

VALUE SERIES

Macintosh®

CD-ROM

Chess II

FOR MACINTOSH



BONUS!
Includes:
RICOCHET
FREE



MACSoft
A WIZARDWORKS COMPANY

Chess II and Ricochet

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WELCOME

Thank you for purchasing Chess II for Macintosh!

Centuries ago, kings and noblemen searched their empires for worthy Chess opponents. Now, you can enjoy the game of kings any time you like!

This version of Chess provides you with a challenging computerized opponent, as well as a variety of levels of difficulty. Plus, also included is a free strategy game.

We'd like to hear what you think about this or any other MacSoft product. If you have any suggestions for us, please call us at the telephone number on the following page or write your comments on the registration card enclosed with this package.

Enjoy the games!

TECHNICAL SUPPORT

Technical support for these programs is available from Varcon Systems by calling: (619) 563-6700

Before calling, please have the following information available:

1. What type of Macintosh you have.
2. Which version of the System you are running.
(To determine which version you're using, select About This Macintosh... from the Apple menu.)
3. How much memory is installed in your Macintosh.
(Available by selecting About This Macintosh... from the Apple menu.)

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For Technical Support please call the number on the previous page.

SYSTEM REQUIREMENTS

You may use this product with any Macintosh running System 6 or System 7. The game works with both color and B/W monitors.

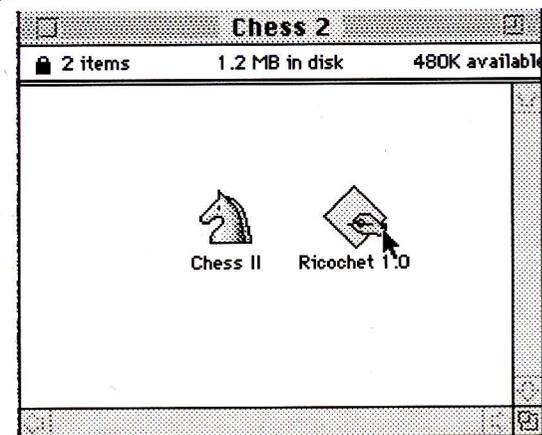
BEFORE YOU BEGIN

Be sure to install the games by following the installation instructions on the next pages. Then, put the original disk in a safe place in case you experience problems with your hard disk.

NOTE: You are allowed to make a single copy of any software program for archival purposes only.

Installation

Both Chess II and Ricochet will run directly off the CD but, for optimum speed and performance, we recommend that you install both programs on your Hard Drive. To install the games on your Hard Drive, simply drag each of the game icons to your Hard Drive icon (make sure your Hard Drive icon turns dark) and release the mouse button. The games will then be copied to your Hard Drive. Remove the CD and store it in a safe place. To play the games, just open your Hard Drive window and double-click on the desired game icon.



Playing Instructions for Chess II.

Playing Chess

After double-clicking on the Chess II program icon, you will be presented with the Chess II playing board. To begin playing, simply click on one of your playing pieces and drag it to the desired square. If you attempt an illegal move, the computer will beep and inform you that your move is not legal.

After you have made your move, the computer will make its move.

Adjusting the Level of Difficulty

You can set the computer to play against you at three different levels of difficulty by selecting "Casual," "Competitive," or "Tournament" from the Level menu. Keep in mind, as the computer gets smarter, it also gets slower.

Customizing the Difficulty

By selecting Custom from the Level menu, you can further customize the level of difficulty in Chess II. However, **WE RECOMMEND THAT YOU NOT USE THIS OPTION** unless you have a proficient understanding of computerized logic trees. Customizing the level of difficulty over-rides the computer's settings for each level of difficulty and can yield unpredictable results.

Also, we recommend against adjusting these options after a game has begun.

But, if you do understand logic trees, here's a brief overview:

DEPTH -- The Minimum Depth determines the number of moves ahead that the computer will explore in determining its next move. If the computer finds a capture at the number set in Minimum Depth, it will then explore additional moves ahead up to the number set in Maximum Depth. As you set the Minimum and Maximum Depth higher, the computer will get smarter and slower.

TRIMMING -- Adjusting the Minimum and Maximum Trimming expands or eliminates the branching options of the logic tree. Higher Trimming gives the computer many more options and a deeper level of logic. The computer will get smarter and slower as you set these numbers higher.

Reversing Sides

You can reverse sides at any time. Selecting this option will not only reverse the positions of all the black and white pieces, it will also let you switch positions with the computer. You will now move the black pieces and the computer will move the white pieces.

Castling

To make your castling move, simply drag the Queen to the square next to the Rook with which you are castling. The computer will then perform the rest of the maneuver automatically. The computer will not allow you to castle illegally.

En Passant

The en passant maneuver is recognized by the computer automatically.

Saving your Game

You may save your game at any time by selecting Save from the File menu.

To return to a saved game, you must first run the Chess II program and then open your saved game from within the Chess II program. You may do this by selecting Open from the File menu.

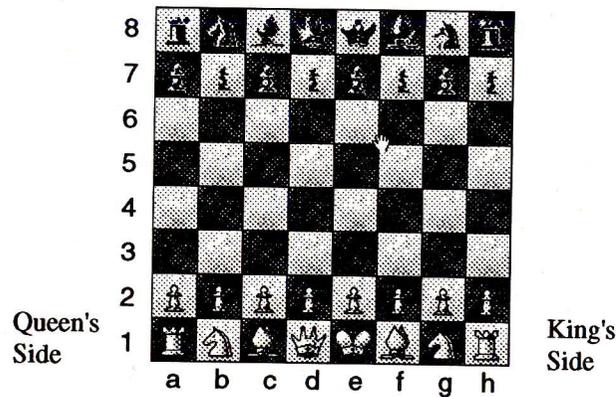
Other Options

Under the Options menu, you can select whether the computer should beep each time it moves, whether the computer should flash its piece before each move, and which notational system the computer should use.

BASIC RULES OF CHESS

Each game of chess is a battle between two armies, each army represented by 16 pieces on the chess board. Your objective is to strategically move the pieces representing your army across the 64-square chess board in a manner so as to trap your opponent's king. For the sake of explanation and in strategy, the chess board may be further divided into a queen's side and a king's side. You may refer to the pieces closest to the king as the "king's pieces," and the pieces closest to the queen as the "queen's pieces." For example, the bishop closer to the king is called the "king's bishop."

Also, a system of notation is used in chess to describe the exact position of all 64 squares. Vertically, the squares are called files and are noted with a letter, a-h. Horizontally, the squares are called ranks, and are noted by a number, 1 - 8.



THE CAPTURE

It is possible to remove your opponent's pieces from the board. This is called a "capture," and it is achieved by moving one of your pieces so that it lands on the same square occupied by any of your opponent's pieces.

THE GOAL OF THE GAME

If you successfully maneuver your pieces so as to trap your opponent's king, you will win the game. This situation is called a "checkmate." To trap your opponent's king, you need to place the king in "check." This is accomplished by positioning one of your pieces so that if your opponent does not move the king piece, it would be captured by your next move. However, if you have successfully positioned your other pieces so that your opponent has nowhere to move the king without it being captured, you have won the game because your opponent is in "checkmate."

THE CHESS PIECES

 **The Rook.** The Rook can move in a straight line either vertically or horizontally. The Rook can move as many squares as possible, until blocked by another piece. Rooks cannot jump over an occupied square, except when performing a maneuver called "castling."

Castling

The purpose of castling is to protect your king. However, you cannot perform the castling move if your king is in "check." Castling involves switching the king and the rook and can only be done if the king and the rook are in their starting positions.

Additionally, the king's path to the new square cannot be blocked by another piece, and the rook's path must also be clear. To castle, the king moves two squares toward the rook on its right or its left. That rook is allowed to then jump over the king and occupy the square immediately beside the king, on the opposite side from which it started.

There are three situations in which you cannot castle. As described above, you can't castle if your king is in check and you can't castle if your king and rook's path is not clear. Additionally, you cannot castle if it means moving your king or rook across a square that is being attacked by your opponent. (A square is being attacked if your opponent has a piece situated in a way to take one of your pieces if it were to land on the "attacked" square.) There is one exception to this rule. You can castle if your rook is on square a1 or square a8 and you're castling on the queen's side -- even if square b1 or b8 is under attack from your opponent.



The Knight. The knight always moves in the shape of an "L." While it can move in any direction, it must always move in one of these four ways: a) One square vertically and then two squares horizontally, b) Two squares vertically and then one square horizontally, c) One square horizontally and then two squares vertically, d) Two squares horizontally and then one square vertically. The knight is the only chess piece that can jump over other chess pieces (except the rook and king in the castling move described earlier).



The Bishop. The bishop can move diagonally in any direction. However, the bishop cannot move horizontally or vertically.



The Queen. The queen is your most powerful piece. You can move the queen in any direction -- horizontally, vertically, or diagonally. And, the queen can move as many squares as you like. However, the queen cannot jump over another piece.



The King. Although the king can move in any direction, he can only move one square at a time. If your king is placed in check, you must move it immediately.



The Pawn. Unlike all your other pieces, the pawn can only move forward -- not sideways or backwards. The pawn normally advances one square at a time, with the exception that at the start of the game each pawn's first move can be two squares forward if you choose. The only time a pawn can move diagonally is when it is capturing another piece. The pawn can capture any piece that is located on the square diagonally adjacent to it in its forward direction. Except in an En Passant Capture (described below), the pawn cannot make a capture horizontally or vertically.

En Passant Capture

As described above, each pawn's first move -- if you choose -- can be two squares forward. However, if you make this move to avoid capture, be aware that your opponent could make an En Passant Capture move. Let's say your opponent has a pawn placed on square c4 and you have a pawn placed in its

original position on square d2. If you were to move your pawn only one square, to position d3, your opponent could capture your piece in his next move with his pawn located on square c4. However, to avoid this capture, you decide to move your pawn two squares forward, so that your pawn is now on square d4, adjacent to your opponent's pawn on square c4. Your opponent now has the option to use the En Passant Capture to take your pawn. Because you made this move to avoid the capture of your pawn, your opponent can move his pawn to square d3 and remove your pawn from the chess board -- even though your pawn isn't on square d3. This rule was developed centuries ago when it was felt that the pawn's opening two-square move gave it too much of an advantage over other pawns. The En Passant Capture applies to any of your pawns only in the situation where your pawn is moved two squares to avoid capture by an opponent's pawn positioned to capture your pawn if it were moved only one square.

Promoting Your Pawn

If you are able to move your pawn all the way to the other end of the chess board, you may promote your pawn to any piece you like (except king). Additionally, you can promote more than one pawn, and you can promote all of your pawns to the same new piece. For example, many people choose to promote all their pawns to queen. (However, there are situations where you may wish to promote your pawn to another piece instead.)