

CHESS WARS™

A MEDIEVAL FANTASY

CHESS GAME



PC CD-ROM

ESRB ADVISORY

Violence
Fantasy and
Game

WIZARD *Works*

Welcome to **Chess Wars: a Medieval Fantasy™**. You, as king, must strategically lead your army to victory! With full motion video battle scenes the chess game comes to life. The high color graphics, 3-D animation, digital audio, famous opening gambits, multimedia tutorial and one of the most challenging chess logic's available, make Chess Wars both entertaining and challenging, from beginners to chess masters.

System Requirements

- 486/50 or faster machine.
- DOS 5.0 or better.
- Double speed CD-ROM drive or faster.
- A VESA compatible SVGA video card with at least 1MB of memory and a SVGA monitor capable of displaying 800X600 and in 65,000 colors.
- A mouse that works in DOS.
- Sound Card. (The program will run with one but there will be no sound.)
- 8 MB of RAM
- 20 MB of free hard drive space.

Installation

1. Get to a DOS prompt. Windows® 3.x users click on **File** and then **Exit Windows**. Windows 95 users click on **Start, Programs** and **MS-DOS Prompt**. (Windows 95 users, if you encounter installation problems may need to Restart the computer in MS-DOS mode. To do this click on **Start** then **Shut Down** and select the option mentioned.)
2. Place the **Chess Wars CD-ROM Disk 1** in the CD-ROM drive.
3. Change to your CD-ROM drive, by typing the CD-ROM drive letter followed by a **:** (i.e. D:) and press **Enter**.

4. At the CD-ROM prompt type **Install** and press **Enter**.
5. Follow the on screen instructions. The default installation directory is **C:\Chesswar**.
6. After installation is complete the Setup program will start. Here you will need to know the settings of your sound card. The program does have an autodetect program, but some machines have cards that will not work with the autodetect so you will need to input the information manually. If you don't know your sound card's settings please consult with your computer's or sound card's manual. You can change the settings at any time by typing **Soundset** and press **Enter**, at the **C:\Chesswar** prompt.

Starting Chess Wars

1. Place the Chess Wars CD-ROM in the CD-ROM drive. To view the opening video, you will need the **Second CD** in your drive, otherwise use the **First CD**.
2. Get to a DOS prompt. Windows® 3.x users click on **File** and then **Exit Windows**. Windows 95 users click on **Start, Programs** and **MS-DOS Prompt**. (Windows 95 users, if you encounter problems running the program you may need to **Restart the computer in MS-DOS mode**. To do this click on **Start** then **Shut Down** and select the option mentioned. Be sure that you have mouse and CD-ROM driver's installed and working in DOS mode. If not please consult your computers manual.)
3. To view the opening video, type **Chess** and press **Enter**. You will need the **Second CD** in your drive.
4. To play with out viewing the opening video type **Chess** and press **Enter**. The **First CD** must be in the drive for this option.

Internet Play Install

1. You must be Windows for this install.
2. Place the **First Chess Wars** CD-ROM in the CD-ROM drive.
3. For Windows 3.x users, in **Program Manager**, click on **File** and **Run**, then in the Run line type **D:\Internet** (where D:\ is your CD-ROM drive) and press **Enter**. Windows 95 users click on **Start** and **Run**, then in the Run line type **D:\Internet** (where D:\ is your CD-ROM drive) and press **Enter**.
4. Follow the on screen instructions.

Main Menu

On the main menu you will select your game options. Choose from multiple chess sets, boards and backgrounds. Feature options may be selected or deselected as follows:

New: Starts a new game.

Load: Allows you to load a saved game.

Save: Save the current game. In the name field, type a file name for the game, then choose **Save**.

Export Game: Save a text file with the moves or chess board position to transfer to another system. In the file dialog, select the folder and game description to export, then choose **Save**.

Save Defaults: After choosing your preferences on the Main Menu, you may choose **Save Defaults** to remember these settings each time you start Chess Wars.

Surrender: Allows you to resign from the current game. This is rated as a loss.

Quit: Choose this command to exit the Chess Wars game. If you made changes, a dialog box appears to confirm the command. Choose **Yes** to exit the game, **No** to return to the Main Menu.

Game Options

The following options are for game play and game appearance. They are found on the menu.

Background: Allows you to select from various background scenes for the current game.

Board: Allows you to select from various colored and textured chess boards. Click on the board displayed, to toggle between 2D or 3D boards.

***Note:** The sixty-four squares of the chessboard are colored alternately light and dark. The rows of squares extending from left to right are called ranks. The rows of squares extending from a player to their opponent are called files. The rows of squares extending diagonally are called diagonals.*

Light Side/Dark Side: Click on the piece selection arrows to scroll and select from various pieces.

Human/Computer: This option allows the player(s) to choose either Light (which moves first) or Dark (which moves second). Select either Human or Computer opponent. Select Human for both Light and Dark if two people are playing.

Animation: This toggles animation on or off for game pieces.

Cinematics: this selection will allow you to toggle the full motion battle video scenes off or on.

Peril Mode: Available in beginner level only. When selected, pieces will raise weapon or shield or for none character will be highlighted when threatened.

Show Clock: Hide or show the time clock. Both clocks will continue to track time even if they are hidden.

Digital Clock: This shows a numerical digital clock.

Coordinates: Click on this option to show or hide the rank and file coordinates on screen.

Move History: This option provides the player with a complete account of the current game.

Statistics Menu: This option toggles the Statistics Menu found in the top center of the screen on or off. The Statistics Menu is explained below.

Depth: The number of half-moves (plies) ahead the computer considers before selecting one.

Position: Total number of board positions searched so far.

Score: How far ahead (+) or behind(-) the computer thinks it will be if the best line of play is played out to the last move shown. Fractional scores come from the computer's evaluation of positional considerations, such as control of the board's center.

Best Line: The best sequence of moves so far. If you were to force the computer to move, it would make the first move on the list. Remaining moves are predicted countermoves.

Nodes: An arrangement of pieces on the board. Either the current positions as shown or one reachable from it after a series of moves.

Nodes per second: The number of chess positions visited by Chess Wars in one seconds processing.

Show Captured Pieces: This selection helps you to keep track of captured pieces during game play, by showing captured pieces on either side of the board.

Swap Sides: This option allows the player to choose to switch sides during game play.

Rotate Board: This option allows you to view the board from the opposite side.

Edit Board: Allows you to add, subtract and arrange pieces on and to the board. This is a great feature to set up scenarios and practice with.

Tutorial: This option will give you a chess review on three basic chess categories; How Pieces Move, Opening Gambits and Master Games.

Move Speed: Control that can vary the motion speed of the animation.

Sound FX: Volume control for the sound effects.

Music: Volume control for music.

Difficulty Level: Experiment with the difficulty levels and select the appropriate level.

Pop Up Menu

Can be accessed during game play by pressing the right mouse button. The following are the commands found on the Pop UP Menu.

Force Move: This allows you to force the computer to move.

Undo: This selection will undo the last move that was made. If you undo a move by the computer, then you must select **Force Move** to get the computer to start thinking about it's next move.

Redo: This will replay an "Undo" move or forward on the Move History list.

Show Move: This selection allows you to view how the selected piece can be

moved on the board.

Hint: Use this option to receive advice on your next move.

Menu: This will take you back to the options menu.

Special Moves and Terms

Castling: Castle by moving your King two squares toward either Rook. The Rook will move into place automatically. This special move may only be done if your King and corresponding Rook have not moved previously during the current game. All squares must be clear between the King and corresponding Rook. The King may not be in check nor cross a line of check during the castling move.

Check: When a King is threatened with direct capture, it is in check; it must then be moved out of check. This is done by removal to a safe square, by interposition, blocking or by immediate capture of the attacking piece. If a player continues to check his opponent's King indefinitely, the game is drawn (tied) by perpetual check.

Check Mate: When none of the above defenses are possible, the king is checkmated and the game is over.

Stale Mate: When the King is the only legally movable piece that a player has on the board and is not in check but cannot move without moving into check, the game is stalemated and counted as a draw.

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CHESS WARS™

A MEDIEVAL FANTASY

DEFEND YOUR CROWN!

TWO KINGS, TWO OPPOSING KINGDOMS—ONE DETERMINED TO DESTROY THE OTHER, THEY MEET ON THE FIELD OF BATTLE TO DETERMINE THEIR DESTINY. YOU BECOME KING IN THE MOST COMPLETE INTERACTIVE STRATEGY CHESS GAME EVER. YOU MUST STRATEGICALLY DEPLOY YOUR ARMY TO WIN THE CROWN, OR FEEL THE COLD STEEL OF CHECKMATE. THIS IS A CHESS GAME LIKE NONE YOU'VE EXPERIENCED BEFORE.

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System Requirements: MS-DOS 5.0 or higher, IBM PC compatible 486-60DX or higher, 8 MB RAM, 10 MB hard disk space, VGA 800x600 monitor, 2X CD-ROM

PN 6302

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DISK I

compact disc
DIGITAL DATA

P/N 7413

CHESS WARS

A MEDIEVAL FANTASY CHESS GAME

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COMPACT
disc
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CHESS WARS
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