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This document contains important release notes.

Please read it completely .



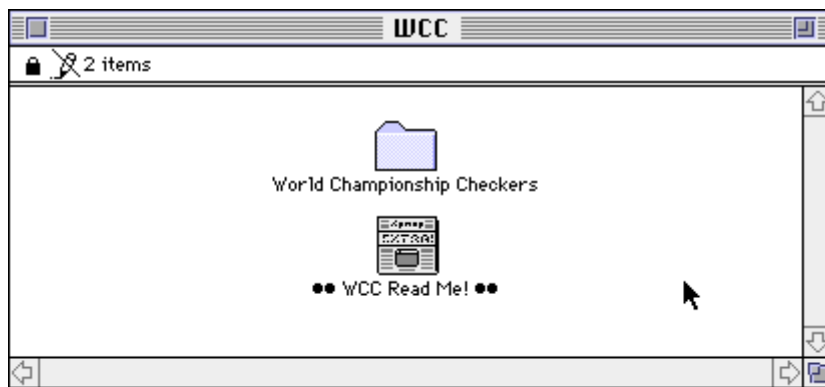
**World Championship Checkers 1.0.8**  
**By Gil Dodgen and Ed Trice**  
**© 1997-2000, Infinite Loop Software**  
**Artificial Intelligence Engine & other portions**  
**©1989-1997 by Gil Dodgen**  
**Book play by 1996 U.S.A. Checker Mail Play Champion,**  
**Al Lyman, with additional unpublished play by Ed Trice**  
**Additional consulting by former World Champion Don Lafferty**  
**Evaluation function consulting by Grand Masters Leo Levitt & Ed Markusic**  
**Six-piece database (2.5 billion+ positions) computed & provided by**  
**Jonathan Schaeffer & Rob Lake of the Chinook team, University of Alberta**  
**Thanks to Dave Butler, Tom Truscott, & David Berry**

Documentation for:

- World Championship Checkers Gold
- World Championship Checkers Gold Plus (November 2000)
- World Championship Checkers Platinum (December 2000)
- World Championship Checkers Platinum Plus (March 2001)

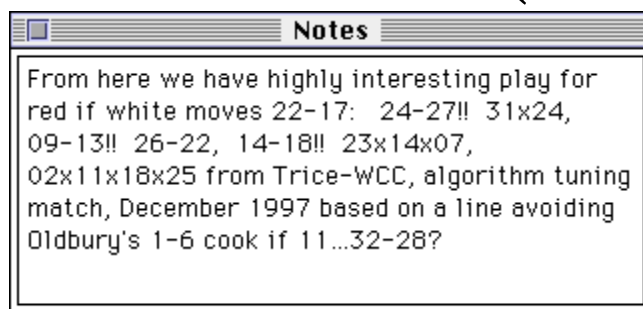
## INSTALLING WCC FROM THE CD

1) Install WCC onto your hard drive by dragging the **World Championship Checkers** folder from the CD to your hard drive, as shown below . This will copy the database files, the program, and the opening books to your hard drive.



When you run WCC from your hard drive, the program will ask you to insert the WCC CD. After you successfully insert the CD, and the main playing board comes up, you no longer need the CD in your drive. You can remove it at that time.

## New In Version 1.0.8 (and later)

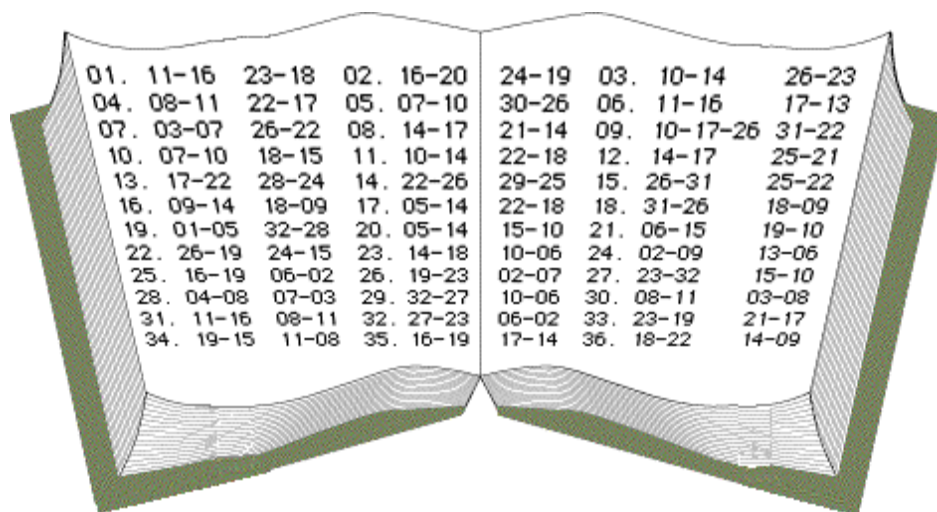


You can now add notes to any position, and the program will display them every time the same position arises. For example, if you play through this game on WCC...

09-14 24-19, 11-16 22-18, 08-11 18-09, 05-14 25-22, 11-15 29-25, 15-24 27-20-11, 07-16 22-18, 06-09 28-24, 04-08 25-22, 16-20 24-19, 20-24 18-15, 01-06 22-17, 24-27 31-24, 09-13 26-22, 14-18 23-14-07, 02-11-18-25 17-14, 06-10 14-07, 03-10 32-27, 25-29 27-23, 10-14 24-20, 29-25 30-26, 13-17 19-16, 12-19 23-16, 08-12 16-11, 25-22 26-23, 22-18 23-19, 17-22 11-07, 22-26 20-16, 18-23 16-11, 23-16 07-03

You will see notes similar to the one above pop up now and then. You can enter up to 255 characters for every position. This feature is brand new and not shown in the manual. It is the **Annotate Position** item under the **Special Menu**

# New Opening Book Updates



Currently, the opening book that ships with WCC contains 173,142 positions (which includes the ability to recognize colors reversed positions.)

WCC Gold Plus users, and the WCC Platinum family, will receive a book that contains 34,274 more positions, for a total of 207,416. **These new positions represent strong attacks that are not published anywhere** that lead to overwhelming complexities. All of the games featuring Ed T. Rice defeating Chinook (the World's Strongest Program) are now in this book! Endgame data from difficult 10 and 8 piece positions allow WCC to play as if it had perfect knowledge of some of the most difficult endings (include Boland's Bridges, and Boland's Masterpieces).

This book also adds...

- Strong attacks and perfect defenses in games from the 1997 World Man-Machine tournament held in Manchester England (which WCC won.)
- Games from the little known 40 game Lafferty-Chinook match of 1995
- Strong unpublished attacks from the 500+ games Ed Tice played against Chinook and WCC Gold
- Corrections to Long-Tinsley, Chamblee-Tinsley, Chinook-Tinsley, and other great Grandmaster contests.

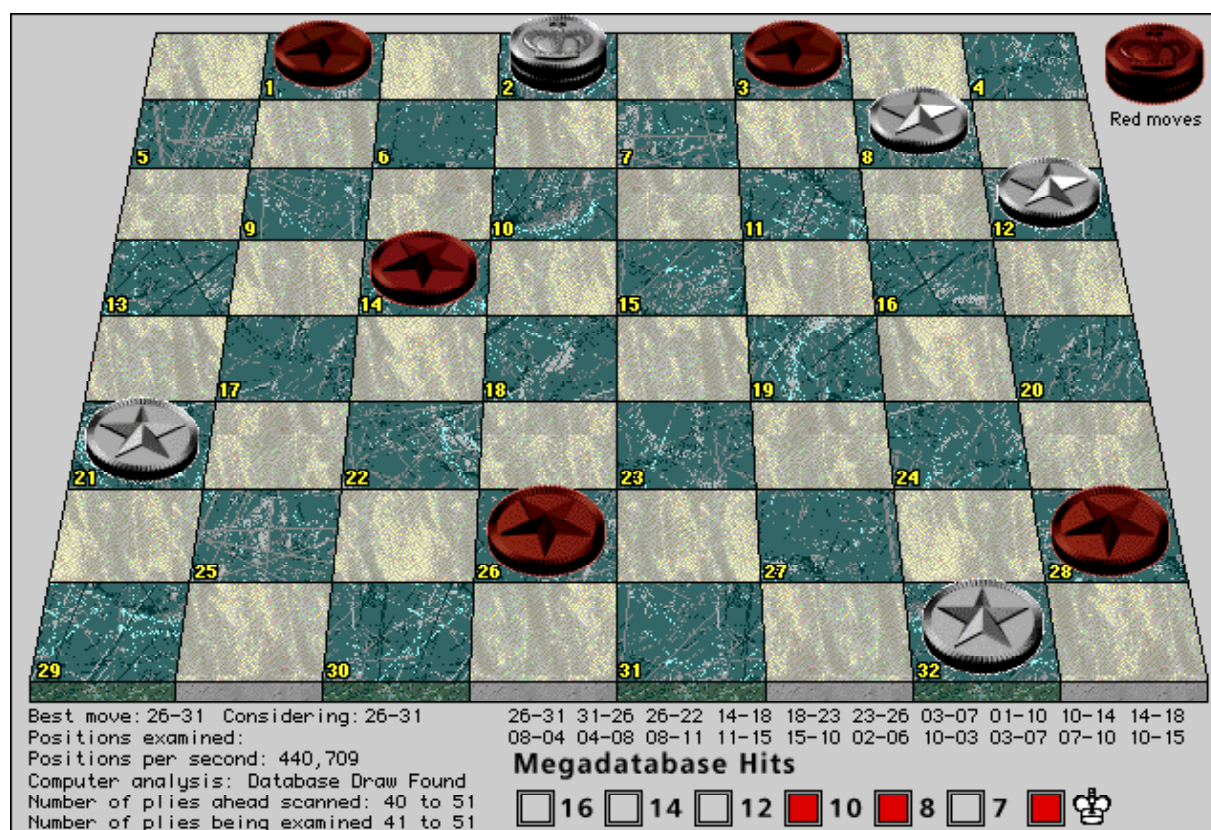
**The book update is \$15 for WCC Silver users, or \$10 for WCC Gold users.  
(See the ordering information at the end of this document)**

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## World Championship Checkers Gold Plus

All versions of WCC will now display an area at the bottom of the screen entitled “ **Megadatabase Hits**”. This feature is only activated for WCC Gold Plus and higher. The “Megadatabase” contains certain complex positions that can take (in some instances) over 200 moves to win, so WCC can **avoid being caught** in these traps, as well as **force someone into** one of them. Without the Megadatabase on, WCC would not realize there was a trap until many moves too late, or if it had an opponent in the trap, might not play properly to force the win. Again, these traps are extremely complicated, and with knowledge of how to play these positions perfectly, WCC becomes an even more formidable opponent. WCC computes “formulas” that tell it when such a position arises as it searches, so there is no “database” to load on the CD.

## World Championship Checkers Gold Plus



Screenshot showing the Megadatabases that have been probed (16 piece, 14 piece, 12 pieces, etc.)

## WCC Prices & Products

### WCC Silver Edition

**\$20**

Opening Book  
5 piece database in RAM

173,142 positions  
**148,688,232** positions known to be wins, losses, or draw .  
When ahead, WCC will never fall into a draw or loss.  
If ever behind, WCC will play for any position in the 148,688,232  
that will get it out of trouble.

### WCC Gold Edition

**\$65**

Opening Book  
6 piece database in RAM

173,142 positions  
**2,503,611,964** positions known to be wins, losses, or draw .  
When ahead, WCC will never fall into a draw or loss.  
If ever behind, WCC will play for any position in the 2,503,611,964  
that will get it out of trouble.

### WCC Gold Plus Edition

**\$95**

Opening Book  
5 piece database in RAM  
6 piece database in RAM

**207,416 positions**  
148,688,232 positions known to be wins, losses, or draw  
2,503,611,964 positions known to be wins, losses, or draw  
When ahead, WCC will never fall into a draw or loss.  
If ever behind, WCC will play for any position in the 2,503,611,964  
that will get it out of trouble.  
Run-time equations compute 16 piece, 14 piece, 12 piece,  
10 piece, and 8 pieces “slices” that occur during the search,  
greatly reducing the size of the “look-ahead tree”. **This allows WCC  
to function with the equivalent of trillions of positions in RAM.**  
**Plays 4th position (a difficult 7 piece draw when down a king) perfectly**

Megadatabase in RAM



### WCC Platinum Edition

**\$135**

Opening Book

5 piece database in RAM

6 piece database in RAM

207,416 positions

148,688,232 positions known to be wins, losses, or draw

2,503,611,964 positions known to be wins, losses, or draw

When ahead, WCC will never fall into a draw or lose.

If ever behind, WCC will play for any position in the 2,503,611,964 that will get it out of trouble.

Megadatabase in RAM

Run-time equations compute 16 piece, 14 piece, 12 piece, 10 piece, and 8 pieces "slices" that occur during the search, greatly reducing the size of the "look-ahead tree". This allows WCC to function with the equivalent of trillions of positions in RAM.

5 piece perfect play database

Plays 4th position (a difficult 7 piece draw when down a king) perfectly .

**All 5 piece wins will be executed immediately without having to search.**

The longest win requires over 75 moves (150 plies) to be executed perfectly , and without this database, no program on planet earth can search to the end of the game to find the subtle win.

### WCC Platinum Plus Edition

**\$185**

Opening Book

5 piece database in RAM

6 piece database in RAM

207,416 positions

148,688,232 positions known to be wins, losses, or draw

2,503,611,964 positions known to be wins, losses, or draw

When ahead, WCC will never fall into a draw or lose.

If ever behind, WCC will play for any position in the 2,503,611,964 that will get it out of trouble.

Megadatabase in RAM

Run-time equations compute 16 piece, 14 piece, 12 piece, 10 piece, and 8 pieces "slices" that occur during the search, greatly reducing the size of the "look-ahead tree". This allows WCC to function with the equivalent of trillions of positions in RAM.

5 + 6 piece perfect play database

Plays 4th position (a difficult 7 piece draw when down a king) perfectly .

**All 5 + 6 piece wins will be executed immediately without having to search.**

The superlatives associated with this innovation are too numerous to list.