

COMPUTER CHESS



A Warner Communications Company



Model CXL4009

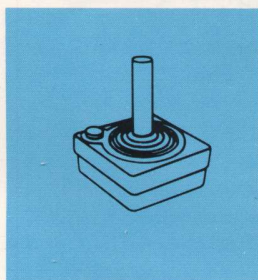
Use with

ATARI® 400™ and ATARI 800™
PERSONAL HOME COMPUTERS

GENERAL DESCRIPTION:

As one of man's oldest war games, chess is believed to have originated in India between 350 to 400 AD. The first written record of the game was in 800 AD.

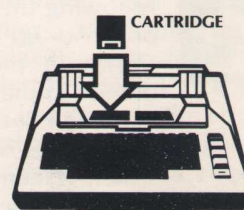
There are many different versions of chess played throughout the world, but the object of the game is the same: capture the opponent's king.



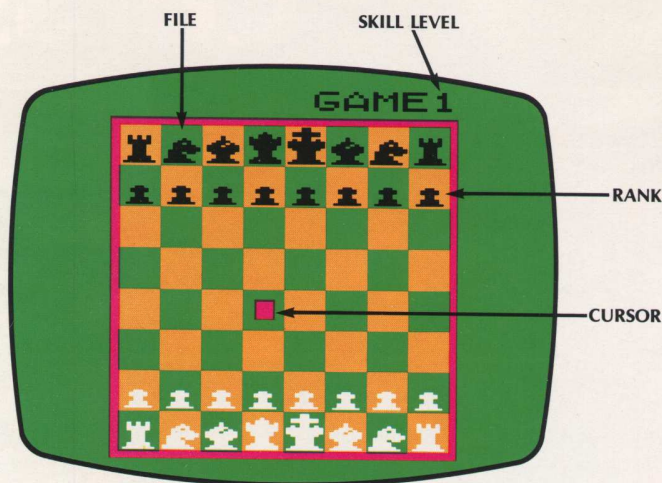
Use your Joystick Controller with this Game Cartridge. Be sure to plug the controller cable firmly into the first left hand jack on the front of your ATARI® 400™ or ATARI 800™ console. Hold the controller with the red button to your upper left toward the television screen.

Inserting Cartridges

This Game Cartridge plays on the ATARI 400 or the ATARI 800 System. Insert in LEFT CARTRIDGE slot on the ATARI 800 System. Be sure the POWER ON/OFF switch is ON. The ATARI 400 and 800 systems automatically shut off when the cartridge door is lifted. This prevents damage to the computer and to the cartridge. (The power indicator light on the console is on when the cartridge door is closed, and off when the door is open.)



HOW TO PLAY



The computer sets up the pieces on the board in their proper order, as shown in the diagram. Each piece has a distinctive move which is peculiar to itself.



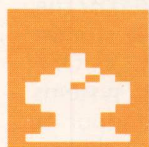
KING (1): Your most important piece. The king is not very mobile, as he can only move one square at a time in any direction; on the rank (sideward), on the file (forward or backward), or diagonally.



QUEEN (1): The queen is the most versatile and mobile piece and, therefore, the most powerful. She can move in any direction (on the rank, file or diagonally) as many open squares as desired. The queen is the second most valuable piece.



ROOK (2): The rook moves on the rank or file as many open squares as desired. The rook is the third most valuable piece.



BISHOP (2): The bishop can move back and forth diagonally as many squares as desired. The two bishops are set up so that there is one on each different colored square. Each bishop must stay on its color throughout the game.

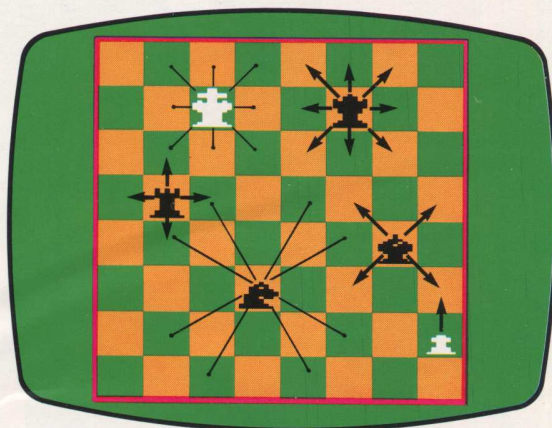


KNIGHT (2): The knight moves not on a line but diagonally from point to point, following the "one up and two across", or "two up and one across" pattern shown in the diagram. The knight is unique in that it cannot be blocked, but can jump over other pieces provided its destination is an open square, or one in which it can take and capture an opponent's piece.

The bishop and knight are ranked just about evenly as the fourth most valuable pieces. The value of one over the other depends on its position on the board during the course of the game.



PAWN (8): The pawn moves straight ahead one square at a time, and cannot move backward. On its initial move, the pawn can move two squares, if desired. The pawn can move diagonally (see **Double Moves** - "en passant"). The pawn is sometimes considered the least important piece and is considered the "foot soldier" of chess. It can be vital in holding territory.



Pawn Promotion: If a pawn is advanced safely to the last or eighth square (eighth rank), it can be "promoted" to any other piece except a king. The computer will automatically promote a pawn to a queen, as it is the most powerful piece.

If you wish to promote a piece to something other than a queen, push the S key on the Console keyboard and exchange your new queen for that piece (see **Console Controls** section).

Capturing

Pieces (except pawns) capture in the same manner as they move. If any square to which your piece can be moved is occupied by an opponent's piece, that opponent's can be captured. The opponent's piece is removed from the game and the capturing piece occupies the square. You are not required to capture whenever able.

Pieces cannot displace or capture pieces of their own color. Except for the knight, none of the pieces can jump over other units when capturing or moving.

Traditionally, the capture of the king is never actually carried out. If the king is under attack but has room to escape, it is said to be in "check". The computer has a very distinctive way to show when the king is in check, as you will see during the course of a game.

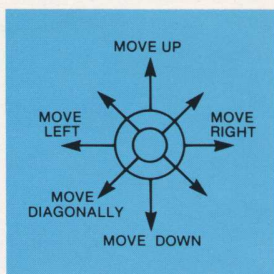
If the king is attacked, and there is no escape, it is said to be "checkmated" and the game ends. You will see the king turned upside down at the top of the screen.

TO BEGIN PLAY

Using the Controller

Using the Joystick Controller, you can move your pieces around the board. Move the cursor (the pink square) to the piece you wish to move and push the red controller button. That piece will begin to flash and you may then move it in any direction. To release the piece, push the red controller button again.

If you change your mind about the piece you want to move, return it to its original position and push the red controller button. Then, move the cursor to the next piece and repeat the procedure. (This must be done before the first piece is released).



IF YOU ATTEMPT TO MAKE AN ILLEGAL MOVE, THE COMPUTER WILL MAKE A WARNING SOUND AND WILL DISALLOW THE MOVE.

Once you are satisfied with your move, push the red controller button. The cursor will appear in the square from which you have moved and the piece you moved will flash momentarily.

As the computer begins to "think" its move, the cursor will disappear from the playfield. When the computer has made its move, the cursor will reappear in the square from which it has moved its piece.

Console Controls

SYSTEM RESET: Use this switch to start or restart a game. If you want the computer to play the black pieces, it is not necessary to depress this switch after turning on the console. If you want the computer to play the white pieces, you must depress the SYSTEM RESET and the OPTION switch before depressing START.

OPTION: Depressing this switch before the START switch will make the computer play the white pieces. Depressing this switch again will return the white pieces to you. The color of the number at the top of the playfield (also denoting SKILL LEVEL) will tell you which color you are playing.

START: Depressing this switch will start the game. If the computer is playing white, it will make the first move.

S KEY: Depressing the S key on the keyboard will allow you to set up the board as you want it for a particular chess problem or situation.

Move the cursor to the square where you wish to place a particular piece. Each time you press the red controller button, the computer puts a different piece on that square, starting with the computer's king and cycling through to the player's pawn. When you have placed this piece you want on the board, move the cursor to the next position and repeat the process.

To remove a piece from the board, place the cursor over that piece and cycle through past the player's pawn. The cursor (the blue square) will appear and that piece will be removed from the board.

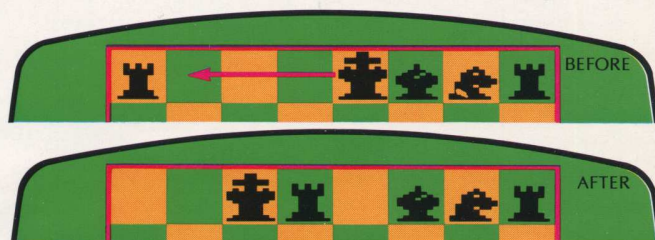
When you have the board set up as you want it, depress any key on the keyboard (other than "S") and begin play. You must always make the first move.

SELECT: Depressing this switch changes the level of difficulty (or **SKILL LEVEL**) at which the computer plays the game. The level of difficulty can be changed anytime during the game.

Double Moves

There are two "double moves" allowed in the game of chess. One is known as "castling", the other is known as "en passant". The computer may use either or both during the course of a game, and so can you.

Castling: Castling can be an offensive or defensive move. In order to castle, the squares between the king and one of the rooks must be open, and neither the king nor the rook may have been moved previously. This can protect the king and moves the rook to the center of the board where it can be more effective.



When you have set up the board as described, move your king two spaces to the right or left (depending to which side you are castling), and push the red controller button. The computer will automatically bring the rook around the king, thereby completing your castling move.

If you move the king toward the rook on the king's side of the board it is called "castling to the king's side". If the king is moved toward the queen's side, it is called "castling toward the queen's side".

A player can not use the castling move to move out of check ("castling out of check"). Nor may a player castle to the king's side if any of the squares between the king and the rook are threatened ("castling across check").

NOTE: If, after setting up a chess problem, your initial move is to castle, the computer may not accept it as a legal move.

En Passant (in passing): This move is used to counteract the enemy pawn's initial double move on an adjacent file. To carry out the en passant, you must advance your pawn to the fifth rank. Your opponent then has the option of moving a pawn one square (where it would be under attack) or moving it two squares, thereby bypassing the threatened attack. If your opponent elects to move two squares the en passant move allows you to take that pawn by diagonally moving your pawn to the square that was skipped over.

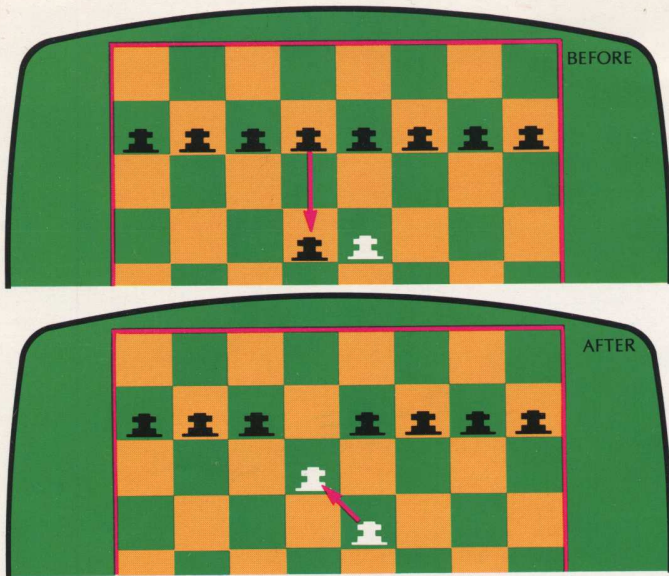
SKILL LEVELS

Levels 1 through 7 are progressively more difficult, as the computer takes longer to "think" its next move. Level 8 is the least difficult and is good practice for the beginning player. After playing at Level 8, beginning players should move to Level 1.

The times listed are an average, since the length of time necessary for the computer to "think" will vary according to the level and the complexity of the board. Therefore, the times listed may vary.


Level 8 - 15 seconds	Level 4 - 3 minutes
Level 1 - 30 seconds	Level 5 - 10 minutes
Level 2 - 45 seconds	Level 6 - 9-hours-
Level 3 - 2½ minutes	Level 7 - 10-hours-

As a closing note: there are various chess books which give more detailed instructions and descriptions of the game. These books can give you more insight into the game's wide range of strategies. If you wish to study chess in more detail, we suggest visiting your local library or book store.



The en passant capture must be made immediately, that is, when the opportunity is first available or not at all. It cannot be executed at a later turn.



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