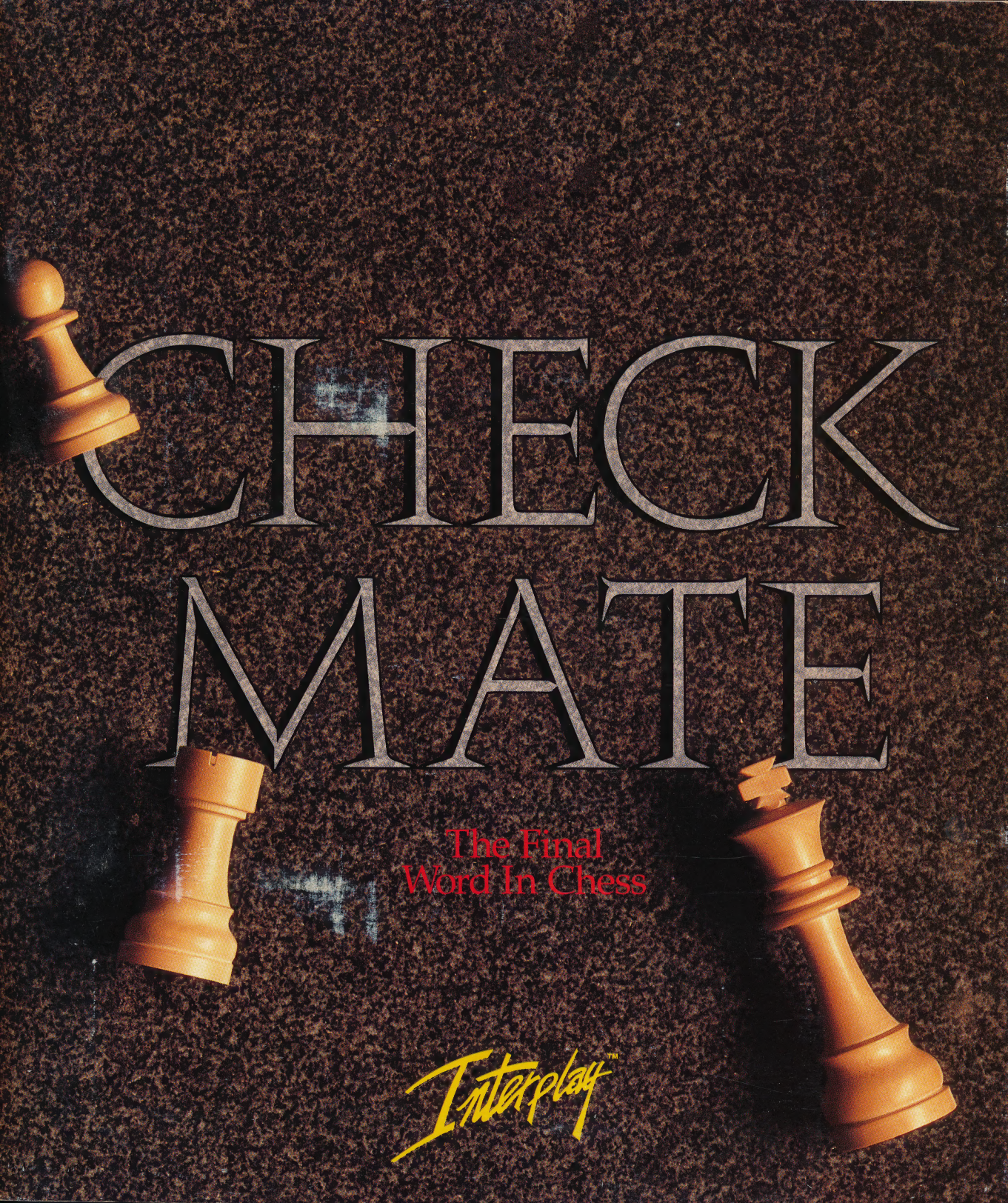

CHECK
MATE
The Final
Word In Chess
Interplay™

Loading the Program

You must play with a backup of your master disk. Back up CHECKMATE onto a blank disk using any copy program or utility. If you are playing CHECKMATE off your floppy disk copy, please be sure to keep the disk in the disk drive while you play - CHECKMATE needs to access the disk at certain times in order to play skillfully and correctly. CHECKMATE may also be installed on a hard disk (see below).

For the Atari ST

CHECKMATE requires an Atari ST or STE with at least 512k of RAM and a mouse. Additional memory will be recognized and result in an increase in playing strength.

To load the program, switch on your machine and insert the disk in drive A. When the desktop appears, double click on the CHESS.PRG icon.

For the Commodore Amiga

CHECKMATE requires a Commodore Amiga with at least 512k of RAM and a mouse. Additional memory will be recognized and result in an increase in playing strength. If you have both a printer and external drive connected and have exactly 512K of RAM, you will need to disconnect your external drive.

To load the program, switch on your machine and insert the disk at the Workbench prompt. It will then load.

If you plan on creating your own piece sets, format a blank disk and copy the contents of the MakePieces directory into it. You can then remove this directory from your backup Checkmate disk to make room for your pieces and more saved games. Refer to the Make Your Own Piece Sets section of this manual.

Hard Disk Installation

CHECKMATE may be installed on a hard disk. These notes assume a certain level of knowledge about general use of your computer and hard disk. Before attempting anything, write protect your master CHECKMATE floppy disk.

For the Atari

Please note that at least 1M of RAM is required to use CHECKMATE from a hard disk. It requires at least 400k of hard disk space.

First boot your machine from your hard disk in the usual way. From the Desktop create a New Folder on your hard disk called CHECKMATE, then double-click on it. With the CHECKMATE floppy in drive A, drag the Drive A icon into the CHECKMATE window, release the mouse button and click on OK in the resulting dialog box.

Once installed, the program may be run by double-clicking on the CHESS.PRG icon in the CHECKMATE folder. Note that the program requires either Low or High resolution.

For the Amiga

Please note that at least 1M of RAM is re-

For the Beginner

Part I of this manual assumes an understanding of chess terminology. For this reason, if you are a beginner at the game of chess, it is strongly recommended that you read Appendix A of this manual, The Basics of Chess, before continuing here.

"...master chess grips its exponent, shackling the mind and brain so that the inner freedom and independence of even the strongest character cannot remain unaffected."
-- Einstein

quired to use CHECKMATE from a hard disk. It requires at least 400k of hard disk space.

First boot your machine from hard disk in the usual way, then insert the CHECKMATE disk in drive DF0:.

If you have Workbench 1.3 running, double click on the InstallHD icon on the CHECKMATE disk and wait for installation. This requires a normal Workbench 1.3 environment.

If you are in a CLI or Shell, type

newcli
execute df0:installhd

Advanced users may look at the shell script to determine the exact steps taken by the installation process and modify them to suit their own needs. The default installation copies all files to a new directory called CHECKMATE created on the SYS: volume.

The installed version may be run from Workbench by typing

cd sys:CHECKMATE
chess

from the CLI.

Please note that at least 1M of RAM will be required to run CHECKMATE from a Workbench environment, or from a machine that has a hard-disk connected.

CHECKMATE will multi-task with other programs (subject to at least 1M of available memory) and is fully compatible with accelerator cards utilizing 68020/030/040 processors.

How To Enter The Code

As it loads, CHECKMATE will display several of its 3-D piece sets that you will be able to choose from. It then will display a code screen for you to access the game. You will be asked to look in Appendix C of this manual at the "Great Games From History" section in the back and type in the move requested from the game. Press RETURN and you can begin play.

Example: In Game 3, what was white's 11th move? You would then type in "B-N5" without the quotes and press RETURN. Note that white is always the first column of moves and black is the second.

A Quick Guide To CHECKMATE

After you have successfully entered in the code, CHECKMATE will show you the 2-D board. You are now ready to begin playing a game against the computer. You move the white pieces while the computer moves the black ones at the top of the screen. It is your move.

You can move your pieces in one of three ways:

1. You can pick up the piece you want to move by moving the arrow cursor to your selected piece and clicking the left mouse button. You can then move the piece to its desired destination and set it down by clicking the left mouse button again. If you decide not to move the piece, move it back to its original square and click once. If you try to move a piece illegally, CHECKMATE will stop you.

2. You can click on a destination square for a piece with the left mouse button. If only one piece can move to that square, it will move automatically. If more than one piece is eligible to move to that square, then CHECKMATE will highlight the piece it suggests. If you agree, you can simply click on that space again. If you disagree, you can click on the piece that you want to move or cancel the move by clicking somewhere else entirely. (This is called "Intuitive Move".)

3. You can type in the move with algebraic notation using the coordinate system on the sides of the board (e.g. E2-E4 will move your king's pawn ahead two spaces.)

CHECKMATE starts you out playing at its difficult Tournament level of play, making a move approximately every twenty seconds (sometimes more, sometimes less, depending on the situation).

Of course, these options can be changed, and many others can be added with the menu options explained later in this manual.

Special Moves

Castling

Just move the king. CHECKMATE will move the rook for you.

En Passant

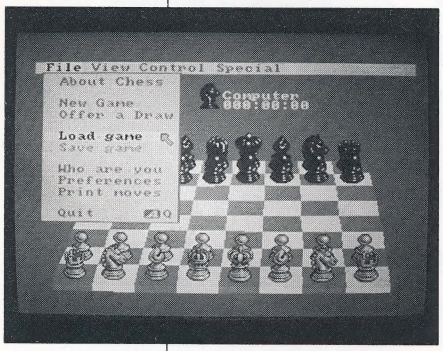
Just move your pawn to its destination square (one behind the pawn you are capturing "in passing").

Promotion

If your pawn reaches the opposite end of the board CHECKMATE will query you for promotion to Queen, Rook, Bishop or Knight.

CHECKMATE Menus

The menus in CHECKMATE are implemented in slightly different ways on different machines, but the menus all have the same menu items.



For the Atari ST *- - A normal GEM menu is used, except that the menu titles will not appear until the cursor is moved into the top area of the screen. On a monochrome monitor the cursor must also be in the left-hand, top half of the screen. Certain menu items have keyboard shortcuts, activated with the Alt key; these are shown in the menus.*

For the Amiga *- A normal Intuition menu is used, accessible by pressing the right mouse button. Menus are blocked during disk access and during piece movement; pressing the right mouse button at these times will cause the mouse to freeze until the action has completed, when the menu will be drawn. Certain menu items have keyboard shortcuts, activated with the right-Amiga key, and these are shown in the menus.*

The keyboard shortcuts for various menu items are shown alongside them in the menus.

Menu items may be disabled if their usage is inappropriate, for example Take Back a move at the start of the game. In general most menu items will be available from the board display screen. Menu items that are currently selected (in use) have a check mark beside them.

File Menu

About Chess

This displays some information about the program, together with the size of the transposition table. A transposition table is used to increase the playing strength of the program and will be allocated on machines with 1 Megabyte of memory or more. For example on a 1040ST this table will normally be 512k, on an expanded A500 this will be 256k. The exact size will depend on the particular machine configuration.

For the Atari ST *- This option is on the Atari menu, not the File menu.*

For the Amiga *- While this dialog is displayed, the normal Intuition screen gadgets are available at the top of the screen to facilitate multi-tasking with another application.*

New Game

This starts a new game. You may wish to Save the old game first as it will be lost when the new game begins.

Offer a Draw

This offers a draw to the computer. Depending on the game situation, the computer will either accept or decline.

Load Game

This will quit the current game you are playing and load in one saved to disk. You can then Replay or Fast Forward the game to the last move made.

Save Game

You may save the current game to disk for later review. Note that you do not just save the current position, but the entire move history, allowing complete replay of the game. You can save to your backup of your master disk or to a separate formatted save disk. If you run out of space on your disk, you can format a blank disk on which to save your games or delete previous games from your workbench.

Who Are You

This allows you to enter your name instead of HUMAN on the board display.

Preferences

This allows you to save certain options to your backup disk so that each time you load CHECKMATE these options will appear. You can also always load in the original default values. The options that are saved are: 2D/3D display, Orientation, Sliding, Touch & Move, Fast Moves, Intuitive, Book Control (all settings), Palette, Coordinates, Learning, Thinking, Who Are You, and Aggressive Play.

Print Moves

The move list will be sent to your printer. Your printer must be connected to the parallel port and be on-line. The Amiga version also allows you to print the move list to a saved ASCII file on your disk. Select **DISK** when prompted and you will then be asked to name your file.

Quit

This returns you to the operating system.

View Menu

3D/2D

This flips between the two-dimensional and three-dimensional board views.

Pieces

This allows you to choose alternative 3D piece sets. When the menu comes up, click on the desired piece set and then OK to select it or CANCEL to exit without changing the pieces.

Palette

This allows you to change the colors of the pieces and board. If you like them a lot, this information can be saved using Preferences (see above).

Perspective

This option is only available when the 3D board is displayed. Selecting it will allow you to rotate, tilt, and change the size of the board.

Coordinates

This shows (or hides) the standard algebraic chess coordinates. It is available only when the 2D board is displayed.

Orientation

This allows you to select which side of the board that you wish White to play from.

Sliding

Selecting this option allows you to control the way the pieces move. If on, the pieces move around by sliding. If off, the pieces will simply jump from their starting location to their new location.

Touch & Move

If this option is selected, you must move the first piece that you select to move. You will not be allowed to select pieces that have no legal moves.

Fast Moves

This option, when selected, allows players' moves to be entered very quickly using the mouse, normally only with a single click. When enabled, clicks in the board area act as follows:

Click on a piece: If the piece can only make one legal move, its move will be made automatically. If it can make more than one move, it will be picked up and you should then click on its destination square, just like the normal method of move entry.

Click on an empty square: If only one of your pieces can move to that square, it will do so automatically. If more than one piece can move to the square, the destination square will be highlighted and CHECKMATE will wait for you to click on the piece to be moved. If you change your mind, click somewhere that is illegal, or press any key.

Click on an enemy piece: If only one of your pieces can capture the enemy piece it will do so automatically. If more than one piece has this opportunity, the destination square will be highlighted and the computer will wait for you to choose the piece to make the capture.

Intuitive

This is an extension of Fast Moves, described above, and is not available unless Fast Moves have been selected.

When a square has been highlighted because more than one piece can make the move, as described above, CHECKMATE will intuitively choose the most likely piece that can move to the square, highlighting the most likely origin square. If you agree with CHECKMATE's intuitive choice, just click again on the destination and the move will be executed. If you disagree, click on the desired origin piece which will then move to the destination. If, after the first click you decide to make a different move, just click anywhere on the screen that is not valid, or press a key.

Control Menu

Swap Sides

If you select this option, CHECKMATE will play the white pieces and you will play the black ones. Selecting this option a second time will change back to the normal settings. Note that this option will take CHECKMATE out of Autoplay and Supervisor Mode.

Autoplay

If selected (shown with a check mark) CHECKMATE will play a game against itself, until stopped by selecting this option again.

Supervisor

If selected (shown with a check mark) CHECKMATE will allow human versus human play where the computer will supervise play and allow only legal moves.

Move Now

Selecting this interrupts CHECKMATE's thinking and forces it to play its best move found so far.

Replay

This option can be selected after a Take Back, a Rewind, or a Load Game has been selected. It will step through the game one move at a time. You can Replay through each move made one at a time until you reach the last move made.

Rewind

Selecting this option takes back all moves made to the start of the game. You can then Replay back through them if you wish.

Fast Forward

You can select this option only after a Take Back, a Rewind, or a Load Game. It will Replay an entire game without stop until you press the ESC key or it reaches the last move made.

Take Back

Selecting this option will take back the last move made. You can take back as many moves as you like until the start of the game.

Learning

If selected, CHECKMATE will add moves it considers strong to its opening library. This learning process occurs after the result of the game is known. At that time, CHECKMATE will ask you if you would like the opening added to the library. Upon confirmation, the opening moves will be added to the MOREBOOK.TXT file (further details of this can be found in the Opening Library section later in the manual). If you use this feature, make sure you are playing on your backup disk.

Thinking

If selected, CHECKMATE will try to predict your next move and use your time to consider its response. In our tests, CHECKMATE predicted correctly about 30% of the time and thus gained substantial free thinking time. If you don't want CHECKMATE to have this advantage, turn it off.

Book Control

This allows great control over how the opening library works. For further information, see the CHECKMATE Opening Library section later in this manual.

Special Menu

Hint

CHECKMATE will suggest a move for your next possible move.

? (Keyboard Only)

Typing a ? character from the keyboard will give you a suggested move which can be edited and/or accepted for immediate play. This feature is only available when it is your turn to move.

Show Info / Show Board

This flips between the Board display and the Information screen display. The Information screen has the following features:

- Tournament clocks showing the total time used in the game.

- The list of moves, including the time, in seconds, taken for each move. Regions of the move list where CHECKMATE has thought for a short time indicate either play from the opening library, moves in which the program has been guessing your next move or moves where CHECKMATE thinks the position is simple. Alternatively, moves in which CHECKMATE thinks for much longer than average, are ones in which you have played the program into difficult situations.

- Time, in seconds, that CHECKMATE is trying to limit each move.

- Score (measured in pawns) for the current best line-of-play. A positive score indicates that CHECKMATE thinks it is winning.

- Best line-of-play found so far. This line will be from 7 to (typically) 15 moves deep at tournament time levels.

- Current move that the program is thinking about and its iteration number.

- Captured pieces by both sides.

When you are done here, return to the menu and click on Show Board to return to the board to continue playing your game

What If?

Basically, What If? allows you to investigate lines of play within the game tree of moves. You can discover whether the search algorithm finds a line you may be interested in and why (or why not) it rejects it. For example, you may think the program has just missed a checkmate chance. You would take back that last move and use What If? to enter the line-of-play you consider interesting.

The dialog box will prompt you to enter the line-of-play (up to ten moves deep) and its "iteration number". [CHECKMATE's algorithm searches again and again with a progressively greater search depth until reaching a time control. This progressive searching is known as "iterative deepening".]

If CHECKMATE's search comes across the selected line-of-play it will display it in an alert box. After clicking on OK, another alert box should then open as the same line-of-play is analyzed nearer the start of the line-of-play.

Suppose you entered:

E2E4 E7E5 G1F3

The alert displays:

E2E4 E7E5-G1F3 finds the line

Next alert is:

E2E4-B8C6 D2D4 B8C6 is preferred

This tells you that the program found your line-of-play but preferred a different one. As for the minus sign appearing between two of the moves, this denotes the depth at which a decision about the line-of-play is being made. Normally you will see windows with lines-of-play showing the minus sign falling back to the start of the line-of-play. If one of these alerts is missing, it is because the program thinks the selected line-of-play is so inferior it won't look at it further!

If no alert is displayed at all, this will be because your line-of-play was not found. It may have been illegal, too deep for the search or rejected as uninteresting lower down the line-of-play. In these last two cases, try again, but with fewer moves in the line-of-play (or larger iteration number) until the search finds it. You may want to temporarily select Infinite Time to fully observe the results.

When you've finished with this feature, *you should call up the What If? dialog box and cancel it.*

Your Grade

This unique feature abandons the current game and presents you with a series of twenty-four chess positions, for each of which you will need to suggest up to four candidate moves.

On the basis of your replies CHECKMATE will estimate your current grade. You should allow yourself about two minutes per position.

During Your Grade, the Intuitive Move option is disabled, though Fast Moves is still available.

At the end of the test your estimated grade is displayed based on the internationally recognized ELO scale, along with a summary of the moves chosen, together with the correct moves for the unsolved positions.

We've tested this grading function on a number of chess players of known strength and it appears to give quite accurate results to around +or - 50 ELO points. Interplay would welcome further reports from players of known grade as to the accuracy of the test to enable us to refine it in future releases.

The following two menu options are available only when using Your Grade or My Grade:

Go to Next: This option will allow you to skip over the current position and go to the next one.

Terminate: This option will terminate the grading process and start a new game.

My Grade

CHECKMATE will attempt to solve the above test positions, according to its currently set time allowance. CHECKMATE, itself, scores well in excess of 2000 ELO at two minutes per move, placing it in the candidate master class, an exceptionally impressive achievement for a personal computer chess program.

Computer chess theory suggests that a doubling of speed (or time allowance) gives a further 100 points on the ELO scale. In practice this increase tends to fall off at higher grades, indicating that chess programs need to do more than just look-ahead deeper to beat the chess Grandmasters! You could test the rate of change of grade yourself for CHECKMATE by grading it at different time allowances.

Set Time

This allows you to set CHECKMATE's level of play; you can select a weak or strong opponent.

Weak Opponent

You can select ten separate levels from Orangutan to Gorilla (with apologies to any simian players). These levels are most suitable for complete beginners.

Orangutans play legal chess moves selected virtually at random, rather like playing coffee-house chess.

Gorillas select the best available move found without using any search look ahead. The intermediate levels have a greater or lesser chance of playing weak moves.

Strong Opponent

CHECKMATE selects its move according to its powerful search algorithm. You should enter the average time (in minutes and seconds) you would like the program to play each move. There are four play modes to choose from:

Tournament: This is the strongest level,

and CHECKMATE averages out its time for each move according to its time spent so far in the game. For example, if CHECKMATE has been quickly playing moves from its long opening library and/or correctly guessing your next move, it can then afford to spend more time on its moves during the later stages of the game. Alternatively, if you play CHECKMATE into a difficult position, it will spend more time trying to get out of trouble and subsequently speed up on its following moves.

- **Average**: CHECKMATE will try to stick to the selected move time for every move.
- **Matching**:CHECKMATE will spend roughly as long thinking about its moves as you spend thinking about yours.
- **Infinite**: CHECKMATE will think indefinitely, until you interrupt its thought by selecting Move Now.

Aggressive Play

If you turn this on, CHECKMATE will play its most competitive and aggressive game. It defaults to OFF.

Set Clocks

This option can only be used at the beginning of a turn. If selected at any other time, it will wait until the beginning of the next turn and then allow you to set the clocks. You can adjust the clocks to any time you desire.

Set Draw

By default, CHECKMATE treats drawn positions as equal. This unique feature allows you to use a strategy often favored in tournament play. You may want the program to avoid draws at all costs (select Draw=Lose), or you may want to set the program to play for a draw (select Draw=Win). CHECKMATE also allows for various permutations of these extreme positions.

Alter

This allows you to set up the board any way that you want.

You may want to clear all the pieces from the board by selecting the Clear Pieces menu option, then adding pieces one at a time.

Pieces may be added by selecting the color and type from the menu (the cursor color will reflect the piece chosen), then clicking on the desired board square.

Pieces may be deleted by selecting Delete Piece (the arrow cursor will change to a cross-hair), then clicking on the piece to be deleted.

You may start playing from one of the ELO test positions by selecting Load Test Position. After the position is set you will automatically be returned to the main Chess program.

Once you have set the board up as desired, select Finished to return to the main Chess program. CHECKMATE will test for impossible positions (more than eight white pawns, no king, king of side to move in check, etc.) and prevent you from playing on from such a position. If the board is legal, CHECKMATE will then prompt you for which side will move first.

Pause

This allows you to pause the game and temporarily halt the timers, so you can, for example, answer the telephone without incurring a time penalty.

Help

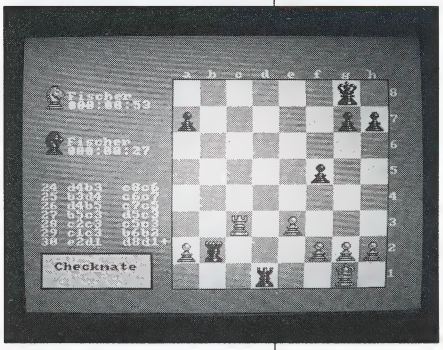
This allows you to quickly review what the menu options do. When selected, the cursor changes to "help". Select which menu option you want to review and a text window will come up explaining what it does. You are then given the choice of getting help for another option or returning to your game.

CHECKMATE's Special Features

Check and Checkmate

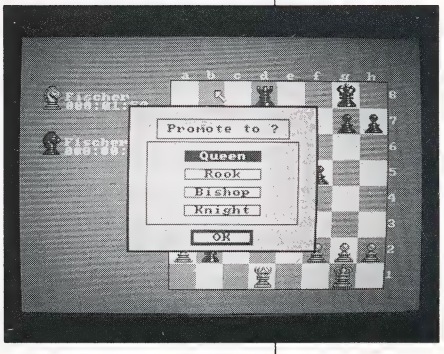
When a move is made that puts a king in check, a "+" will appear beside the move list on that move.

If checkmate is achieved, a message will appear informing you of the mate. You can then either start a new game or Take Back moves or Rewind the game.



Pawn Promotion

When a pawn reaches the eighth rank, a window will appear in the center of the screen. This window contains four pieces, Queen, Rook, Bishop, and Knight, and you can promote your pawn to any of them by clicking on the desired piece and clicking on OK with the left mouse button.



En Passant

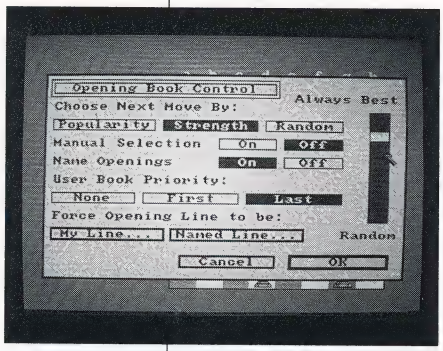
CHECKMATE supports and allows en passant movement. Simply move your pawn to its destination square and the passed pawn will disappear.

If you witness a pawn capture with the pawn moving behind an opponent's pawn, you have witnessed an en passant. See Appendix A if you are unfamiliar with this.

Castling

If it's legal to castle (as discussed in Appendix A), you may move your king two spaces to his destination square. The rook will know what to do on its own.

CHECKMATE's Opening Library



An opening library is a database of opening lines (*a line is a sequence of moves*). The inclusion of an opening library allows the computer to play moves early on in the game very quickly, giving it a time advantage later on in the game, and also allows CHECKMATE to set and avoid various opening traps. (*An opening library is also known as an opening book* - this is important to know since, for its own use, CHECKMATE refers to "lines" and different opening "books". For that reason, those terms are used here where appropriate).

The opening library in CHECKMATE contains over 300,000 moves. Special techniques have been used to compress the data into only 150,000 bytes of disk space.

CHECKMATE allows great control over the decision-making processes of the opening library via the Book Control dialog box, accessed from the Control menu.

Choose Next Move By

When the computer needs to choose between two or more moves within the opening library, it can do so in one of three user-selectable ways. They are as follows:

- **Random**: In this mode each of the lines of play are equally likely to be chosen. This is similar to the way most other chess programs work.

- **Strength**: The opening library contains strength information and this is used in this mode. Selecting this option will cause a slider to appear, allowing selection between Always Best and Random modes. With Always Best the strongest move is chosen; with Random the strength is hardly taken into account at all. The slider allows anywhere between these two extremes to be set. You should note that 100% Best eliminates practically all traces of randomness!

- **Popularity**: Selecting this option will cause a slider to appear, allowing selection between Common and Rare modes. With Common, the most popular lines will be chosen; Rare will give the less popular lines a proportionally greater chance of being chosen. The slider allows anywhere between these two extremes to be set.

The default setting is Random.

Manual Selection

When the computer has to make a decision between two or more possible moves in the opening library it will use the criteria as defined above. For even greater control, and for the sake of curiosity, if Manual Selection is On, a dialog box will appear showing all the moves the computer is contemplating. Its intended move is highlighted, but you can cause it to choose any of the others by clicking on the other move, then the OK button. Alternatively, you can click on Exit Book to force the computer to stop using the opening library and to start thinking for itself. With this option On, you will be informed when the opening library in no longer being used via an alert box.

Manual Selection defaults to Off.

Name Openings

CHECKMATE has a database of named opening lines, such as Queen's Gambit and Sicilian Defense, and these names will be displayed when an opening line is recognized if this option is On. The dialog displaying the named opening will disappear after five seconds, or after a mouse click or key-press. Please note that the database of named openings is much smaller than the full opening library; we have just chosen some of the more popular and romantic sounding names for inclusion in the name-database. You can play a particular named opening using the Named Line option, described below.

Name Openings defaults to On.

User Book Priority

As well as the large built-in opening library, there are two supplementary opening library files. One of these is an ASCII file which can contain opening lines of your own, created with a word-processor in ASCII mode. The file can be up to 6000 bytes in size and each line must contain the moves in algebraic notation, such as e2e4 b7b6. Each move sequence must be on its own line. Any spaces in the file will be ignored.

If the Learning option is selected then another supplementary file will be created. This will contain any opening moves the computer thinks are good that it has learned from its own thought processes and from its human opponent. This file is also ASCII but should not be edited or written to, though you can use it as the basis for your user book file, i.e., by copying portions of it into the user book file then deleting it.

The User Book Priority option allows control of when the user book (and learned openings) is investigated - before or after the main book file, or not at all.

User Book Priority defaults to Last, i.e. after main book.

Force Opening Line To Be

The computer will normally choose an opening line from one of the book files, as described above. However you can force it to play a particular opening line by using one of these two options. Note that you can only select these options at the very start of a game, before either side has moved.

My Line

This allows you to enter a move sequence of up to twelve half-moves (in algebraic notation) that will be used as the opening line.

Named Line

This displays a scrollable list of named opening lines that you may choose by clicking on with the mouse. This list only shows the named openings - the number of un-named openings in the main opening library is many times larger!

Once you have selected a forced opening line, the computer will play it as long as it makes sense; if you selected **e2e4 g7g6** then started out with **d2d4**, the computer obviously can't use the forced opening line so it will instead use one of its book files, which it will also do when your forced opening runs out.

A forced opening will remain until cleared, by selecting My Line and clearing the first move, then clicking on OK.

If you wish to play a forced opening but have forgotten which move you are supposed to make to continue the opening, press the ? key or select Hint.

Book Files Used

All files concerning the opening library are in the BookData folder. They are as follows:

BOOK.BOK	Main opening library file
OPENINGS.BOK	Named openings file
MOREBOOK.TXT	ASCII file created with Learning option
USERBOOK.TXT	ASCII file of user opening lines

Only the latter two files are human-readable and only the last file should ever be edited.

Making Your Own Piece Sets

(Amiga Only)

To create your own piece sets you need to create a development disk. Format a blank disk and copy the contents of the MakePieces directory from your master disk. You also need the software program Deluxe Paint III.

Load Deluxe Paint III into your Amiga in 16 color mode and Lo-Res (320 x 200) format. Then load Palette from your development disk. You will see two sets of empty boxes. The first set is for the White pieces and the second for the Black. Draw each piece within each box being careful never to touch or cross the outlines. The pieces must be placed in the following order:

Bishop, Pawn, Knight, Rook, King, Queen.

When you are finished, save your file as User1 or User2.

From your development disk, type:

convert User1 User1.dat

(or **convert User2 User2.dat** if you saved under User2).

If all goes well, copy your User1.dat or User2.dat to your backup Checkmate disk in the Pieces directory.

You can then select User1 or User2 from the Pieces menu and play chess with your own piece sets!

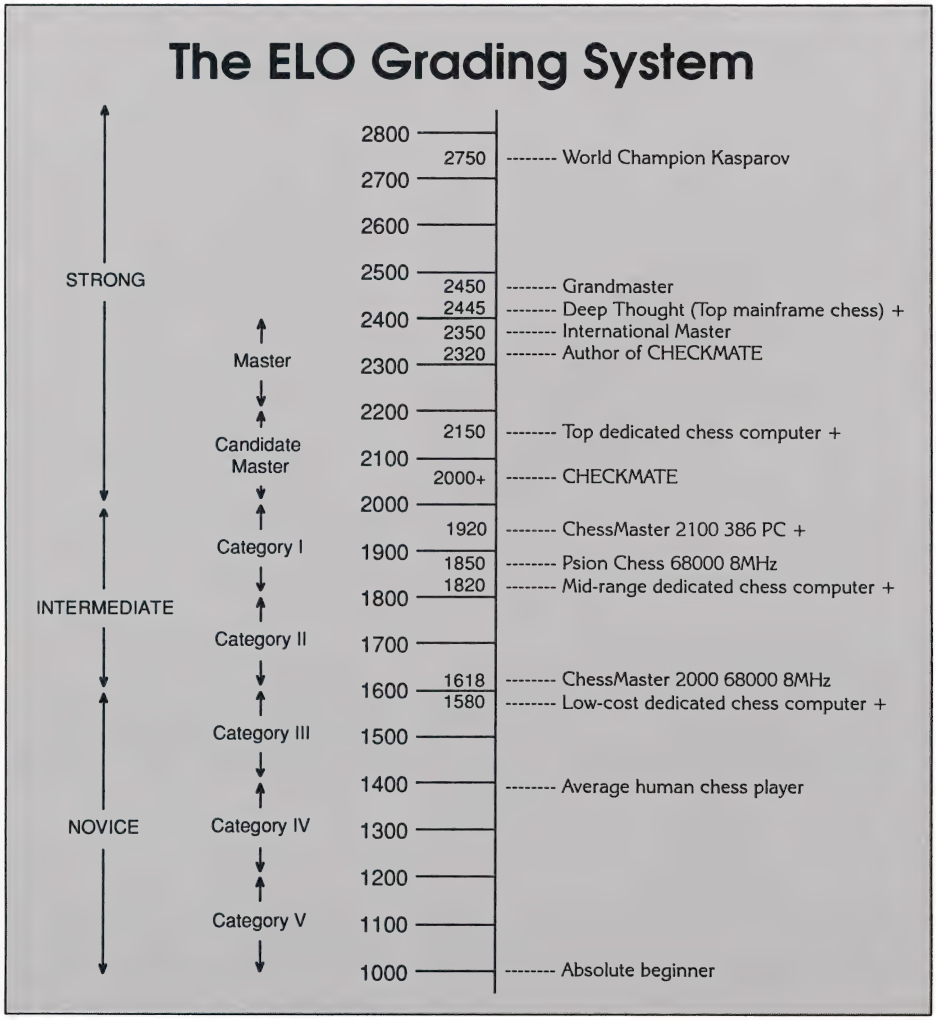
Playing Strength of CHECKMATE

We estimate the rating of CHECKMATE running on a standard ST or Amiga to be well over 2000 on the ELO scale.* This places it in the Candidate master or Strong Club Player class and CHECKMATE is the only Personal Computer Chess program able to claim such a high rating. With additional memory the ELO rises still further, and, with a faster processor, even higher grades result.

To convert from BCF (British Chess Federation) to ELO, use the formula:

ELO = BCF x 8 + 600

To convert from ELO to USCF (United States Chess Federation) you should add around 100 points to the ELO rating.



***The ELO Grading System:** Gradings are taken from International Computer Chess Association listings or estimated by using test positions, results of test game series and intuition.

Estimated grades (denoted with a +) will have a margin of error, but should give a good guide to the relative strengths of the programs.

At the end of 1989 the Swedish rating list downgraded all computer chess programs by around 70 grading points on the grounds that human chess players are much more used to playing against computers than before.

The ELO ratings given above reflect this downgrading.

CHECKMATE vs Other Chess Programs

During the development of CHECKMATE, a number of games were played against other 16-bit chess programs in the following manner:

Ten consecutive games were played against each program at a rate of 30 to 45 seconds per move with an equal number of whites and blacks for each program. All programs were set to play at their strongest (opening book on, thinking in opponent's time, best play mode etc.).

Games were considered won (one point) as a result of mate or material advantage where a clear win could be seen. Games were considered drawn (half a point) if neither side could demonstrate a win with material level.

Of course these results cannot be guaranteed precisely in every set of games, but they do give a very good guide to the relative strength of the programs.

CHECKMATE beat the following programs:

ChessMaster 2000
Software Toolworks
ST/Amiga 9-1

Colossus Chess X
CDS
ST/Amiga
9 1/2-1/2

Psion Chess
Psion
ST
7-3

Sargon 4
Spinnaker
PC
9 1/2-1/2

Common Problems Experienced By Users

1. The program works fine, but I can't get one of the menu features to function at all.

This is most likely to be an out of memory problem, probably caused by the presence of a desk accessory or another program previously loaded into the computer memory and still resident. Switch off your computer, leave it off for at least ten seconds and re-load from your backup.

2. The program works fine but I can't save any games to disk.

The save disk may be write-protected or already full. Try again using a blank formatted disk.

3. The program cheats. Sometimes when I move a pawn, the program moves its pawn and my pawn disappears.

This is not a form of cheating, but a type of move which chess beginners have often not heard of, called en passant. It means capturing a pawn "in passing" and was introduced to chess in the eighteenth century in order to prevent blocked positions arising too easily.

4. The program won't let me make my move.

If your king is in check, or a move would result in your king being in check, then only moves which get the king out of check are permitted.

"Hence if the knowledge of the chess-master were built into a computer program we should see not master chess but something very much stronger . . . . To capture in a formal descriptive scheme the game's delicate structure - it is here that future progress lies."

-Professor Donald Michie
"Programmers' Gambit"
New Scientist, 1972

Technical Details

For the technically minded, or the curious, or anyone that has read the manual this far, we thought it may be useful to give an indication of the work involved in a program of this complexity by describing the Atari and Amiga versions in a little technical detail.

Although it is difficult to appreciate, the majority of computer games consist mainly of graphics and sound data; very little of the machines memory is used for actual program. CHECKMATE is very different. The actual chess-playing program code (or engine, as it is known) is around 100k, making it one of the biggest (and most complex) games, in terms of code size, available. (It takes rather more code to calculate a good chess move than it does to move a spaceship across the screen, for example!). The remaining 300k or so is made up of data tables (for the Chess Engine to use), user interface code and graphics data.

For the computer-chess afficionados amongst you, CHECKMATE uses a type-B search method (i.e. brains instead of brute force).

CHECKMATE consists of around 30,000 lines of 68000 assembly-language and has been developed over a period of four years. Its author, Chris Whittington, ex-Master Level, is constantly updating and improving it to maintain and strengthen its position as the best Chess program available on a microcomputer today.

Appendix A

There is a darkness over the battlefield. The wind sighs gently and there, in the distance, comes the flash of lightning and the rumble of thunder. With a sudden gust of wind, your warriors appear- the King, the Queen, two each of Bishops, Knights and Rooks, and before them all, a row of pawns. Waiting, your King turns to you, ready to order his servants forward to their deaths in your battle to rule the field. Yet you hesitate. In that moment, you hear the clank of armor as the wind grows stronger, and somewhere nearby, there comes the sound of metal upon metal as one of your warriors draws his blade, impatient for the coming slaughter. Suddenly, the thunder crackles overhead and lightning flashes shadows upon the checkered board. The time is come. There can be no more delay. The storm is upon you, and so too the battle. You make your choice-a pawn marches forward against the darkness opposing you. And here, the game begins....

The purpose of this appendix is to show you how to play the game of chess. This will include the basic rules of the game, the movement patterns of each piece, some simple suggestions to help you win, and an explanation of the different phases of the game.

Basics of Chess

The object of the game of chess is identical to that of many other games, specifically, defeating your opponent. In chess, this is done by placing your opponent's King in checkmate.

The Basic Basics

Here are the rules of chess in a nutshell:

- Two opponent's play against each other. One player is usually White, and the other, Black.
- Each player has one King, one Queen, two Rooks, two Bishops, two Knights, and eight Pawns.
- The object of the game is to put the opponent's King in checkmate.

> *Chess is a sea in which a gnat may drink and an elephant may bathe.*
>
> *- Proverb from India*

- The White player moves first and then the two players alternate moves. You must move when it is your turn.
- You may only move one piece per turn (with the exception of castling; see the section titled Castling.) A move occurs when a piece goes from one square to another square. Each kind of piece moves in its own individual way, described in the section titled, The Individual Pieces.
- No piece (except the Knight) may jump over or pass through any other piece on the board when it moves. Only one piece can be on a square at a time.
- Any piece may capture any of the opponent's pieces by landing on the same square with it. The captured piece is removed from the board and is out of the game. You may only capture one piece per turn.
- When an opponent's piece threatens the King and that piece could capture the King on the next move, the King is said to be in check.
- If your King is in check, you must either move the King out of check, block the attack with another piece, or capture the piece putting your King in check. If

you cannot escape check in one of these ways, the King is in checkmate, you lose, and the game is over.

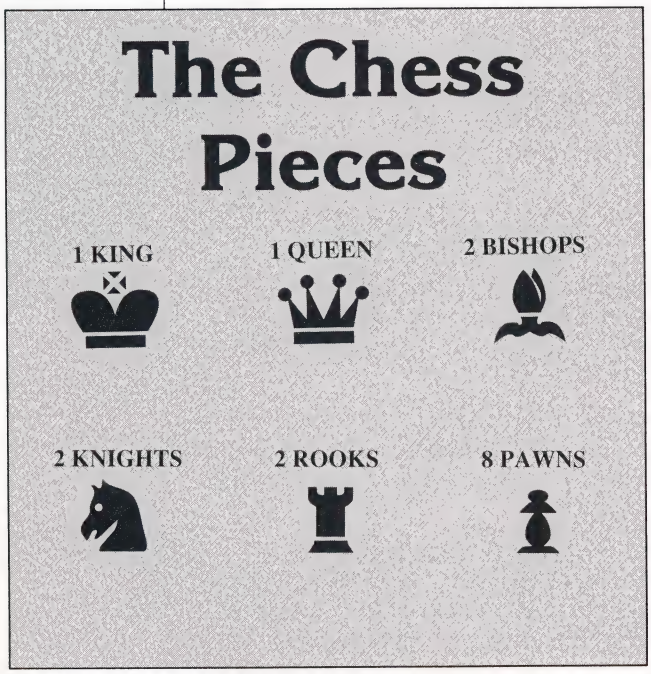
The Pieces

In Chess manuals the pieces usually appear as below.

The Board

As you can see by looking at your screen, the chessboard consists of 64 alternating Dark and Light squares - 32 White and 32 Black. For the purpose of this manual, the light squares and pieces will be referred to as white and the dark as black, to match traditional chess notation. The squares are arranged in 8 rows of 8 squares each. When you boot up CHECKMATE, all the pieces are in their starting positions. All chess games start from this initial position.

Fig. 1



Movement

In the game of Chess, White always moves first. This means that the player controlling the White pieces moves one White piece for his or her first turn. The Black player moves next, also limited to one move for one piece. The actual game itself, then, consists of the players making a series of alternating moves, one piece at a time-specifically, White first, then Black, then White, then Black, and so on until the end of the game. The only time that a player may move more than one piece per turn is during castling (see Castling), and this may occur only once per player in any game.

Movement Restrictions

With the exception of the Knight, all chess pieces must move in straight lines. Some chess pieces may move on the rank, that is, in any straight line across the board (see Figure 2). Other pieces may move on the file, that is, in any straight line up and down the board (see Figure 3). And there are other pieces which move on the diagonal-specifically, in any straight line of squares that meet at one corner only (see Figure 4). Some of the pieces may even move using a combination of these-on the rank, on the file and/or on the diagonal.The only restriction on this movement is that you cannot move your pieces through or into a square already occupied by another one of your pieces (again, the only exception to this is the Knight-it can move through or over any pieces, but it cannot land in a square already occupied by a piece unless it intends to capture that piece). You can move a piece into a square already occupied by one of your opponent's pieces, however, provided you have a clear line of attack-this is your primary method for capturing an opponents pieces (specific methods of attack will be covered under each individual piece description).

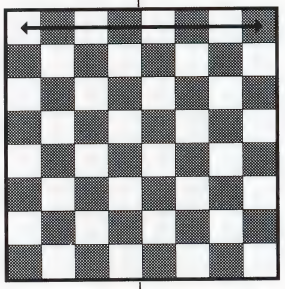


Fig. 2

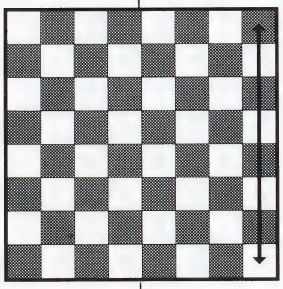


Fig. 3

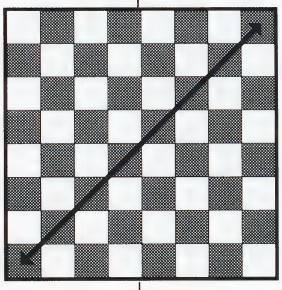


Fig. 4

The Individual Pieces

The King

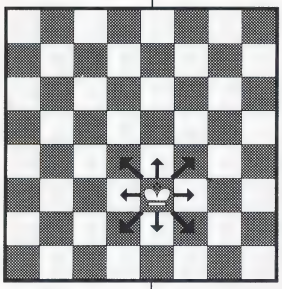


Fig. 5

The King is your most important piece. As noted above, once he is checkmated, the game is over. The two primary goals of your game, then, will be to protect your King from being checkmated and to put your opponent's King in checkmate instead. You will do this by using a combination of defenses and attacks by your various pieces. Without them, your King is practically helpless.

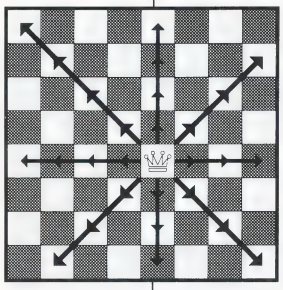


Fig. 6

With the exception of castling (see Castling), your King can only move one square at a time in any one direction (see Figure 5). Under no circumstance may your King move into check-that is, your King may not move directly into a clear line of attack from an opposing player's piece. This does not mean, however, that your King is completely defenseless-if there is an enemy piece directly adjacent to your King, you can use him to take that piece, provided that you're not moving him into check. This is the only way you can use your King to directly attack another piece. Obviously, then, the King is not a piece intended to be heavily used in offense. In fact, its fairly safe to say that if you're reduced to relying heavily on the King's offensive capability early in a game, things are getting pretty grim. Toward the end of a game, however, both sides have usually been reduced to a handful of pieces, and at this time, the King's attacking power can be very useful. Generally speaking, however, you should strive toward successfully defending the King while carrying on your offense with the other pieces, and, with this balance of power, you'll have a much better chance at victory.

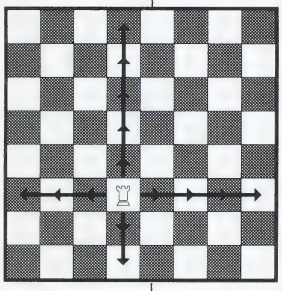


Fig. 7

The Queen

Like your King, your Queen can move or attack in any straight line in any direction. Unlike your King, however, your Queen can move as many squares as you want, provided there is a clear path (See Movement Restrictions). Figure 6 illustrates a Queen's movement from a sample square near the middle of the chessboard. No other piece has such a wide range of movement, which makes the Queen your most powerful piece. Even so, don't be tempted to overuse or rely too heavily upon your Queen-as you will see, a good game of chess is won using a combination of pieces, and over-reliance on any one piece is an almost guaranteed path to defeat.

The Rook

Your two Rooks (each side has two) are restricted to rank and file movements only-that is, movement across the board or movement up and down the board. Like the Queen, either Rook can move from one side of the board to the other during a turn, again provided that the respective rank and/or file is clear of obstructing pieces. Because of this movement capability, your Rooks are considered second only to your Queen in terms of power. See Figure 7 for a more graphic representation of their movement.

The Bishop

Your two Bishops are restricted to diagonal movement only. For instance, provided that you have a clear path, you

can move a Bishop from the lower left corner of the board to the upper right corner. The thing to keep in mind here is that both Bishops start on a color-one on Black, one on White-and that each Bishop must remain on the same colored squares for the entire game. If you play the White pieces, for example, the Bishop on the right hand side of the board starts on a white square, and will always move on white squares only. See Figure 8 for examples of Bishop movements.

The Knight

The Knight is your most unusual piece. Rather than moving in a straight line like all the other pieces, it moves in an L-shaped pattern (See Figure 9a). Also, unlike all the other pieces, it can skip over any pieces in its way. Unlike checkers, however, this does not mean that it captures any of those pieces-if there is an opponent's piece on the square where the Knight lands, only then is that piece captured. Although it should be fairly obvious, keep in mind that neither of your two Knights can land on a square already occupied by one of your pieces. Figure 9a, shows how the Knight moves; Figure 9b shows the Knight moving through other pieces; Figure 9c shows the Knight capturing an opposing piece.

The Pawn

The pawn is your weakest piece and, as a result, the most expendable. Pawns act as the footsoldiers of your army, advancing slowly across the board, performing your initial attacks. They are also the first to defend your side against your opponent's attack. Unlike any of your other pieces, the pawns do not have the option of retreat-they can only move forward, one square at a time. The only exception to this is on each pawn's first move: it may-but is not required to-move forward two squares at that time. See Figure 10 for an illustration of pawn movement.

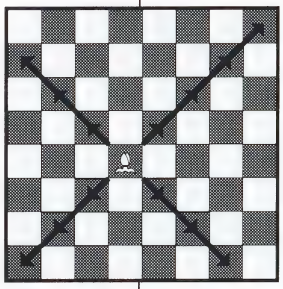


Fig. 8

Unlike the other pieces, however, the pawns attack pattern does not match their movement pattern-rather, the pawns always attack at a diagonal (see Figure 11).

The pawn may never move into a square directly ahead if its occupied by another piece. There is another method of pawn attack that occurs in only one situation: when an enemy pawn moves two squares forward, bypassing one of your attacking pawns in an attempt to avoid being captured (this can only occur on the enemy pawn's first move). At that time, your pawn has the option of capturing the opposing pawn even though it is not at a diagonal from yours. Your pawn merely advances diagonally by one square, moving into the square directly behind the enemy pawn, and your opponent's pawn is captured. This move is called en passant (a French term meaning "in passing"). It is not a required move-there will be many times when you will not want to take your opponent's pawn in this situation-but it is an optional one. If you do not choose to take your opponent's pawn at that time, there will be no opportunity to repeat en passant with that specific enemy pawn in the future-remember, one of the conditions for en passant is that it can occur only when an enemy pawn advances two squares, an event which can occur only once per pawn in any game. Figure 12a, shows a

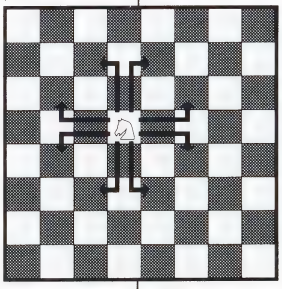


Fig. 9a

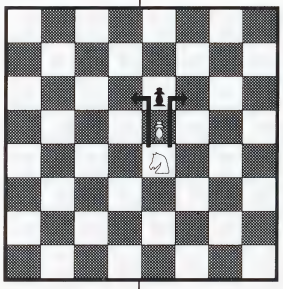


Fig. 9b

scene before an en passant; Figure 12b shows the en passant move itself.

Finally, if any of your pawns manage to cross the entire board, upon reaching the opposite side of the board, your pawn must become another piece-that is, on reaching the other side, your Pawn changes into a Queen, a Rook, a Bishop or a Knight (it's your choice as to which piece it becomes, but it must change into something). Your pawn may not remain a pawn, nor may it become a King. What this means is that, should you somehow manage to move all eight pawns to the other side of the board, you could theoretically have nine Queens on the board-your original Queen, plus eight transformed pawns. This is called pawn promotion.

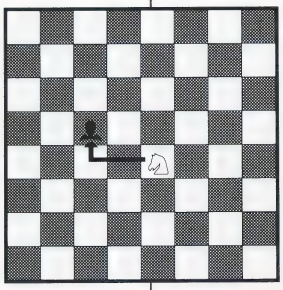


Fig. 9c

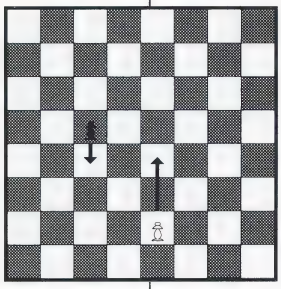


Fig. 10

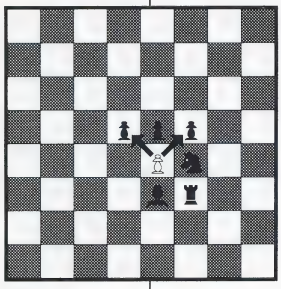


Fig. 11

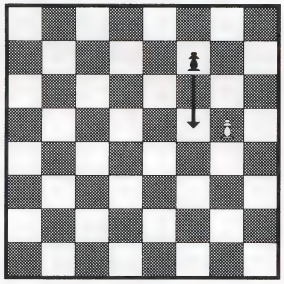


Fig. 12a

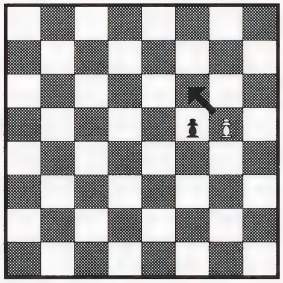


Fig. 12b

The Individual Importance of Each Piece

By now, you should be getting a sense of the power of each piece. The Queen, for instance, is obviously the most powerful. The Rook is considered next in power, and the Bishop and Knight are both in third place-the reason for this is, although the Knight is limited in how many squares it can move in one turn, it can still use all 64 squares of the board. A Bishop, on the other hand, can use only 32 squares maximum (remember, a Bishop always stays on its starting color), and it is this trade-off between mobility and the potential number of squares that can be attacked that ties these two pieces at third in power. Last, of course, is the Pawn with its very limited mobility. But don't forget the Pawns ability to change into the most powerful of pieces if it can be moved completely across the board. As for the King, it is admittedly limited in power through most of the game, but as both sides lose more pieces, the King's limited power will become more useful.

A way of remembering all of this is to think in terms of points: a Queen is worth about 9 points, a Rook about 5, a Bishop or Knight about 3, and a Pawn about 1. Keeping this in mind, you can see that you would come out well ahead in power if you were able to trade a Knight for a Queen. On the other hand, the exchange of a Knight for a Bishop is ordinarily a fair trade. Keep in mind, however, that there will be times when you may want to trade a high value piece for one of much lower power if, for instance, by trading a Queen for a pawn, you can set up for checkmate in the next move, then it doesn't really matter how many points you have lost. All that ultimately matters in the game of chess is whether or not you win the game. Everything else, including points, is second.

Castling

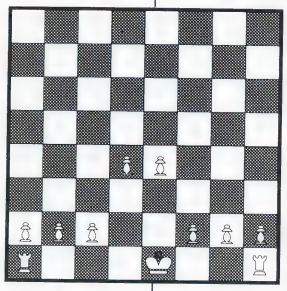


Fig. 13a

This move can occur only once per player per game. It is the only time that a player may move two pieces during one turn, and the only time that a King may move more than one square during one turn. It is a powerful defensive move and, as a matter of good strategy, it is recommended that you castle fairly early in the game. Specifically, castling can only occur when there is a cleared path between your King and either of the two Rooks. If that condition is met, and provided you meet a couple of other restrictions, you may move your King two squares to the right or left, depending on which Rook you are using, while the Rook is moved to the opposite side of the King. When you are finished with castling, the Rook ends up closer to the center of the board. Figure 13a shows the board before castling. Figure 13b shows castling on the King's side, and Figure 13c shows castling on the Queen's side.

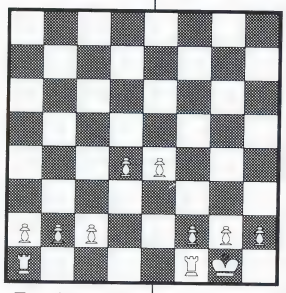


Fig. 13b

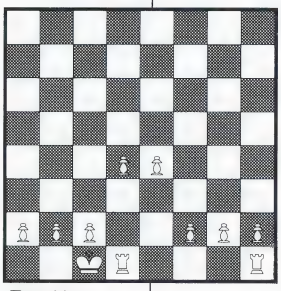


Fig. 13c

Castling Restrictions

Not surprisingly, there are restrictions on the use of castling. You already know one of them-there must be a clear path between the King and the Rook which will be used to castle. The other two are: 1) the two pieces involved-the Rook and King-must not have been moved at any time during the game preceding the castling, and 2) the King must not be in check, cannot move into check, and cannot move through check (that is, if there is a clear line of attack by an opposing piece on any square in-between the King and the Rook, the King may not castle in that direction, even if the path is clear of other pieces). Figures 14a, 14b, and 14c show situations in which White may not castle. In Figure 14a, the King is in check, so castling is illegal. In Figure 14b, the King would have to move through check while castling, which is also illegal. In Figure 14c, the King would end up in check after castling, and the King may never move into check.

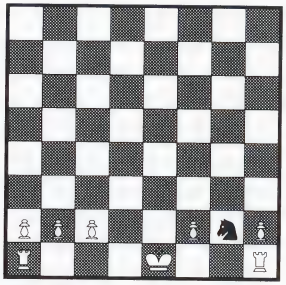


Fig. 14a

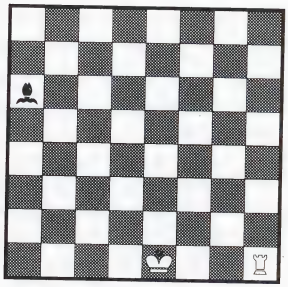
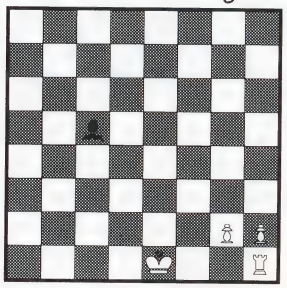


Fig. 14b

Fig. 14c



Check and Checkmate

Both the terms check and checkmate have already been used several times in this manual. Here, we will go into more detail.

First, the terms check and checkmate always involve the King. Why? Because the King is the only piece which can be placed in a condition of check or checkmate. It is also the only piece which cannot put another King into check or checkmate.

And specifically what is check? Check is when your King is under direct attack by an opposing piece. In the case of the Queen, Rook, Bishop and Pawn, this attack will come in a straight, unblocked line (rank, file, or diagonal) to your King. In the case of the Knight, the direct attack will be in an L pattern, possibly directly over some of your defending pieces. Keep in mind that a Queen, Rook or Bishop can place your King in check from the opposite side of the board, provided that there is a clear path between the attacking piece and your King. As for the pawn, it can place your King in check only if it is at an adjacent diagonal from your King. The only exception to this is when a pawn actually reaches the other side of the board-at that time, as the pawn is promoted, a King in that same rank may suddenly fall into check as the pawn is replaced with, for example, a Rook or Queen (but again, the King can only be in check at that moment if there is a clear path between the King and the attacking piece; once more, the only exception to this is the Knight, which does not require a clear path between it and any piece it is attacking).

There are three ways to escape check: (1) the King may move out of the line of attack; (2) another piece may move and block the line of attack; (3) the attacking piece may be captured. You must escape check in one of these ways as soon as the King is in check. If you can't escape check, then the King is in checkmate and the game is over. A simple definition of checkmate: An attack on the King which allows no possible escape.

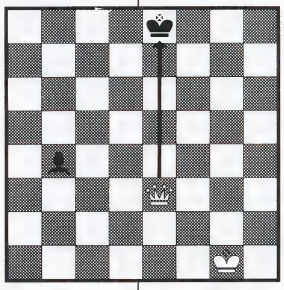


Fig. 15a

Remember that you can never move the King into check, nor move another of your pieces so that a revealed line of attack places your King in check. These rules may be factors in blocking the King's escape from check, so watch out for them. As stated earlier, one of your prime objectives is to avoid being placed in checkmate, while simultaneously trying to place your opponent's King in checkmate instead.There are several examples of check and checkmate positions on this and the next page.

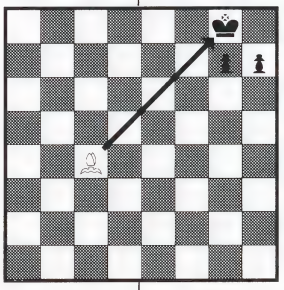


Fig. 15b

Figure 15a shows the White Queen checking the Black King. The Black King can move one square to the left or right to escape check, or move its Bishop between the King and Queen to block the attack.

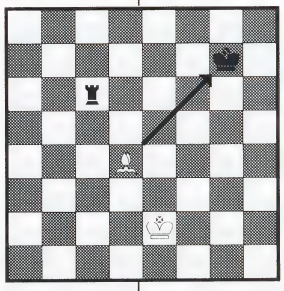


Fig. 15c

Figure 15b shows the White Bishop checking the Black King. The King can escape check by moving one square to the left or right.

Figure 15c shows the White Bishop checking the Black King. The Black King

can escape by moving to quite a few different squares, or the Black Rook can move to block the attack.

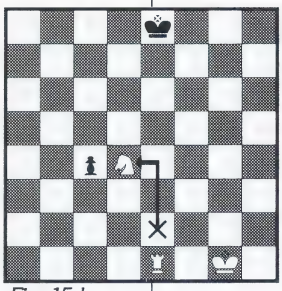


Fig. 15d

Figure 15d shows a discovered check- when the White Knight moves, the Black King discovers that he has been checked by the White Rook. (The Black King can escape by moving to either side.)

Figure 15e shows a checkmate of the Black King by the White Queen-the White Queen has just moved across to QR7, checking the Black King. Since there is no place the Black King can move where he won't be in check, it's checkmate.

Fig. 15e

Figure 15f shows a checkmate of the Black King by the White Bishop. Again, the Black King cannot escape from check, so he is in checkmate.If you wish to review the specifics on each piece before we continue, refer to the previous sections. The next part of this manual deals with chess strategy.

Fig. 15f

Chess Notation

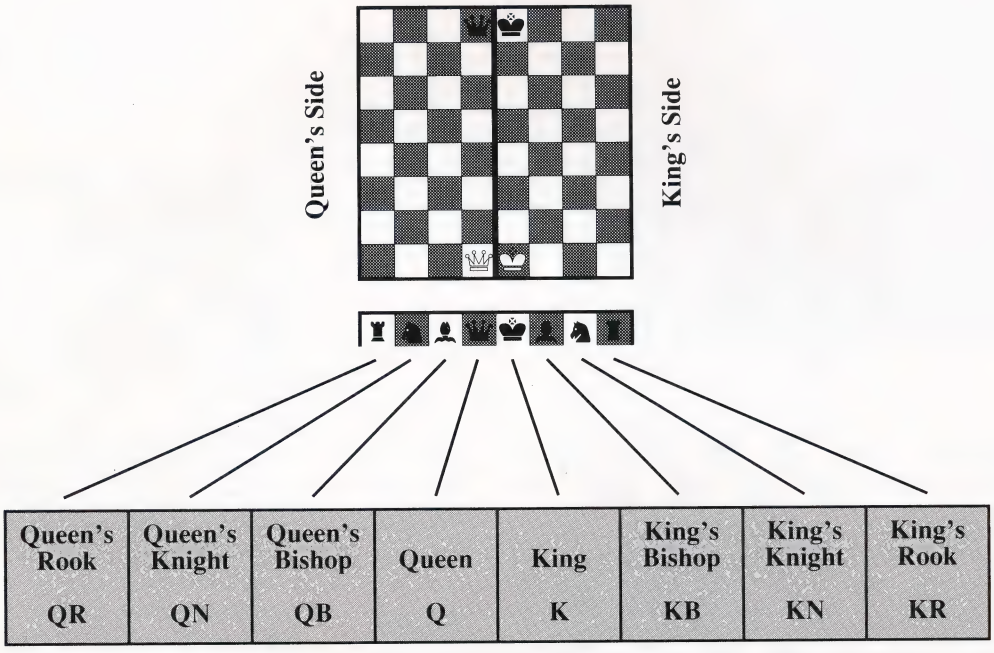
For the purpose of showing you some basic opening moves, and so you can study and understand other books on chess strategy, you should know basic chess notation. So, some simple things to remember before we begin:

If you divide the chess board vertically right down the middle, you will notice that both Queens are to one side of the line, while the Kings are on the other. This is important for chess notation, since every piece on the King's side of the board is referred to as King's (piece), i.e., King's Rook, King's Bishop, etc., while every piece on the Queen's side is referred to as Queen's (piece), i.e., Queen's Rook, Queen's Knight, etc. See the Fig. 16 below, for an illustration of this and the standard abbreviation for each piece.

This also applies to Pawns (see Figure 17,). It is important to note, however, that it is not necessary to continually refer to pawns using their full names, i.e., King's Rook Pawn can just be referred to as a Pawn during a move unless it is unclear precisely what pawn you are using.

As for the files (the up and down columns of squares on the board), keep in mind that they are named just like the

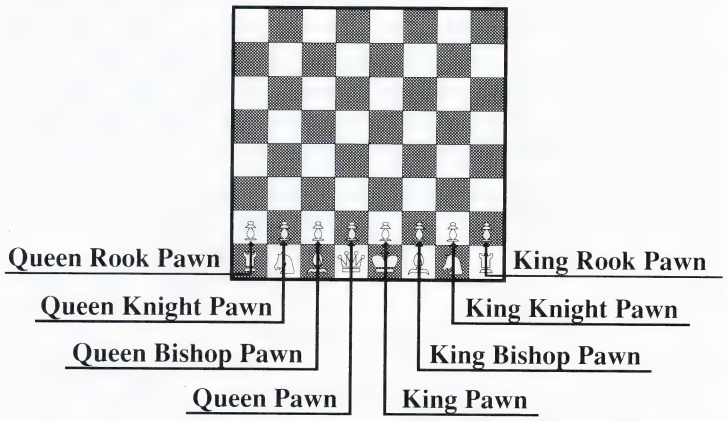
Fig. 16



pieces, i.e., the King's file is the file the King is located on, while the Queen's Knight file is the file that the Queen's Knight is located on. See Figure 18, on this page, for an illustration of this.

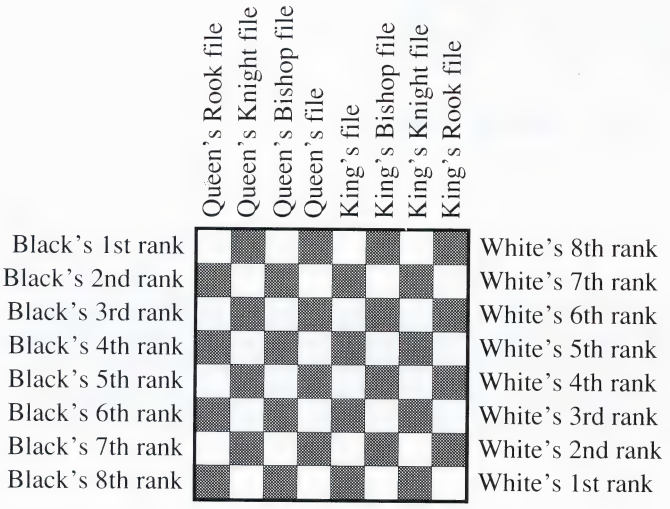
The ranks (the rows of squares across the board) each have two names, depending on whether you are looking at them from the Black or White side. See Figure 18 for specific rank names.

Fig. 17



Now you should be able to see that every location on the board can be identified by a combination of rank and file. Since there are two names for each rank location, there are consequently two names for every square. Using abbreviations, each square on the board is identified as shown in Figure 19, on the next page. The top name in each square is the Black player's name for that square; the lower name is the White player's name for the same square.

Fig. 18



Keep in mind that when the White player moves, you must use the White player's names for the squares he or she is playing. Likewise, when the Black player moves, use the Black player's names for the squares he or she is playing.

Now that you know the names of each piece and each square, the only other thing to understand is the shorthand to record each move, i.e., P-K4. P-K4 is the most common first move in most chess games-it means that the King's Pawn moves out two ranks to rank four. The Pawn's starting position of Kings Two

is given as obvious (on a first move, where else would it be?) as is the fact that the Pawn being used is the Kings Pawn.

See Figure 20 for some of the more common chess abbreviations.

QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1

Fig. 19

—	**moves to**
x	**captures**
o-o	**castles King-side**
o-o-o	**castles Queen-side**
ep	***en passant***
ch (or +)	**check**
!	**good move**
!!	**very good move**
?	**bad move**
??	**very bad move**
1-0	**checkmate, White wins**
0-1	**checkmate, Black wins**

Fig. 20

Sample Chess Game Walk-Through

To put it all together, let's play a quick sample game over the next few pages, with notation and illustrations. This particular game is called the Scholar's Mate.

The chess notation for this entire game is as follows:

WHITE (You)	**BLACK** (The-Enemy)
1.P-K4	**P-K4**
2.B-B4	**B-B4**
3.Q-R5	**N-QB3??**
4.QxBP mate	

What does this mean? Lets see:

For White's first move, P-K4, the board looks like Figure 21.

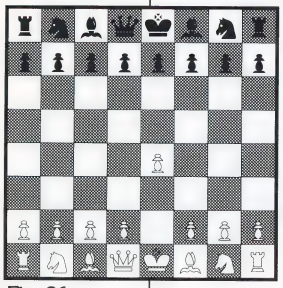


Fig. 21

Black responds by doing exactly the same thing (P-K4) in Figure 22:

In Figure 23, White moves its King's Bishop to the 4th rank of the Queen's Bishop file (B-B4):

Black's response to this is to move its King's Bishop to the 4th rank of its Queen's Bishop file (B-B4) in Figure 24:

The next thing that White does is to move its Queen to the 5th rank of the King's Rook file. This is an important move because the Queen is now threatening two of Black's pieces-by attacking at a diagonal, the Queen can take Black's Bishop Pawn on the next move (see Figure 25) or the Queen can take Black's Kings Pawn (see Figure 26). One of these attacks, the attack against the Black Bishop's Pawn, will lead to checkmate and the end of the game if Black fails to respond properly. The other attack will lead only to check because, after the Queen captures the King's Pawn, the Queen's line of attack against the King could be blocked by any of several Black pieces-the Black Queen, the King's Bishop, or the King's Knight.

Black responds to these two potential attacks by guarding the King's Pawn. As you can see by the notation, the ?? denotes a very bad move. The reason? Although the Knight is now guarding the King's Pawn-guaranteeing that the White Queen would be captured if it were to capture the Pawn-Black has failed to guard against the more deadly attack: the White Queen's attack against the Bishop's Pawn. The board now looks like Figure 27.

White finishes the game by moving the Queen to the 7th rank in the King's Bishop file and taking the Bishop's Pawn (see Figure 28). This places the King in checkmate. Remember our definition of checkmate: the King is in check, cannot take the Queen without entering into check (notice that the Queen is guarded by its Bishop at B4), and cannot escape to any other unoccupied square that is not already under attack by the Queen. Also, the attacking Queen cannot be eliminated by any other piece, nor have its line of attack blocked.

There are several simple ways in which Black could have avoided checkmate. One is as simple as moving the Black Queen to Kings Two (written as Q-K2) which would have simultaneously guarded both pawns under attack and which would have ended the threat of check or checkmate by the White Queen (the reason, of course, is because the White Queen could then be taken by the Black Queen). Fig-

ure 29 shows this simple defense.The other defenses against this attack should also be obvious. Try a few variations on this game, and you should see the alternatives.

And, with that, you now should have a basic understanding of the game of chess as well as a basic understanding of chess notation.

Now for some more detail.

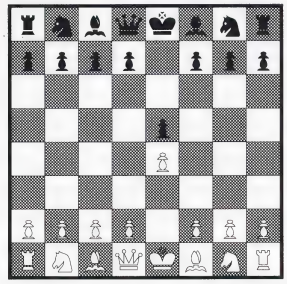


Fig. 22

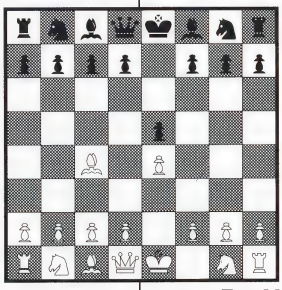


Fig. 23

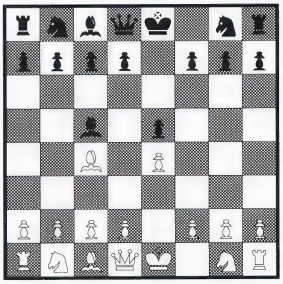


Fig. 24

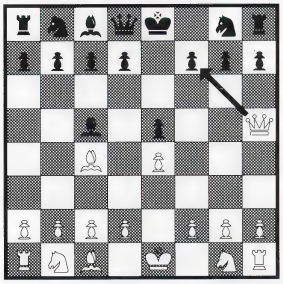


Fig. 25

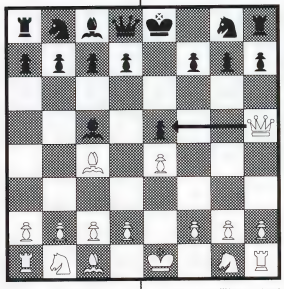


Fig. 26

Fig. 27

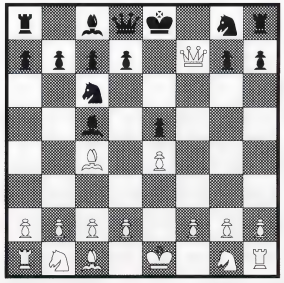


Fig. 28

Fig. 29

The Three Phases of a Chess Game

A chess game can be said to have three phases: an opening game, a middle game, and an end game. Let's talk about each one of them.

The Opening Game

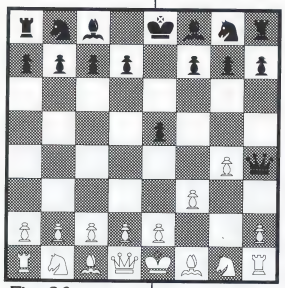


Fig. 30

White
1. P-KB3
2. P-KN4

Black
1. P-K4
2. Q-R5
Mate

The opening game can be defined as that portion of the game that occurs generally between the first move and the eighth to the fifteenth move. The point of the opening game is to organize and coordinate your pieces as quickly as possible in order to take maximum advantage of their power. If you're a beginner, this is where you are going to make most of your mistakes. The mistake made in the sample game above, for instance, is fairly common. An even simpler variation of that game-which can be just as easily lost by a bad move-is called, appropriately, the Fool's Mate. This game is pictured in Figure 30.

As you can see, the attack again relies heavily on early development of the Queen and on White's poor responses to that development. Keep in mind that the Fool's Mate and the Scholar's Mate are regarded as very amateur games-ordinarily, even a poor player will spot your attempt to play one of these games and will respond with an appropriate defense.

The Fool's Mate and Scholar's Mate, then, are two games to avoid. There are plenty of better ways to start your chess game. In fact, there are 169,518,829, 100,544,000,000,000,000,000 possible combinations of the first 10 moves. To avoid making the wrong opening moves, keep the following things in mind:

- Your first move should be a center Pawn (the Queen's Pawn or King's Pawn). Otherwise, do not move too many of the other pawns and never forget that a Pawn cannot retreat once it goes forward.

- Avoid moving the same piece twice during the opening game. Remember, if the point of the opening game is to organize and coordinate your pieces as quickly as possible in order to take maximum advantage of their power, then wasting several moves on one piece isn't likely to assist this. On the other hand, if by moving the same piece twice you have a chance to make a useful capture, or if you can take advantage of an opportunity created by a blunder on your opponents part, then do it. The key thing to always remember is that winning is all that matters in chess-if, by breaking some of these general guidelines, you can still win, then by all means, break these rules. Keep in mind, however, that these guidelines will generally help you to win.

- Move out your Knights and Bishops before you move out the Rooks and Queen. For best control of the board, try to move them toward the center of the board-from the center, each piece will then have greater control of the board around it. From the edge of the board, the area controlled by each piece is obviously diminished.

- Initially, you should stay on your side of the board. This strategy was violated by the White Queen in the Fool's Mate and by the Black Queen in the Scholar's Mate-if you try these games against an experienced player, you will learn the hard way why it's not a good idea to violate this particular rule.

• Castle early in the game. This will give you a stronger defense, move one of your Rooks to a better attack position, and allow your other pieces to concentrate on the offensive. It is also a good idea to castle on the Kings side-this way you have less area to defend.

• Do not move your Queen out too early. It is unlikely you will be able to accomplish a Fools Mate or Scholar's Mate, and it is far more likely that your opponent will concentrate all attacks on your Queen.

• Move your Rooks to K1 or Q1. If you have castled early, and if you opened with a center pawn move, this will allow your Rooks a greater range of power than leaving them in either corner.

• Do not prematurely move your most powerful pieces into the center of the board. To do so invites attack against them by other pieces-for instance, to move your Queen out too early invites attack by weaker pieces, even Pawns. Likewise, if you move one of your Rooks out into the center of the board prematurely, you risk losing it to a Knight, Bishop or Pawn.

If you keep these things in mind during your opening game, you will have a better chance at winning.

The Middle Game

This is the part of the game that follows your opening development (your opening attempts to maximize your power over the board) and that precedes the final battle to finish off your opponent. This is the phase of the game where the attack is critical-you want to be on the offensive here. As in the opening game, however, there are some general things to keep in mind during this phase:

Try to get ahead in power or position. This is the portion of the game where you will concentrate on capturing pieces-particularly powerful pieces. Concentrate on attacking, gaining territory and points, decimating your enemy, and thereby advancing toward checkmate. Attack, but be certain you are not leaving holes in your defenses (remember, you should have already castled). Keep in mind that whoever is on the attack at this time is less likely to make an error than whoever is on the defensive. Attack!

Be especially careful where you put your pieces. This may sound like ridiculously simple advice, but keep in mind that, during the opening game, the important center of the board is fairly open, still subject to control by either player. During the middle game, the center is generally cluttered with many of the squares guarded by one or more pieces, making each move more dangerous than in the opening game.

Watch your opponent's moves. During the middle game, his moves-like yours-will be used to both decrease your numbers and increase his power. Remember: your opponent is setting up for checkmate (hopefully, he or she isn't the only one). All of this will set you up for the end game.

The End Game

This is the portion of the game where, all things being equal, both sides will have relatively few pieces left on the board, the King may actually be part of an offensive strategy, and where a Pawn or two may even have crossed the board to become a Queen or some other powerful piece. Because you will have fewer pieces on the board, the pieces that remain will increase in importance-therefore, now more than ever, use every piece to its full potential.

Some Simple Rules to Keep in Mind:

At the end of the game, your least powerful pieces are going to assume a new importance. Just the difference of a pawn or two may decide the outcome of a game-after all, remember that once a pawn crosses the board, it can be promoted to a Queen. The use of pawns specifically during the end game, then, is a major end game strategy. With that in mind:

Some Important Pawn-Related, End Game Rules:

If you are two pawns ahead of your opponent, winning the game is considered easy, assuming you make no major mistakes. This can even be said of the player who is only one pawn ahead, but, of course, the opposing player will target that pawn once it tries to run for a pawn promotion.

Two of your pawns in a row (one directly in front of the other) is a weak position. Likewise, a pawn by itself is weak or, for that matter, so is a pawn that is blocked from forward movement.

If one or several of your pawns are able to pass through your opponent's lines of defense, advance them as fast as you can toward the other side of the board (with the intent, obviously, of promoting them to Queens).

If you are one or two pawns ahead of your opponent, and if you must make a choice between specific types of pieces to trade, then trade your power pieces first (your Queen, Rooks, Knights, and Bishops), but not your pawns.

If you are one or two pawns behind your opponent, and if you must make a choice between specific types of pieces to trade, then trade your pawns, not your power pieces.

If you are down to one Bishop, avoid putting your pawns on squares that are the same color as your Bishop (that is, if you have a Bishop that moves only one white squares, don't block the white squares with your pawns).

If you and your opponent trade away all your power pieces, don't worry when pawns are the only pieces left (except for the King, of course), you still have the potential of trading each pawn for a Queen. In some ways, therefore, this is actually the easiest kind of game to win.

A Few Other End Rules with Other Pieces:

By the end of the game, your King will become a more powerful piece. Take advantage of that power; if you are going to use your King offensively, now is the time.

If you have two Bishops, and your opponent has only a Bishop and Knight, then you have the advantage. Following that line of thought, then, Bishops are generally better than Knights during the end game, so if you must trade power pieces, trade the Knights first.

Drawn Games: The Other Ending

As said earlier, the entire point of chess is winning. Unluckily, there is another possibility-as in real life, if there is a chance of total victory or total defeat, there must also be a chance of a no win/no defeat for both sides simultaneously. In chess, that situation is called a draw or stalemate.

There are several different types of drawn games. These include:

Draw by Perpetual Check: This occurs when one player continually puts the other player's King in check (not checkmate) and the checked player has no alternative but to endlessly repeat the same moves to avoid check.

Draw by Stalemate: For the purpose of explaining this, let's look at it strictly from your point of view. Stalemate occurs when 1) it is your turn to move, 2) your King is not in check, and 3) your only remaining move is to move the King onto a square which would place him in check (which, of course, is illegal). If these three conditions have been met, then this is stalemate and the game is over. No one can claim victory, but then, no one can claim defeat either.

Draw by Insufficient Checkmating Material: Simply, neither side has enough pieces left on the board to achieve checkmate.

Draw by Mutual Agreement: This is when both players agree that a game is drawn.

Fifty Move Draw: If fifty moves have been made on each side without a single capture or a single pawn move, then the game should be considered drawn (for obvious reasons, this rarely happens).

Repeat Move Draw: If a player repeats the exact same moves for three continuous game turns, then the game can be considered drawn.

Closing Comments

"Every chess master was once a beginner."

-Irving Chernev

This section of the manual covered only the basic moves and basic strategies of chess as well as basic chess notation. With these skills, you can now go to your local library or book store and find books that will go into much more detail than this manual-and almost all of them will include records of the games of past and present chess masters. Since you now know how to read chess notation, you can study and learn from these books and from the games inside them. But, of course, all of it is nothing without playing the game-so, at this point, you can return to the beginning of this manual to learn the specifics of loading and playing CHECKMATE on your computer ... and who knows? You may have just taken your first step on the journey to becoming a master of the game ...

Your move.

Appendix B

Solutions to Test Positions

The following answers are in the format

Number, Side to Move, Best Move, Comments

1, Black, d6-d1, queen sacrifice leading to mate

2, White, d4-d5, after c6-d5, e4-e5 white has complete control

3, Black, f6-f5, pawn lever, black gains space

4, White, e5-e6, if c5-d4, e2-b5+ wins

5, White, c3-d5 (or a2-a4), after exchanges on d5, white forks king and rook

6, White, g5-g6, white recovers the pawn and keeps rook on 7th

7, White, h5-f6, if g7-f6, e5-f6 and f6-f7 forking the rooks

8, White, f4-f5, gives the white knight access to f4

9, White, f4-f5, idea is f1-d3 and c3-e2 followed by e2-f4

10, Black, c6-e5, with the idea e5-g4 and winning tactics

11, White, f2-f4, pawn lever, white gains space

12, Black, d7-f5, simple move, defends against both white threats

13, White, b2-b4, pawn lever, mobilizes white's center pawns

14, White, d1-d2 (or d1-e1), nasty pin, wins the black bishop

15, White, g4-g7+, wins a pawn

16, White, d2-e4, idea is e4-d6+, if d5-e4 then b3-f7+ wins the queen

17, Black, h7-h5, white's king side pawns come under attack

18, Black, c5-b3, after c2-b3, d8-b6+ with advantage of bishop pair

19, Black, e8-e4, after e1-e4, idea is d6-d5 with gain in activity

20, White, g3-g4, and white pieces penetrate black's king side

21, White, f5-h6, tactics - white wins the exchange

22, Black, b7-e4, after d3-e4, c7-c4 wins back the piece

23, Black, f7-f6, pawn lever before white plays f5 (if c8-f5, g2-g4!)

24, White, f2-f4, pawn lever, white stands better

Appendix C

Great Games from History

Game 1

White: Capt. Smith	Black: Philidor
1. P-K4	P-K4
2. B-B4	N-KB3
3. P-Q3	P-B3
4. B-KN5	P-KR3
5. BxN	QxB
6. N-QB3	P-QN4
7. B-N3	P-QR4
8. P-QR3	B-B4
9. N-B3	P-Q3
10. Q-Q2	B-K3
11. BxB	PxB
12. O-O	P-N4
13. P-R3	N-Q2
14. N-KR2	P-R4
15. P-KN3	K-K2
16. K-N2	P-Q4
17. P-B3	N-B1
18. N-K2	N-N3
19. P-B3	QR-KN1
20. P-Q4	B-N3
21. QPxP	QxP
22. N-Q4	K-Q2
23. QR-K1	P-KR5
24. Q-KB2	B-B2
25. N-K2	RPxP
26. QxP	QxQch
27. NxQ	N-B5ch
28. K-R1	RxP
29. R-KN1	RxNch
30. KxR	R-R1ch
31. N-R5	RxNch
32. K-N3	N-R6ch
33. K-N4	R-R5 mate

GAME 2

White: La Bourdonnais	Black McDonnell
1. P-Q4	P-Q4
2. P-QB4	PxP
3. P-K3	P-K4
4. BxP	PxP
5. PxP	N-KB3
6. N-QB3	B-K2
7. N-B3	O-O
8. B-K3	P-B3
9. P-KR3	QN-Q2
10. B-N3	N-N3
11. O-O	KN-Q4
12. P-QR4	P-QR4
13. N-K5	B-K3
14. B-B2	P-KB4
15. Q-K2	P-B5
16. B-Q2	Q-K1
17. QR-K1	B-B2
18. Q-K4	P-N3
19. BxP	NxB
20. QxN	B-B5
21. Q-R6	BxR
22. BxP	PxB
23. NxNP	N-B1
24. Q-R8ch	K-B2
25. Q-R7ch	K-B3
26. N-B4	B-Q6
27. R-K6ch	K-N4
28. Q-R6ch	K-B4
29. P-N4 mate	

GAME 3

White: Burn	Black: Blackburne
1. P-K4	P-K4
2. N-KB3	N-QB3
3. B-N5	B-B3
4. O-O	P-Q3
5. P-Q4	PxP
6. NxP	B-Q2
7. N-QB3	B-K2
8. B-K3	O-O
9. B-K2	R-K1

10. B-B3	B-KB1
11. B-N5	P-KR3
12. B-B1	P-KN4
13. P-KN3	NxN
14. QxN	B-N2
15. Q-Q1	B-B3
16. R-K1	Q-Q2
17. B-N2	R-K2
18. Q-Q3	QR-K1
19. B-Q2	N-N5
20. P-B3	N-K4
21. Q-B1	P-Q4
22. QR-Q1	PxP
23. BxP	PxP
24. B-R1	N-Q6
25. RxR	B-Q5ch
26. B-K3	RxR
27. QxN	RxB
28. QxB	R-K8ch
29. K-B2	QxQch
30. RxQ	RxB
31. R-KR4	R-B8
32. N-K4	RxPch
33. KxP	P-B4
34. resigns	

GAME 4

W: Morphy	B: Duke and Count
1. P-K4	P-K4
2. N-KB3	P-Q3
3. P-Q4	B-N5
4. PxP	BxN
5. QxB	PxP
6. B-QB4	N-KB3
7. Q-QN3	Q-K2
8. N-B3	P-B3
9. B-KN4	P-QN4
10. NxP	PxN
11. BxPch	QN-Q2
12. O-O-O	R-Q1
13. RxN	RxR
14. R-Q1	Q-K3
15. BxRch	NxB
16. Q-N8ch	NxQ
17. R-Q8mate	

GAME 5

W: Zukertort	B: Blackburne
1. P-QB4	P-K3
2. P-K3	N-KB3
3. N-KB3	P-QN3
4. B-K2	B-N2
5. O-O	P-Q4
6. P-Q4	B-Q3
7. N-B3	O-O
8. P-QN3	QN-Q2
9. B-N2	Q-K2
10. N-QN5	N-K5
11. NxB	PxN
12. N-Q2	QN-B3
13. P-B3	NxN
14. QxN	PxP
15. BxP	P-Q4
16. B-Q3	KR-B1
17. QR-K1	R-B2
18. P-K4	QR-QB1
19. P-K5	N-K1
20. P-B4	P-N3
21. R-K3	P-B4
22. PxP e.p.	NxP
23. P-B5	N-K5
24. BxN	PxB
25. PxNP	R-B7
26. PxPch	K-R1
27. P-Q5ch	P-K4
28. Q-N4	R(1)-B4
29. R-B8ch	KxP
30. QxPch	K-N2
31. BxPch	KxR
32. B-N7ch	K-N1
33. QxQ resigns	

GAME 6

W: Pillsbury	B: Lasker
1. P-Q4	P-Q4
2. P-QB4	P-K3
3. N-QB3	N-KB3
4. N-B3	P-B4
5. B-N5	BPxP
6. QxP	N-B3

7. Q-R4	B-K2
8. O-O-O	Q-R4
9. P-K3	B-Q2
10. K-N1	P-KR3
11. PxP	PxP
12. N-Q4	O-O
13. BxN	BxB
14. Q-R5	NxN
15. PxN	B-K3
16. P-B4	QR-B1
17. P-B5	RxN
18. PxB	R-QR6
19. PxPch	RxBP
20. PxR	Q-N3ch
21. B-N5	QxBch
22. K-R1	R-B2
23. R-Q2	R-B5
24. R(1)-Q1	R-B6
25. Q-B5	Q-B5
26. K-N2	RxP
27. Q-K6ch	K-R2
28. KxR	Q-B6ch
29. resigns	

GAME 7

W: Bernstein	B: Capablanca
1. P-Q4	P-Q4
2. P-QB4	P-K3
3. N-QB3	N-KB3
4. N-B3	B-K2
5. B-N5	O-O
6. P-K3	QN-Q2
7. R-B1	P-QN3
8. PxP	PxP
9. Q-R4	B-N2
10. B-QR6	BxB
11. QxB	P-B4
12. BxN	NxB
13. PxP	PxP
14. O-O	Q-N3
15. Q-K2	P-B5
16. KR-Q1	KR-Q1
17. N-Q4	B-N5
18. P-QN3	QR-B1
19. PxP	PxP
20. R-B2	BxN
21. RxB	N-Q4
22. R-B2	P-B6
23. KR-QB1	R-B4
24. N-N3	R-B3
25. N-Q4	R-B2
26. N-N5	R-B4
27. NxBP	NxN
28. RxN	RxR
29. RxR	Q-N7
30. resigns	

GAME 8

W: Reti	B: F. Gruber
1. N-KB3	N-KB3
2. P-B4	P-Q3
3. P-KN3	B-B4
4. B-N2	P-B3
5. P-N3	Q-B1
6. P-KR3	P-K4
7. B-N2	N-R3
8. N-B3	P-R3
9. P-Q3	B-K2
10. Q-Q2	N-B2
11. N-Q1	O-O
12. N-K3	B-R2
13. O-O	N-Q2
14. N-R2	N-K3
15. P-B4	PxP
16. PxP	P-KB4
17. K-R1	N-B3
18. R-KN1	N-R4
19. B-KB3	N(4)xP
20. N-Q5	NxN
21. PxN	B-N4
22. PxN	QxP
23. Q-B3	B-B3
24. Q-Q2	K-R1
25. R-N2	R-B2
26. QR-KN1	B-K4
27. P-Q4	B-B3
28. P-Q5 resigns	

GAME 9

W: Keres	B: Smyslov
1. P-QB4	N-KB3
2. N-QB3	P-K3
3. N-B3	P-B4
4. P-K3	B-K2
5. P-QN3	O-O
6. B-N2	P-QN3
7. P-Q4	PxP
8. PxP	P-Q4
9. B-Q3	N-B3
10. O-O	B-N2
11. R-B1	R-B1
12. R-K1	N-QN5
13. B-B1	N-K5
14. P-QR3	NxN
15. RxN	N-B3
16. N-K5	NxN
17. RxN	B-B3
18. R-R5	P-N3
19. R(3)-R3	PxP
20. RxP	P-B6
21. Q-B1	QxP
22. Q-R6	KR-Q1
23. B-B1	B-N2
24. Q-N5	Q-B3
25. Q-N4	P-B7
26. B-K2	R-Q5
27. P-B4	R-Q8ch
28. BxR	Q-Q5ch
29. resigns	

GAME 10

W: D. Byrne	B: Fischer
1. N-KB3	N-KB3
2. P-B4	P-KN3
3. N-B3	B-N2
4. P-Q4	O-O
5. B-B4	P-Q4
6. Q-N3	PxP
7. QxBP	P-B3
8. P-K4	QN-Q2
9. R-Q1	N-N3
10. Q-B5	B-N5
11. B-KN5	N-R5
12. Q-R3	NxN
13. PxN	NxP
14. BxP	Q-N3
15. B-B4	NxQBP
16. B-B5	KR-K1ch
17. K-B1	B-K3
18. BxQ	BxBch
19. K-N1	N-K7ch
20. K-B1	NxPch
21. K-N1	N-K7ch
22. K-B1	N-B6ch
23. K-N1	PxB
24. Q-N4	R-R5
25. QxP	NxR
26. P-KR3	RxP
27. K-R2	NxP
28. R-K1	RxR
29. Q-Q8ch	B-B1
30. NxR	B-Q4
31. N-B3	N-K5
32. Q-N8	P-QN4
33. P-R4	P-R4
34. N-K5	K-N2
35. K-N1	B-B4ch
36. K-B1	N-N6ch
37. K-K1	B-N5ch
38. K-Q1	B-N6ch
39. K-B1	N-K7ch
40. K-N1	N-B6ch
41. K-B1	R-B7mate

Technical Support

If you are having problems getting the game to function properly, you can call Customer Support from 10:30 AM to 6:00PM (Pacific Time Zone) at

1-714-549-2411

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Index

Credits

Game Design & Programming
Chris Whittington & Andy Pennell
Producer
Brian Fargo
Assistant Producer
Thomas R. Decker
Manual Design
Vince DeNardo

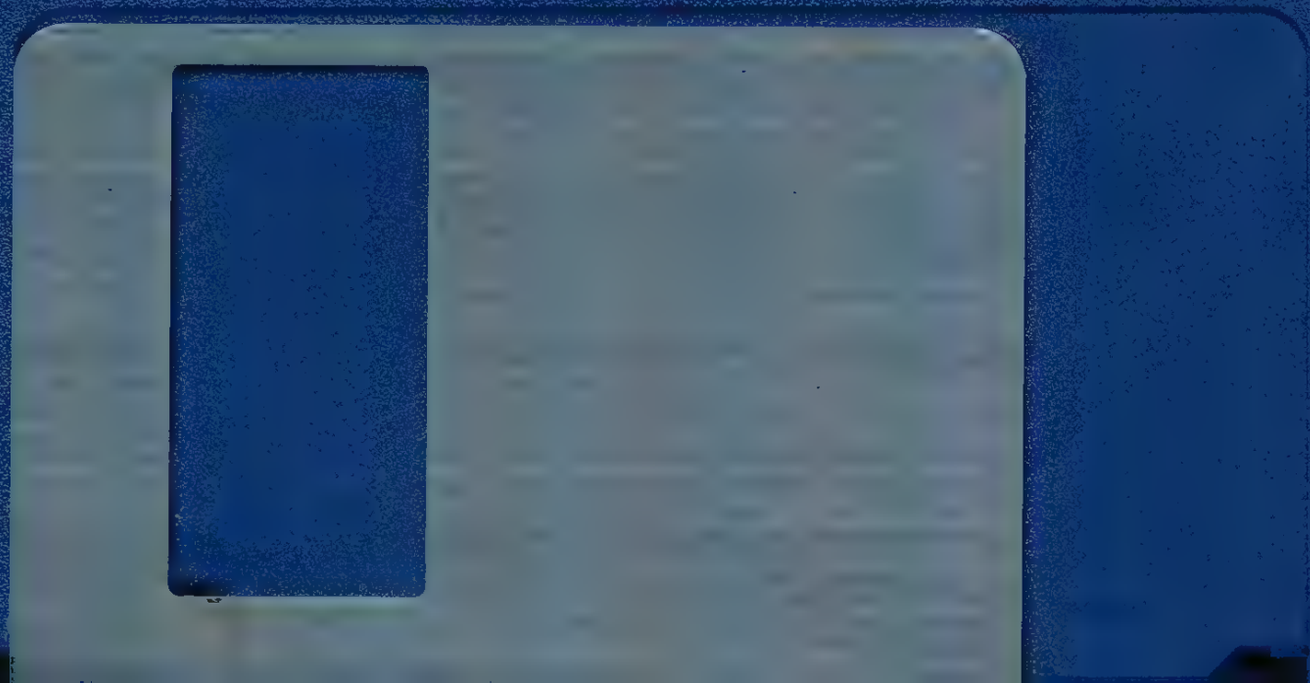
CHECKMATE MACINTOSH™

Disk #1

Interplay™

System 4.1
or later
1 Meg required

MAC-006-3



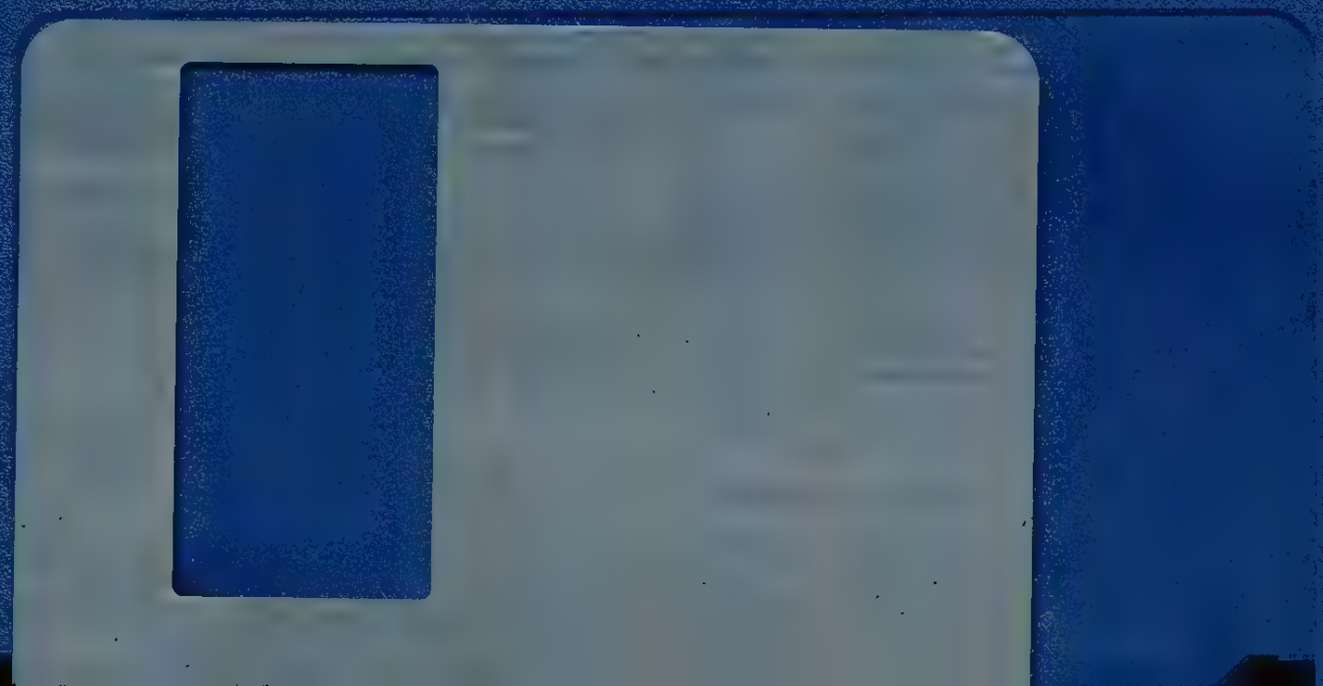
CHECKMATE MACINTOSH™

Disk #2

Interplay™

System 4.1
or later
1 Meg required

MAC-006-3



Checkmate Reference Card for the Macintosh

Requirements

You need a Macintosh Plus or later model to play Checkmate. You need at least 1 megabyte of memory. Additional memory will be used to increase playing strength.

A modem is required for modem play and both computers must run either Checkmate or Battle Chess from Interplay.

Hard Disk installation

1. Make a new folder on your hard disk, named "Checkmate".

2. Copy all files from the Checkmate disks into the new folder.

Running Checkmate from a Hard disk

Turn on your hard disk and Macintosh. When the System finishes loading, open the folder that contains Checkmate, and double-click on the Checkmate icon.

Running Checkmate from Floppy Disks

Turn on your Macintosh and insert your System disk in a disk drive. When the System finishes loading, eject the System disk and insert Checkmate disk #1.

Double-click on the Checkmate icon. You will be asked several times to switch disks while loading the game; if you have more then one disk drive, you can insert the requested disks into your second or third drives.

Entering the Code

When you launch Checkmate from the hard disk for the first time or when you play using the Checkmate diskettes, you will have to enter a copy protection question. Please refer to page 2 of the manual for detailed instructions.

A note about color

Checkmate's color pieces are red and blue. Remember that the "white" pieces are red in

Checkmate, and the "black" pieces are blue.

Piece Movement

To move a piece, click once on the piece, let go of the mouse button, then click on the square you want to move to. Do not drag the piece! Pages 5 and 6 of the manual discuss special movement options you can set.

Checkmate Menus

Pages 4 through 10 of the manual discuss other computers' menus. Checkmate for the Macintosh has some different menus; here are the changes.

Edit menu

Undo: This option is the same as Take Back.

Copy: When you select this option, you are given the choice of copying the list of moves so far as a text item, or copying a picture of the board as either a black-and-white or color picture. The selected information is copied to the Clipboard and can be pasted into other programs' documents, like word processors or graphics programs.

Preferences: Clicking "Save Preferences" in the Preferences window will save all the options that you have set using all the other menu items. It will save your movement options, the computer's level, and the view option that will come up when you first run Checkmate.

View menu

Palette: This option does not exist in the Macintosh version.

Pieces: See "Making your own piece sets," below.

Mode (2D/3D/Situation Room): This option controls your view of the playing board. Situation Room is the new name for Show Info/ Show Board as described in the manual.

Control menu

Human/Mac/Modem plays White: These options control who plays the White (or Red) pieces.

Human/Mac/Modem plays Black: These options control who plays the Black (or Blue) pieces.

You can play Checkmate against a distant opponent if each of you has a Hayes-compatible modem and both of you are running either Checkmate or Battle Chess, also from Interplay. If your modem is

properly connected to your modem port, as shown in your modem manual, there are 3 steps to start playing over the modem.

1. Arrange with your opponent who will play White and who will play Black. Both of you should then run Checkmate (or Battle Chess) and use the Control menu options so that your color is set to "Human" and your opponent's color is set to "Modem".

2. One player must set his modem to auto-answer mode by typing:

⌘T

and then typing:

ATS0=1

and pressing **<Return>**. (That's a zero, not the letter "O".)

3. The other player must call the player whose modem is set to auto-answer. To dial a number, type:

⌘T

then:

ATD 555-1212

substituting the correct phone number, and press the Return key. You can use any phone number with the ATD command, including area codes.

Your modem will pick up the phone and dial the number, and if all goes well, it will then connect with the modem on the receiving end. You can then start your chess game. When you move a piece, that move will happen on your opponent's end as well as yours. Note that after the two players are connected, the menu options **New Game**, **Set Up Board**, and **Load Game** will send an entire new chess board to both sides, discarding the current game.

There are two steps to break the connection and hang up the phone.

First type:

⌘T

then:

+++

(three plus signs), and wait about two seconds. This will get your modem's attention.

Then type:

ATH

and **<Return>** to tell your modem to hang up. This will close the connection between the two players.

You can also use an Imagewriter printer cable or a null-modem serial cable to connect two computers directly together. Connect the serial cable between the two computers' modem ports. Then use the Modem menu commands as usual. Once

both computers are set to Modem play, you can start right away; you won't have to dial the phone.

Send Text: You can use this option to send a message to your modem opponent. This message can be up to 40 characters in length. This option is unavailable if you are not playing with the modem options.

Making your own Piece Sets

You can create your own piece set for use with Checkmate by using a graphics program that can read and write PICT files. Checkmate Disk #2 has two picture files on it that contain the color and black-and-white pieces. The two files are in a self-extracting archive that was created with the "Compact Pro" application (copyright 1991 by Bill Goodman). To uncompress the files, double-click on the "Templates.cpt" icon on Checkmate Disk #2. Once you have un-compacted the files onto another disk, you can modify them to your taste.

After running your graphics program, you can open the "Color Pieces" document or the "Mono Pieces" document. You can modify the artwork using the template provided. Be careful not to disturb any of the lines of the template. Once finished, save the modified file as a PICT file, using a different name. The "Pieces..." option from the View menu will let you find the new file and play Checkmate with the new pieces.

Credits

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Andy Pennell

Producer

Troy P. Worrell

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