or if it determines your position to be superior.

Resign Enable

Select this option if you want Sargon to resign when it finds itself in a hopeless position. If this option is not selected, Sargon will continue to play until it is mated. The higher the level of play, the more likely Sargon is to resign in a losing position.

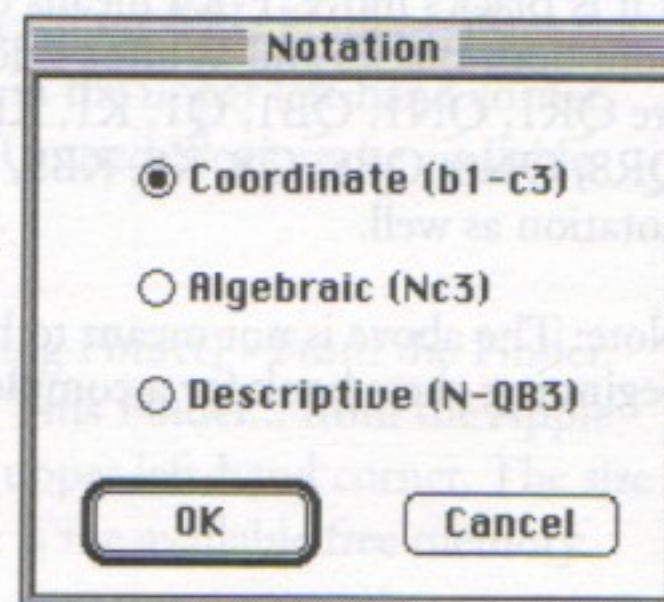
Resign Game

Use this option to resign a game in progress. If you are playing at tournament level, this lets Sargon know that the game is over, and it will not save it as an adjourned game.

Notation...

Use this option to select the form of notation to be displayed in the Move List. You can choose from Coordinate, Algebraic or Descriptive.

Click the Coordinate button to use the standard "computer chess" style of notation in which the move is defined by a reference to the originating square and the destination square. For example, the move e4 (or Pawn to King four) would be written "e2-e4." With coordinate notation, there is no need to refer to the piece being moved, only to the beginning and ending squares.



Click the Algebraic button to use the standard form of chess notation recommended by the United States Chess Federation. With algebraic notation, each square on the chess board has its own unique designation, from a1 at the lower left (with White at the bottom) to h8 at the upper right. Vertical columns of squares are known as "files," while horizontal rows are known as "ranks." Each file has a unique letter designation (a through h), while each rank has a unique number designation (1 through 8).

Moves are recorded by reference to the piece's initial (e.g., K for King, N for Knight, etc.) followed by the piece's destination square. Pawn moves do not use an initial, and refer only to the destination square. A capture is designated by an x, so that, for example, Nxd5 means that the Knight captured the piece on d5. Pawns are a little different. If a Pawn on d4 captures another Pawn on e5, the move would be referred to in algebraic notation as dxe5, or sometimes just de. (In coordinate notation, the move would be referred to as D4-E5). Other special moves are referred to as: O-O (castles King side), O-O-O (castles Queen side), e.p. (captures en passant), and + (check).

Click the Descriptive button. With descriptive notation, each square has two designations, depending on which side has the move. For example, if it is White's move, P-K4 means that the Pawn moves from e2 to e4. If it is Black's move, P-K4 means the Pawn moves from e7 to e5. In other words, each square is numbered from both Black's and White's side. On White's side, moving left to right, the squares on the bottom rank are QR1, QN1, QB1, Q1, K1, KB1, KN1 and KR1. These same squares, from Black's point of view, are QR8, QN8, QB8, Q8, K8, KB8, KN8 and KR8. The same special moves (O-O, etc.) are used in descriptive notation as well.

Note: The above is not meant to be a comprehensive course on chess notation. We recommend consulting a beginning chess book for a complete section on chess notation.

Cancel

OK

VII. TROUBLE SHOOTING

Symptom

Game will not run

Possible Cause

Low memory

Solution

You need to have at least 1200K of available memory for black and white, and 1500K for color to run Sargon V. To check available memory:

System 7 - From the Finder, select **About This Macintosh...** from the **Apple** menu in the upper left corner. The Largest Unused Block is the available free memory.

System 6 (using Multifinder) - From the Finder, select **About This Finder...** from the **Apple** menu in the upper left-hand corner. The Largest Unused Block is the available free memory.

System 6 (using Finder) - From the Finder, select **About This Finder...** from the **Apple** menu in the upper left-hand corner. The size of the Finder is the available free memory.

Symptom

Possible Cause

Solution

Game crashes

Color monitor was set to black and white during installation

If you do not have enough free memory, try quitting out of any other programs that might be running to free up more. Try to run Sargon V again.

Use the Full Installation, or set the monitor to color and re-install Recommended Installation.

Game won't launch, or game freezes

Preferred Memory is set too high

Lower Sargon V's Preferred Memory size (or Application Memory size in System 6) to a number that is lower than your computer's available free memory:

- 1) Write down your computer's available memory size. (Follow instructions for "Game will not run" to find the size.)
- 2) Highlight the Sargon V icon by clicking on it once.
- 3) Select **Get Info** from the **File** menu.

Symptom

Possible Cause

Solution

- 4) Change Preferred (or Application) Memory size to be lower than your Macintosh's available memory size and close the **Get Info** window.
- 5) Double-click on the Sargon V icon.

The computer you are using doesn't have enough available memory

Sargon V needs 1500K available memory to run color; 1200K available for black and white.

Game comes up in black and white

Wrong color setting

Set the monitors control panel to 256 colors or higher. To do this:

- 1) Select **Control Panels** from the **Apple** menu.
- 2) Open the **Monitors** control panel.
- 3) Change the characteristics of selected monitor to be equal to or higher than 256 colors.

Symptom

Possible Cause

Solution

No Sound

Sound level is too low

Raise the Volume in the Sound control panel

- 1) Select **Control Panels** from the **Apple** menu.
- 2) Open up the **Sound** control panel.
- 3) Drag the scrollable bar up one notch at a time, letting go of the mouse button at each notch until the sound is at a suitable level.

Sound turned off in the game

Choose **Sound On** option from the Preferences section in the game.

No music

Sound level is too low

Refer to "No Sound" solution on previous page.

The computer you are using is too slow

You must have a 68020 or better processor to hear music.

VIII. CUSTOMER SERVICE

If you have any comments, questions or suggestions about Sargon V or any other Activision product, you can contact us at (310) 479-5644 between the hours of 9:00 a.m. and 5:00 p.m. Pacific Time or contact a customer service representative through the following on-line services:

Activision BBS: (310) 479-1335

- Available 24 hours a day
- Up to 14,400 Baud
- Settings: 8 Bits, No Parity, 1 Stop Bit (8,N,1)

CompuServe: 76004,2122 or [GO GAMEPUB] in the Game Publishers Forum B

Prodigy: ACTI10B

GENie: ACTIVISION

America OnLine: MEDIAJAKE or use keyword "ACTIVISION" to locate the Activision forum.

Internet: support@activision.com

For customer service outside of the U.S. refer to the RETURNS section at the end of this manual.

IX. RETURNS

Certified mail is recommended for returns. For best service, please be sure to:

1. Send only the original product disks (in protective packaging).
2. Include a photocopy of your dated sales receipt.
3. Enclose:
 - a brief note with your name and return address (typed or printed clearly),
 - a description of the problem(s) you have encountered with the software,
 - name of the product,
 - the brand and model name (and/or model number) of your computer.

In the U.S. send to:

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