
Battle Chess™
Interplay™

Welcome to Battle Chess from Interplay Productions. You may have heard of some of our other products, such as Wasteland, Tass Times in Tonetown, and The Bard's Tale series, all of which were published by other companies. Battle Chess and Neuromancer are our very first games to be published under the Interplay name. We would love to hear any comments you have concerning the products we make. Most of all, we hope you have fun!

Thanks,

From the crew at Interplay

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Battle Chess

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We would like to make a special mention to Todd Camasta for breathing so much life into a very special project.

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Battle Chess

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 manual 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

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

The goal of playing a 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 opponents play against each other. One player is usually White, and the other, Black. (In the Amiga version of Battle Chess, the colors are Magenta and Blue.)

- 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" (see below).

• 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 of the manual titled "Castling.") A move is when a piece moves from one square to another square. Each kind of piece moves in its own individual way, described in the section of the manual 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



1 KING | 1 QUEEN | 2 BISHOPS | 2 KNIGHTS | 2 ROOKS | 8 PAWNS

In Battle Chess, your pieces will appear as follows:

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. Battle Chess's pieces (in the Amiga version) are Magenta and Blue. The squares are arranged in 8 rows of 8 squares each. When you boot up Battle Chess, all the pieces are in their starting positions. All chess games start from this initial position.

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.

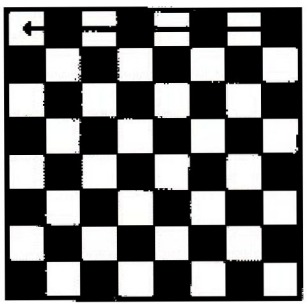


Figure 2.

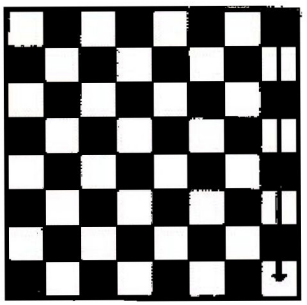


Figure 3.

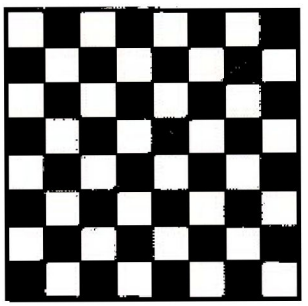


Figure 4.

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 opponent's pieces (specific methods of attack will be covered under each individual piece description).

The Individual Pieces

The King

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.

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, it's 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.

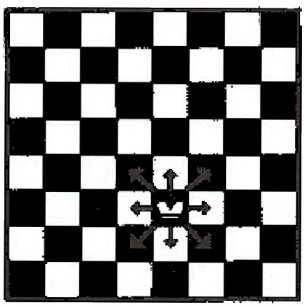


Figure 5.

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, below, 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.

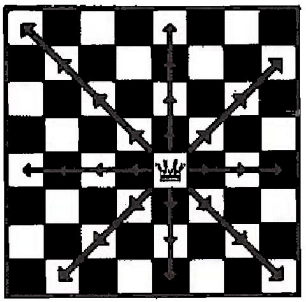


Figure 6.

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.

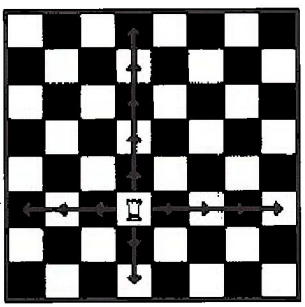


Figure 7.

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.

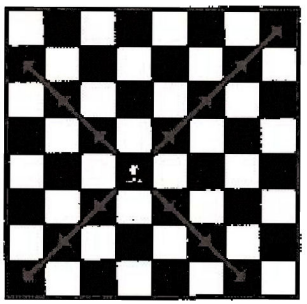


Figure 8.

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, below). 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, below, shows how the Knight moves; Figure 9b shows the Knight moving through other pieces; Figure 9c shows the Knight capturing an opposing piece.

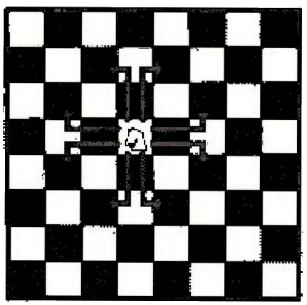


Figure 9a.

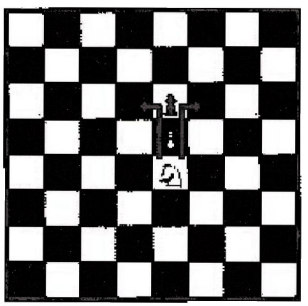


Figure 9b.

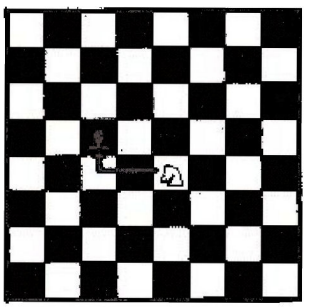


Figure 9c.

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.

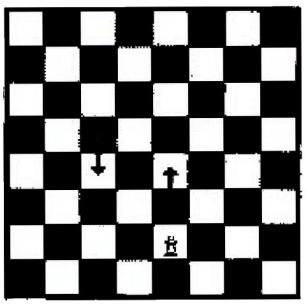


Figure 10.

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, below).

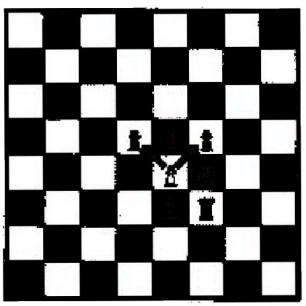


Figure 11.

The pawn may never move into a square directly ahead if it's 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, below, shows a scene before an *en passant*; Figure 12b shows the *en passant* move itself; Figure 12c shows the result.

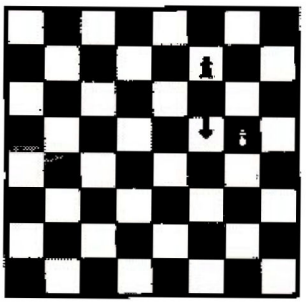


Figure 12a.

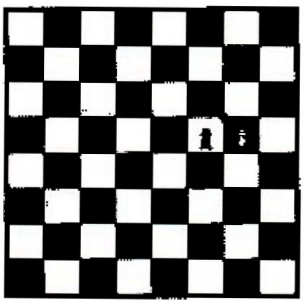


Figure 12b.

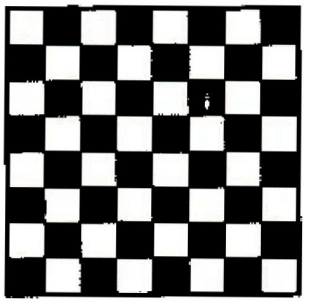


Figure 12c.

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" (See Figure 13, below).

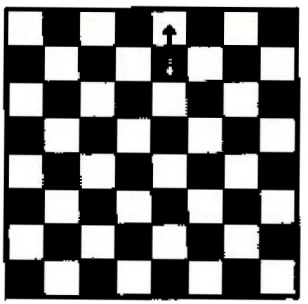


Figure 13.

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 Pawn's 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

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 14a, on the next page, shows the board before castling. Figure 14b shows castling on the King's side, and Figure 14c shows castling on the Queen's side.

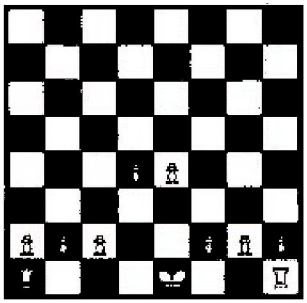


Figure 14a.

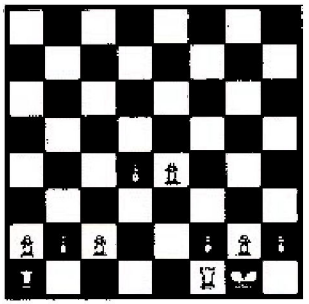


Figure 14b.

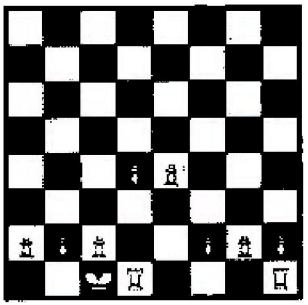


Figure 14c.

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 15a, 15b, and 15c show situations in which White may not castle. In Figure 15a, the King is in check, so castling is illegal. In Figure 15b, the King would have to move through check while castling, which is also illegal. In Figure 15c, the King would end up in check after castling, and the King may never move into check.

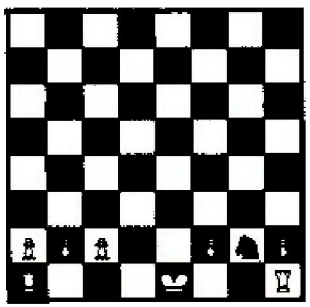


Figure 15a.

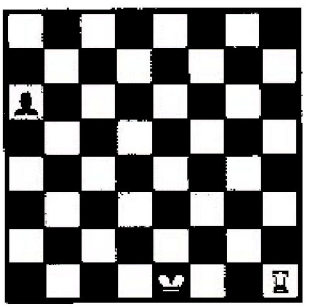


Figure 15b.

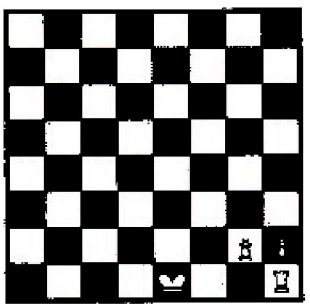


Figure 15c.

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."

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.

The next page illustrates several examples of check and checkmate positions.

Figure 16a 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.

Figure 16b shows the White Bishop checking the Black King. The King can escape check by moving one square to the left or right.

Figure 16c 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.

Figure 16d 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 16e 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.

Figure 16f shows a checkmate of the Black King by the White Bishop. Again, the Black King cannot escape from check, so he is in checkmate.

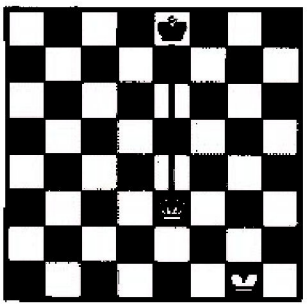


Figure 16a.

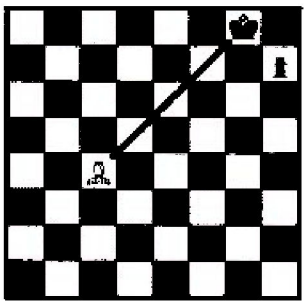


Figure 16b.

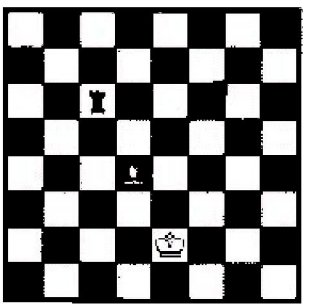


Figure 16c.

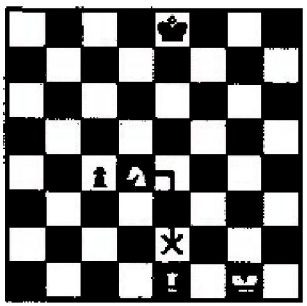


Figure 16d.

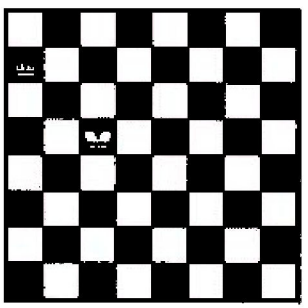


Figure 16e.

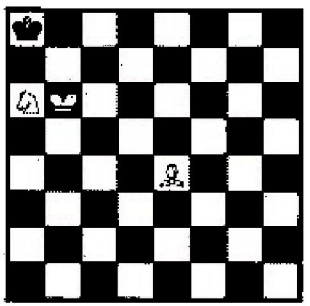


Figure 16f.

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.

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 Kings' 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 Queens' side is referred to as "Queen's (piece)", i.e., Queen's Rook, Queen's Knight, etc. See Figure 17, below, for an illustration of this and the standard abbreviation for each piece.

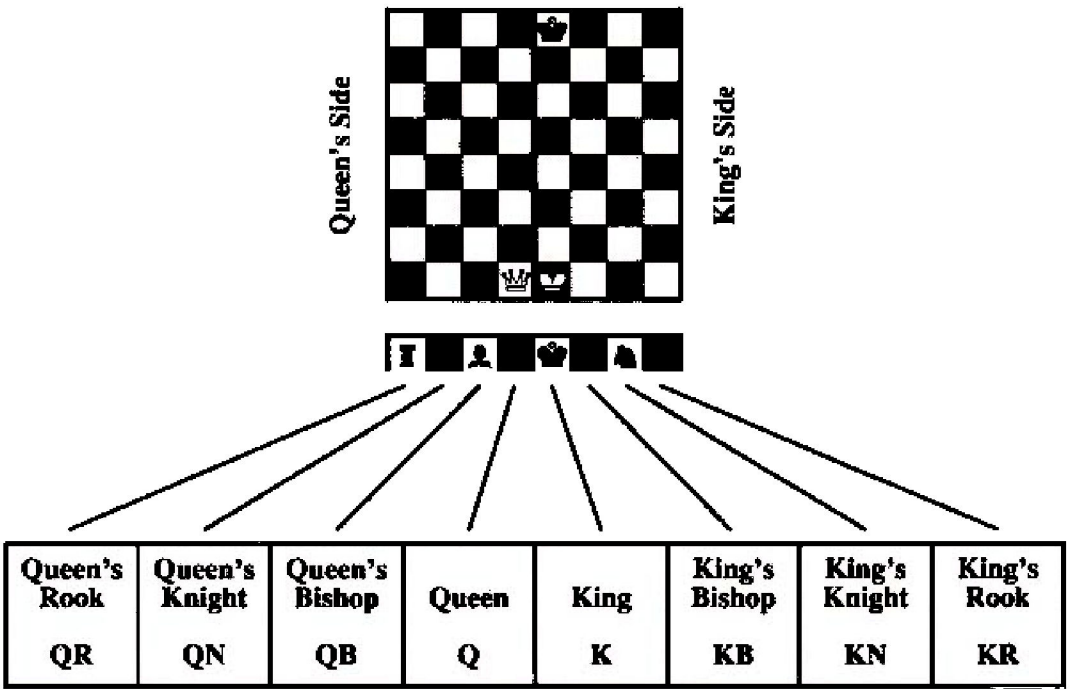


Figure 17.

This also applies to Pawns (see Figure 18, below). 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.

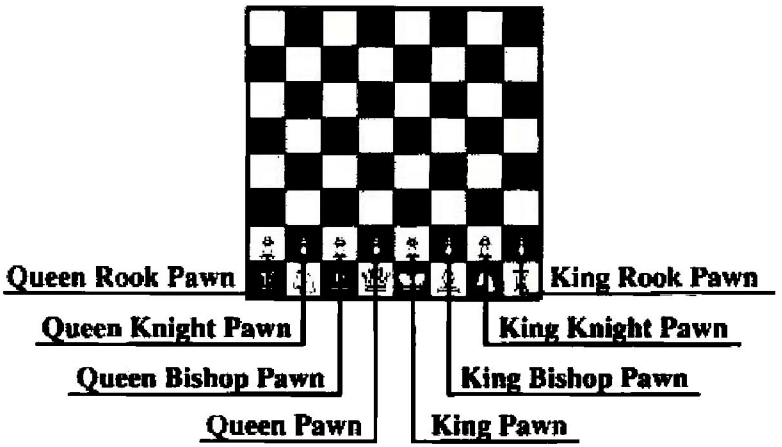


Figure 18.

As for the files (the up and down columns of squares on the board), keep in mind that they are named just like the 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 19, on the next 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 19 for specific rank names.

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 20, 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.

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.

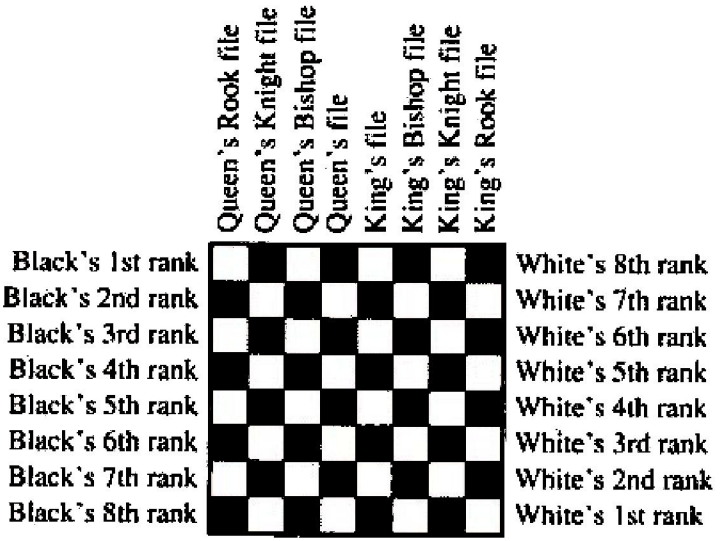


Figure 19.

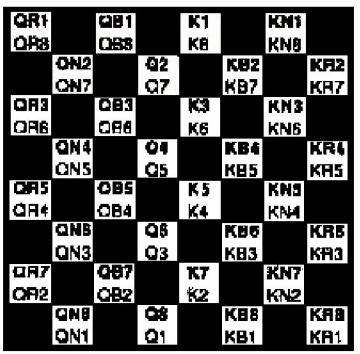


Figure 20.

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 King's 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 King's Pawn.

See Figure 21, below, for some of the more common chess abbreviations.

—	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

Figure 21.

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? Let's see:

For White's first move, P-K4, the board looks like Figure 22, on the next page.

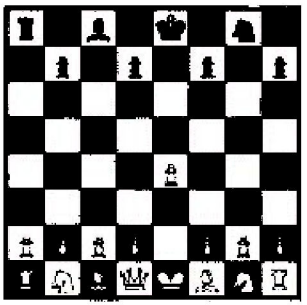


Figure 22.

Black responds by doing exactly the same thing (P-K4) in Figure 23:

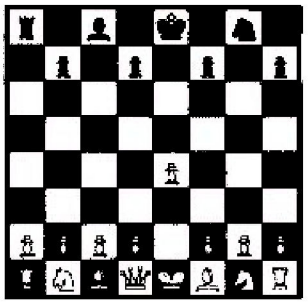


Figure 23.

In Figure 24, White moves its King's Bishop to the 4th rank of the Queen's Bishop file (B-B4):

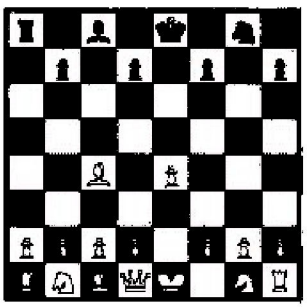


Figure 24.

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 25:



Figure 25.

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's Pawn on the next move (see Figure 26, below) or the Queen can take Black's King's Pawn (see Figure 27, below). 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.



Figure 26.



Figure 27.

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 28, below.

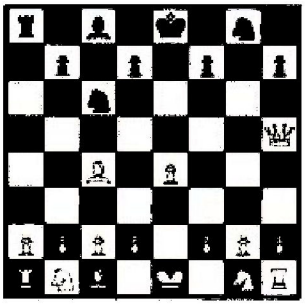


Figure 28.

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 29, below). 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.

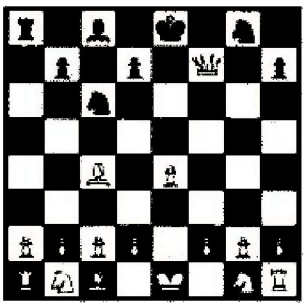


Figure 29.

There are several simple ways in which Black could have avoided checkmate. One is as simple as moving the Black Queen to King's 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). Figure 30, on the next page, shows this simple defense.



Figure 30.

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:

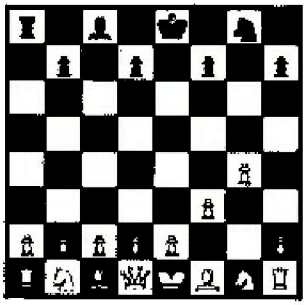
The Three Phases of a Chess Game

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

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 31, on the next page.

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.



	WHITE	BLACK
1	P—KB3?	P—K4
2	P—KN4??	Q—R5 mate

Figure 31.

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 opponent's 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 King's 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 Fool's 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 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

This manual covers 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—and so, here, in front of you, is the battlefield: your chessboard. Your warriors stand ready, your training is finished, and there, the storm draws near. Battle Chess awaits you. Let the battle, and the legend, begin....

Your move.

APPENDIX A: COMPLETE CHESS GAMES

What follows here are twenty games played between chess masters. These games bring together everything that has been discussed in the manual...and much more. In each case, the players are identified with the White player listed first, followed by the location and date of the match, and the type of opening used.

For help on understanding chess notation, see the section of the manual titled, "Chess Notation".

(1) Fischer -- Olafsson, Bled 1961, Sicilian Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-QB4	15.	R-Q2	KR-Q1	29.	BPxP	KRPxP
2.	N-KB3	P-KN3	16.	K-R1	B-B3	30.	PxP	BxP
3.	P-Q4	PxP	17.	Q-KN1	N-Q2	31.	R-R1	Q-B1
4.	NxP	B-N2	18.	P-B5	P-N3	32.	B-Q5!!	B-R3
5.	N-QB3	N-QB3	19.	R1-Q1	N-B4	33.	RxR	BxQ
6.	B-K3	N-B3	20.	N-N5!	Q-K2	34.	R4xB	Q-R3
7.	B-QB4	Q-R4	21.	NxQP	NxBP	35.	R-KB1	B-B5
8.	O-O	P-Q3	22.	NxN	NxB	36.	P-N3	Q-R6
9.	N-N3	Q-B2	23.	QxN	PxN	37.	R4-R1	BxP
10.	B-K2	O-O	24.	B-K2	BxRP	38.	R-R8+	K-N2
11.	P-B4	P-QR4	25.	P-QN3	B-K1	39.	RxP+	K-R3
12.	P-QR4	N-QN5	26.	B-B4	P-R5	40.	R-R8+	1-Ø
13.	R-B2!	P-K4?	27.	B-Q5	RxN			
14.	B-B3	B-Q2	28.	BxR	R-Q5			

(2) Petrosian -- Schmid, Zurich 1961, Modern Benoni Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-QB4	12.	P-QR4	P-N3	23.	R-N1+	K-R1
2.	P-Q5	P-Q3	13.	N-B4	B-QR3	24.	R-N3	R-K2
3.	P-QB4	P-KN3	14.	B-N5	BxN	25.	R1-N1	R-KN2
4.	N-QB3	B-N2	15.	BxB	P-QR3	26.	P-K5	PxP
5.	P-K4	N-KB3	16.	K-R1	R-N1	27.	QxP	N2-K1
6.	B-K2	O-O	17.	Q-K2!	Q-B1	28.	RxR	BxR
7.	N-B3	P-K3	18.	B-B4	B-B1	29.	RxB!	KxR
8.	O-O	PxP	19.	QR-N1	N-R4	30.	Q-K7+	K-N3
9.	BPxP	R-K1	20.	B-Q2	P-B4?	31.	P-Q6!	Q-N2
10.	N-Q2	N-R3	21.	P-KN4!	N-B3	32.	Q-K3!	1-Ø
11.	P-B3!	N-B2?	22.	NPxP	PxP			

(3) Spassky -- Ghitescu, Beverwijk 1967, Old Benoni Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	N-KB3	13.	RQ1-N1	B-Q2	25.	Q-N2	NxR
2.	P-QB4	P-QB4	14.	N-Q2	K-R1	26.	P-K5	R-B2
3.	P-Q5	P-K4	15.	P-KR4	N-N1	27.	QxN	R-KR2
4.	N-QB3	P-Q3	16.	B-K3	P-KR4	28.	P-K6	B-KN4
5.	P-K4	B-K2	17.	P-N5	B-K1	29.	Q-K4	BxB+
6.	N-B3	0-0	18.	P-B4	P-B4	30.	QxB	Q-K2
7.	B-Q3	QN-Q2	19.	NPxPep	NxP	31.	N-K4	RxP
8.	Q-K2	N-K1	20.	PxP	PxP	32.	NK4-B6	Q-QB2
9.	P-KN4!	P-KN3	21.	N-B3	N-N5	33.	B-K4	Q-R4
10.	B-R6	N-N2	22.	RxN	PxR	34.	Q-KN3	P-KN4
11.	0-0-0	N-B3	23.	NxP	N-R4	35.	NxB	RR1xN
12.	P-KR3	P-R3	24.	NxP/N4!	N-N6	36.	Q-K5+	1-Ø

(4) Burn -- Duras, Breslau 1912, Queen's Gambit Declined

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-Q4	13.	B-K1	P-B5!	25.	R-R2	BxP
2.	P-QB4	P-K3	14.	B-B2	P-N5	26.	P-K5	N-Q4
3.	N-QB3	P-QR3	15.	N-N1	Q-N4	27.	N-K4	B-B5
4.	P-K3	N-KB3	16.	QN-Q2	KR-B1	28.	RxB	RxR
5.	N-B3	B-K2	17.	N-B1	P-QR4	29.	N-Q6	R-B2
6.	B-Q3	PxP	18.	N-N3	B-R3	30.	N-KN5	B-Q6
7.	BxBP	P-QN4	19.	P-K4	P-R5	31.	R-K1	BxB
8.	B-N3	B-N2	20.	B-Q2	P-N6!	32.	N-N5	R-R8
9.	0-0	QN-q2	21.	PxP	BPxP	33.	NxR	B-B4
10.	Q-K2	P-B4	22.	QxQ	BxQ	34.	NxN	RxR ch
11.	R-Q1	Q-N3	23.	B-N1	P-R6!	35.	BxR	P-N8=Q
12.	B-Q2	0-0	24.	PxP	P-N7!	36.	N-K7 ch Resigns	K-B1

(5) Benko -- Petrosian, Bled 1959, Reti Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	N-KB3	N-KB3	5.	N-R3	P-QN4	9.	Q-N3	P-K3
2.	P-KN3	P-Q4	6.	P-Q3	PxP	10.	R-Q1	Q-B2
3.	B-N2	P-B3	7.	N-K5!	P-QR3!	11.	QxQP!	QN-Q2
4.	P-B4	PxP	8.	0-0	B-N2	12.	NxN	QxN

13.	Q-B2	Q-B2	21.	N-Q6	Q-B3	29.	R-K5	P-N6!!
14.	B-K3	P-B4!	22.	NxN	QxN	30.	RxP ch	K-B1
15.	BxB	QxB	23.	R-Q4	R-B7!	31.	R-KR5	P-R3!
16.	BxP	R-B1	24.	RxQ	RxQ	32.	RxP	K-N2
17.	P-QN4	N-K5	25.	P-QR4	R-N1	33.	RxP	R-R7
18.	Q-N2	BxB!	26.	PxP	PxP	34.	R-B7	P-N7
19.	PxB	0-0	27.	R-R7	P-N4!		Resigns	
20.	N-B4	RxP	28.	P-R4	P-QN5			

(6) Flamberg -- Alekhine, Mannheim 1914, Ruy Lopez

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	14.	R-K3	N-B5	27.	Q-R5	P-N6
2.	N-KB3	N-QB3	15.	B-B2	P-QB4!	28.	PxP	BPxP
3.	B-N5	P-QR3	16.	N-N3	P-B5!	29.	B-Q3	P-R6!
4.	B-R4	N-B3	17.	N-Q2	P-B4	30.	RxRP	RxR
5.	0-0	NxP	18.	N-B1	R-B2	31.	PxR	P-N7
6.	P-Q4	P-QN4	19.	R-KN3	N-N3	32.	Q-Q1	R-B1!
7.	B-N3	P-Q4	20.	P-B4	P-QR4	33.	R-N3	R-R1
8.	PxP	B-K3	21.	B-K3	P-N5	34.	B-QN1	RxP
9.	P-B3	B-K2	22.	N-Q2	Q-N3	35.	B-N1	R-R8
10.	R-K1	0-0	23.	N-B3	B-Q2	36.	R-QB3	B-R5
11.	QN-Q2	N-B4	24.	N-N5	BxN	37.	Q-Q3	B-N4
12.	N-Q4	NxN	25.	RxB	P-R5	38.	Q-Q1	Q-R3
13.	PxN	N-Q6	26.	K-R1	N-K2		Resigns	

(7) Benko -- Taimanov, Buenos Aires 1960, English Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-QB4	P-K3	14.	P-N5!	R-K1	27.	KR-N1	N-K2
2.	P-KN3	P-Q4	15.	PxBP	PxP	28.	B-B1	N-B1
3.	B-N2	N-KB3	16.	P-K3	P-KR4	29.	RxRP	RxR
4.	N-KB3	N-B3	17.	N-K2	Q-Q3	30.	BxR	Q-Q1
5.	0-0	B-K2	18.	N-B4	P-R5	31.	BxKT	QxB
6.	P-Q4	0-0	19.	P-N4!	P-N4	32.	P-R6	B-K2
7.	PxP	PxP	20.	P-R3	N-N3	33.	R-N7	Q-Q1
8.	B-N5	P-KR3	21.	P-R3	N-N3	34.	P-R7	B-B1
9.	BxN	BxB	22.	Q-B2	B-Q2	35.	Q-B5!	B-K2
10.	N-B3	N-K2	23.	N-B5	KR-QB1	36.	NxNP!!	BxKN
11.	R-B1	P-B3	24.	R-N1	B-K1	37.	N-K6!!	Q-B3
12.	P-QN4!	P-R3	25.	P-R5	R-B2	38.	QxQ	BxQ
13.	P-QR4!	N-B4	26.	R-N6	R(B2)-R2	39.	N-B7	Resigns

(8) Anderssen -- Kieseritzky, London 1851, Bishop's Gambit

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	9.	N-B5	P-QB3	17.	N-Q5!	QxP
2.	P-KB4	PxP	10.	P-KN4	N-B3	18.	B-Q6!!	BxR
3.	B-B4	Q-R5 ch	11.	R-N1!	PxB	19.	P-K5!!	QxR ch
4.	K-B1	P-QN4	12.	P-KR4	Q-N3	20.	K-K2	N-QR3
5.	BxP	N-KB3	13.	P-R5	Q-N4	21.	NxP ch	K-Q1
6.	N-KB3	Q-R3	14.	Q-B3	N-N1	22.	Q-B6 ch	NxQ
7.	P-Q3	N-R4	15.	BxP	Q-B3	23.	B-K7	1-0
8.	N-R4!	Q-N4	16.	N-B3	B-B4			

(9) Paulsen -- Morphy, New York 1857, Four Knights' Game

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	11.	B-B3	R-K3	21.	K-R1	B-R6
2.	N-KB3	N-QB3	12.	P-B3?	Q-Q6!	22.	K-B1	B-N7 ch
3.	N-B3	N-B3	13.	P-QN4	B-N3	23.	K-N1	B-R6 ch
4.	B-N5	B-B4	14.	P-QR4	PxP	24.	K-R1	BxP
5.	0-0	0-0	15.	QxP	B-Q2	25.	Q-B1	BxQ
6.	NxP	R-K1	16.	R-R2?	QR-K1	26.	RxB	R-K7
7.	NxKT	QPxN	17.	Q-R6	QxB!!	27.	R-R1	R-R3
8.	B-B4	P-QN4	18.	PxQ	R-N3 ch	28.	P-Q4	B-K6!
9.	B-K2	NxP	19.	K-R1	B-R6		Resigns	
10.	NxN	RxN	20.	R-Q1	B-N7 ch			

(10) Bird -- Morphy, London 1858, Philidor Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	11.	P-KN4	NxP	21.	K-B2	Q-R5 ch
2.	N-KB3	P-Q3	12.	NxN	QxN	22.	K-N2?	BxNP!
3.	P-Q4	P-KB4	13.	N-K5	N-B3	23.	PxB	RxP ch
4.	N-B3	BPxP	14.	B-K2	Q-R6	24.	QxR	QxQ ch
5.	QNxP	P-Q4	15.	NxN	PxN	25.	K-B2	P-K6!
6.	N-N3	P-K5	16.	B-K3	R-N1	26.	BxP	B-B4 ch
7.	N-K5	N-KB3	17.	0-0-0	RxBP!!	27.	R-Q3	Q-B5 ch
8.	B-KN5	B-Q3	18.	BxR	Q-R6!	28.	K-Q2	Q-R7 ch
9.	N-R5	0-0	19.	P-B3	QxP	29.	K-Q1	Q-N8 ch
10.	Q-Q2	Q-K1	20.	P-N4	Q-R8 ch		Resigns	

(11) Zimmer -- Thalmann, San Diego Freeway 1988, English Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-QB4	P-K3	12.	N-Q2	QN-B3	23.	P-B5!	N-K5
2.	P-K3	N-KB3	13.	P-B3	NxN	24.	BxN	PxB
3.	N-KB3	P-QN3	14.	QxN	PxP	25.	PxNP!	R-B7
4.	B-K2	B-K2	15.	BxP	P-Q4?	26.	PxP ch	K-R1
5.	0-0	P-Q4	16.	B-Q3	KR-B1	27.	P-Q5 ch	P-K4
6.	P-Q4	B-Q3	17.	QR-K1	R-B2	28.	Q-N4!!	R(B1)-B4
7.	N-B3	0-0	18.	P-K4	QR-QB1	29.	R-B8 ch!	KxP
8.	P-QN3	QN-Q2	19.	P-K5	N-K1	30.	QxP ch	K-N2
9.	B-N2	Q-K2	20.	P-B4	P-N3	31.	BxP ch!	KxR
10.	N-QN5	N-K5	21.	R-K3!	P-B4	32.	B-N7 ch!	QxB
11.	NxB	PxN	22.	PxP	NxP	33.	Q-K8	1-Ø

(12) Bogolyubov -- Alekhine, Hastings 1922, Dutch Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-KB4	19.	N-R3	P-Q4!	37.	RxB	QxR
2.	P-QB4	N-KB3	20.	N-B1	N-K2	38.	P-N4	N-B6 ch!
3.	P-KN3	P-K3	21.	P-R4	N-B3	39.	BxN	PxB
4.	B-N2	B-N5 ch	22.	R-Q2	N-QN5	40.	PxP	Q-K7!!
5.	B-Q2	BxB ch	23.	B-R1	Q-K1!	41.	P-Q5	K-N1!
6.	NxB	N-B3	24.	R-KN2	PxP	42.	P-R5	K-R2
7.	KN-B3	0-0	25.	PxP	BxP	43.	P-K4	NxKP
8.	0-0	P-Q3	26.	N-B2	B-Q2	44.	NxN	QxN
9.	Q-N3	K-R1	27.	N-Q2	P-QN4!	45.	P-Q6	PxP
10.	Q-B3	P-K4!	28.	N-Q1	N-Q6	46.	P-B6	PxP
11.	P-K3	P-QR4!	29.	RxP	P-N5!	47.	R-Q2	Q-K7!
12.	P-N3	Q-K1!	30.	RxR	PxQ!	48.	RxQ	PxR
13.	P-QR3	Q-R4!	31.	RxQ	P-B7!!	49.	K-B2	K-B2
14.	P-KR4	N-KN5	32.	RxR ch	K-R2	50.	KxQ	K-N2
15.	N-N5	B-Q2	33.	N-B2	P-B(8)Q ch	51.	K-B2	K-B2
16.	P-B3	N-B3	34.	N-B1	N-K8!	52.	K-K3	K-K3
17.	P-B4	P-K5	35.	R-R2	QxBP	53.	K-K4	P-Q4 ch
18.	KR-Q1	P-R3	36.	R-QN8	B-N4		Resigns	

(13) Saemisch -- Nimzovich, Copenhagen 1923, Queens Indian Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	N-KB3	10.	B-B4	P-QR3!	19.	R-N1	B-Q3!!
2.	P-QB4	P-K3	11.	R-B1	P-QN4	20.	P-K4	BPxP!
3.	N-KB3	P-QN3	12.	Q-N3	N-B3	21.	QxN	RxP
4.	P-KN3	B-N2	13.	NxN	BxN	22.	Q-N5	QR-KB1
5.	B-N2	B-K2	14.	P-KR3	Q-Q2	23.	K-R1	R(B1)-B4
6.	N-B3	0-0	15.	K-R2	N-R4!	24.	Q-K3	B-Q6!
7.	0-0	P-Q4	16.	B-Q2	P-B4!	25.	QR-K1	P-R3!!!
8.	N-K5	P-B3	17.	Q-Q1	P-N5!		Resigns	
9.	PxP	BPxP	18.	N-N1	B-QN4			

(14) Chekhover -- Botvinnik, Leningrad 1931, Reti Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	N-KB3	18.	N-R2	B-QR3	35.	R-B2	R-R2
2.	N-KB3	P-QN3	19.	P-B4	N-R4	36.	QR-KB1	R-B5
3.	P-KN3	B-N2	20.	B-KB1	P-B5	37.	N-B6	R-B2
4.	B-N2	P-N3	21.	K-N2	KR-B1	38.	P-K5	PxP
5.	0-0	B-N2	22.	B-K3	N-B4	39.	NxKP	P-B7
6.	P-B4	0-0	23.	P-N4	N-B3	40.	NxR	RxN
7.	QN-Q2	P-B4	24.	BxN	RxB	41.	RxKBP	P-B8=Q
8.	P-Q5	P-K3	25.	P-N5	N-R4	42.	R-B8 ch	K-N2
9.	P-K4	PxP	26.	P-B5	Q-Q1	43.	R(B8)-B7	K-R3
10.	BPxP	P-Q3	27.	P-B6	NxP	44.	RxQ	RxR
11.	R-K1	R-K1	28.	PxN	QxP	45.	N-N4 ch	K-N4
12.	N-R4	Q-K2	29.	N(R4)-B3	QxP	46.	P-Q6	P-N6
13.	QN-B3	QN-Q2	30.	QxQ	BxQ	47.	P-Q7	R-Q8
14.	B-Q2	P-QN4	31.	QR-N1	P-B6	48.	K-N3	P-R3
15.	Q-B1	Q-B1	32.	BxB	RxB	49.	R-B3	PxP
16.	Q-B2	P-QR4	33.	N-Q4	P-R5		Resigns	
17.	P-KR3	P-N5	34.	R-KB1	P-R6			

(15) Reti -- Alekhine, Baden-Baden 1925, King's Fianchetto

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-KN3	P-K4	4.	P-Q3	PxP	7.	B-Q2	BxB ch
2.	N-KB3	P-K5	5.	QxP	N-KB3	8.	NxB	0-0
3.	N-Q4	P-Q4	6.	B-N2	B-N5 ch	9.	P-QB4	N-R3!

10.	PxP	N-QN5	21.	P-N4	P-R3	32.	R-B4	NxBP
11.	Q-B4	N(5)xQP	22.	R-QB1	P-R5	33.	B-N2	B-K3!
12.	N(2)-N3	P-B3	23.	P-R4	PxP	34.	R(B4)-B2	N-N5 ch
13.	0-0	R-K1	24.	RPxP	Q-B2	35.	K-R3	N-K4 ch
14.	KR-Q1	B-N5	25.	P-N5	RPxP	36.	K-R2	RxN!
15.	R-Q2	Q-B1	26.	PxP	R-K6!!	37.	RxN	N-N5 ch!
16.	N-QB5	B-R6!!	27.	N-B3	PxP	38.	K-R3	N-K6 ch
17.	B-B3	B-N5	28.	QxP	N-B6!	39.	K-R2	NxR
18.	B-N2	B-R6	29.	QxP	QxQ	40.	BxR	N-Q5!!
19.	B-B3	B-N5	30.	NxQ	NxP ch		Resigns	
20.	B-R1	P-KR4!	31.	K-R2	N-K5!			

(16) Spielmann -- Eliskases, Match 1932, Queen's Gambit Declined

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-Q4	12.	P-B5!	KPxP!	23.	K-B2	KR-K1
2.	N-KB3	P-K3	13.	P-K6	PxP	24.	N-B5	B-B1
3.	P-B4	P-QB3	14.	NxKP	Q-N3	25.	P-QN4	K-N1
4.	N-B3	PxP	15.	P-QR4	PxN!	26.	B-N2	R(K8)-K6
5.	P-K4	P-QN4	16.	P-R5	Q-R3	27.	Q-Q1	P-B6
6.	P-K5	B-N2	17.	Q-B2	N(Q2)-B3	28.	B-B1	P-B7!!
7.	B-K2	N-K2	18.	RxN	BxR	29.	QxP	R-K7 ch
8.	N-K4	N-Q4	19.	QxKP	K-B2!	30.	QxR	BxP ch
9.	0-0	N-Q2	20.	N-B5	QR-K1	31.	B-K3	RxB
10.	N-N5	B-K2	21.	Q-B3	RxB!	32.	Q-B1	R-QR6 ch
11.	P-B4	P-N3	22.	NxQ	R-K8 ch		Resigns	

(17) Mannheimer -- Nimzovitch, Frankfurt 1930, French Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K3	12.	N-N5	P-KN3	23.	N-K5	Q-K3
2.	P-Q4	P-Q4	13.	B-B4	Q-B3	24.	R-N1	P-N3
3.	N-QB3	B-N5	14.	B-Q2	P-KR3	25.	K-R2	N-B5
4.	PxP	PxP	15.	N-B3	K-R2	26.	B-K3	P-KN4!
5.	N-B3	N-K2	16.	N-R2	Q-R1	27.	P-N3	R-B3
6.	B-Q3	QN-B3	17.	Q-K3	Q-N2	28.	QR-K1	R-KN1
7.	P-KR3	B-KB4	18.	Q-B3	N-K5	29.	B-B1	P-N4!
8.	BxB	NxB	19.	B-B1	P-B4	30.	N-B3	P-KN5
9.	0-0	BxN	20.	Q-Q3	N-R4	31.	PxP	RxP
10.	PxP	0-0	21.	P-KB4	Q-Q2	32.	N-N1	R(B3)-N3
11.	Q-Q3	N-Q3	22.	N-B3	Q-B3	33.	R-B3	Q-N1

34.	N-K2	P-KR4!	38.	B-K3	Q-R3!!	42.	N-N1	P-R5
35.	K-N2	P-R5	39.	B-B2	QxP	43.	K-K2	P-R6
36.	R-R1	R-KR3	40.	B-K1	P-R4!	44.	R-B1	P-R7
37.	R-R3	Q-N3!	41.	K-B1	Q-N8!		Resigns	

(18) Labourdonnais -- MacDonnell, London 1834, Bishop's Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	14.	K-N1	PxP	27.	Q-B3	NxB
2.	B-B4	B-B4	15.	PxP	P-QR4	28.	P-Q5	NxQP
3.	Q-K2	N-KB3	16.	KN-B3	B-Q2	29.	KR-N1	N-B6 ch
4.	P-Q3	N-B3	17.	P-KN4	P-R3	30.	K-R1	BxP
5.	P-QB3	N-K2	18.	QR-N1	P-R5	31.	RxP ch	K-R1
6.	P-B4	PxP	19.	P-N5	PxP	32.	Q-N3	B-N3
7.	P-Q4	B-N3	20.	BxP	P-R6	33.	PxB	Q-K8 ch
8.	BxP	P-Q3	21.	P-N3	B-B3	34.	RxQ	RxR ch
9.	B-Q3	N-N3	22.	R-N4	B-R4	35.	QxR	NxQ
10.	B-K3	0-0	23.	P-R4	BxN	36.	R-R7 ch	K-N1
11.	P-KR3	R-K1	24.	NxB	R-R4	37.	PxP ch	KxR
12.	N-Q2	Q-K2	25.	P-R5	RxB	38.	P-B8=Q	N-B7
13.	0-0-0	P-B4	26.	RxR	N-B5		Ø-1	

(19) Goglidze -- Smorodsky, Tiflis 1928, Queen's Gambit Declined

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-Q4	14.	P-QN4!	P-R3	27.	P-R3	R-Q2
2.	N-KB3	N-KB3	15.	P-QR4!	N-B1	28.	Q-N1!	Q-KB1
3.	P-B4	P-K3	16.	Q-N2!	N-K1	29.	Q-N6	R-K2
4.	N-B3	QN-Q2	17.	P-N5!	RPxP	30.	R-R5	Q-B1
5.	B-N5	B-K2	18.	PxP	PxP	31.	R-B5	Q-Q2
6.	P-K3	0-0	19.	NxNP	N-Q3	32.	Q-R5!	K-R1
7.	R-B1	P-B3	20.	R-B5	NxN	33.	Q-R8 ch	B-N1
8.	PxP	KPxP	21.	QxN	B-K3	34.	Q-KB8!	P-B5
9.	B-Q3	R-K1	22.	N-K5	P-B3	35.	R-B8	Q-K3
10.	Q-B2	P-KR3	23.	N-N6	NxN	36.	B-B5	Q-B2
11.	B-R4	N-R4	24.	BxN	R-B1	37.	QxQ	RxQ
12.	BxB	RxB	25.	KR-B1	RxR	38.	B-K6	1-Ø
13.	0-0	KN-B3	26.	RxR	P-B4			

(20) Euwe -- Keres, Match 1940, Queen's Indian Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	N-KB3	13.	P-Q5	BPxP	25.	R-B2	RxB
2.	P-QB4	P-K3	14.	QxP	N-B4	26.	K-B1	QR-K1!
3.	N-KB3	P-QN3	15.	Q-K2	B-KB3!	27.	P-B5	R-K4
4.	P-KN3	B-N2	16.	B-R3	R-K1	28.	P-B6	PxP
5.	B-N2	B-K2	17.	B-K3	Q-Q1!	29.	R-Q2	B-B1!
6.	0-0	0-0	18.	BxN	PxP!	30.	N-B4	R-K6!
7.	N-B3	N-K5	19.	B-K6 ch	K-R1	31.	Q-N1	R-B6 ch
8.	Q-B2	NxN	20.	R-Q1	QPxB	32.	K-N2	RxN!!
9.	QxN	P-Q3	21.	N-N2	P-Q5	33.	PxR	R-N1 ch
10.	Q-B2	P-KB4	22.	P-B4	P-Q6!!	34.	K-B3	B-N5 ch
11.	N-K1	Q-B1	23.	RxP	QxR!!		Resigns	
12.	P-K4	N-Q2	24.	QxQ	B-Q5 ch			

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MICHAEL QUARLES

Do you have any idea what it's like to have an artist hand you eight disks' worth of animation data and your boss tells you that you have to pack it down to one? Well, that's what happened to me. Brian also informed me that I would have to put my program and 200k of digitized sound on the same disk. Needless to say, I knew there were going to be hard times ahead for all of us working on Battle Chess.

It would have been much easier on me if we could have given away a hard disk and a 2MB RAM card with every game! I can remember Todd, Jay, Bruce and myself working weekends and long hours, without such luxuries as sleep, to meet deadlines like consumer shows and demos for overseas buyers, and then having to go home and promise our wives that it would be over soon. It's been one tough haul but we're very proud of Battle Chess. Through all of this we kept one theme in mind, "Never ever let the quality slip." I have to admit we had a lot of fun story-boarding the combats even though most of that credit goes to Todd.

We worked this hard because of Interplay. We have a lot of talented people here—we know if we work hard enough we can put out great games that we all can enjoy and be proud of.



From the left: Jay Patel, Bruce Schlickbernd, Mike Quarles, Todd Camasta

BATTLE CHESS™

REFERENCE CARD for the Apple IIGS computer

GETTING STARTED

You need at least 512K in your Apple IIGS computer to play. (If you have more memory, Battle Chess will make use of it for faster combat animations.) Before you begin, make a backup of your Battle Chess disk. (Refer to your User's Manual for instructions on how to make backups.) Make sure you play only with your backup disks. For maximum video quality, use an RGB monitor.

LOADING INSTRUCTIONS FOR FLOPPY DISK

1. Insert your Battle Chess disk in your disk drive. Make sure your keyboard and mouse are attached, and then turn on your computer. The game will load automatically.
2. The title screen will appear as the game loads. After several seconds, a window will come up, asking for a specific move from one of the twenty games listed in Appendix A of the Battle Chess manual. Find the proper game and type in the correct move, either Black's or White's, exactly as printed, and then press the <Return> key. For example, if prompted for Black's move #17 in Bird-Morphy, London 1858, you would type "**RxBP!!**" (without the quotes) and then press the <Return> key. The game will finish loading after you correctly type the move. This will not load the historic game; it is merely your code to play Battle Chess.

INSTALLING BATTLE CHESS ON A HARD DISK

Use any file copying utility to copy all files from the Battle Chess disk to a directory on your hard disk. The directory can have any name, but we suggest /CHESS. Do not use a whole disk copy program; copy only the files.

LOADING INSTRUCTIONS FOR HARD DISK

1. Set the prefix to your CHESS directory with the PREFIX command. For instance, if your CHESS directory is on the root level, you'd type PREFIX /CHESS.
2. Type "- CHESS.SYSTEM", without the quotes. (That's a dash in front of the word CHESS.)
3. Refer to step 2 in LOADING INSTRUCTIONS FOR FLOPPY DISK.

MOVEMENT

To move your chess pieces, use the mouse to pick a piece by positioning the flashing square under the piece you want to move, then press the mouse button to select that piece. Select the desired destination square by using the mouse, then press the button again. (You will notice that legal moves are flashing blue squares and illegal moves do not flash.)

BATTLE CHESS MENUS

Move the mouse pointer to the top of the screen and hold down the mouse button to bring up the menus. Keep holding the mouse button down as you move the pointer over menu titles and the menu options will appear. Move the pointer down to the option you desire and when the option highlights, release the mouse button. The four menus contain the following options:

DISK: About Battle Chess, Load Game, Save Game, New Game, Setup Board, Quit

MOVE: Force Move, Take Back, Replay, Suggest Move

SETTINGS: Sound On/Off, 3D Board, 2D Board, Human Plays Red, GS Plays Red, Modem Plays Red, Human.Plays Blue, GS Plays Blue, Modem Plays Blue

LEVEL: Novice 1-4, Level 1-6, Set Time

MENU OPTIONS EXPLAINED

ABOUT BATTLE CHESS: Shows Battle Chess credits, version number, and any changes to the information in this reference card.

LOAD GAME: If you've saved a game before, this option recalls the game and picks up where you left off. After selecting Load Game, the Load window will then appear, displaying a list of your saved games. Select the game you wish to load by double-clicking with the mouse or using the arrow keys and pressing the <Return> key. The game will be loaded with its saved settings.

SAVE GAME: Pick this option if you want to save a game to disk while the game is in progress. You can save up to eight games on your Battle Chess disk. When the Save window appears, choose a slot with the mouse or arrow keys, type a name for the game you wish to save, and then press the <Return> key or click on the "Save" button.

NEW GAME: This option lets you start a new game at any time.

SET UP BOARD: This option lets you set up games for testing strategies or for playing classic chess problems. Set Up is performed on a 2-dimensional chess board with additional chess pieces arranged vertically on each side of the board. To move a piece, click once on the piece (whether it is on the chess board or on the side), move the mouse where you want to drop the piece down, and click again. To remove a piece, move it off to the side of the board and click. Three menu options are available in Set Up:

CLEAR BOARD:	Removes all pieces from the board.
RESTORE BOARD:	While remaining in Set Up, this aborts any changes you've made.
DONE:	Returns you to normal playing mode so you can play the game you've set up.

QUIT: You've had enough. Reboot another disk.

FORCE MOVE: If you get impatient while waiting for Battle Chess to make its move, you can force it to move with this option. This interrupts the computer's thinking process and makes it take the best move that it has thought of so far.

TAKE BACK: This option will take back the last move made by either side. You can take back up to six moves by both sides.

REPLAY: If you take back a move, then decide it wasn't such a bad move after all, select Replay to put the piece back where it was before the Take Back. You can do as many Replays as you have done Take Backs.

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SUGGEST MOVE: Want a hint for your next possible move? The Suggest Move option will give you that hint. Battle Chess will think for a moment, then flashing highlights will appear on a square occupied by one of your pieces and the suggested destination square.

LEVELS: Novice 1 through 4 and Level 1 through 6 are available. Novice 1 is the easiest, and Level 6 is the hardest.

THINKING TIME PER LEVEL

Level	Max Thinking Time Per Move	Level	Max Thinking Time Per Move
Novice 1	5 seconds	Level 2	10 seconds
Novice 2	10 seconds	Level 3	20 seconds
Novice 3	20 seconds	Level 4	40 seconds
Novice 4	40 seconds	Level 5	1 minute, 20 seconds
Level 1	5 seconds	Level 6	2 minutes, 40 seconds

The longer Battle Chess thinks, the more carefully planned its moves will be, and the better game it will play. Under the Novice levels, Battle Chess occasionally makes poor moves. Remember, if it's taking too long, you can always override the thinking time by using the FORCE MOVE option.

SET TIME: This lets you change Battle Chess' maximum thinking time to any amount you want, from 1 minute to 10,000 minutes. A window will appear after you pick this option. Type the number of minutes to think and press the <Return> key, and Battle Chess will take that long to think per move, at most.

SHORTCUT KEYS

If you don't want to use the mouse to select the menus, certain shortcut keys are available in combination with the ♁ (Open-Apple) key. They are as follows:

♁ **F** .....Force Move
♁ **T** .....Take Back
♁ **R** .....Replay
♁ **M**.....Suggest Move
♁ **S** .....Sound on/off toggle

CHECK

When your King is in check, the mouse pointer will change to a "check" icon. It will change back to the normal pointer when the King escapes check.

PAWN PROMOTION

When a pawn reaches the eighth rank, a window will appear in the center of the screen. This window contains four pieces; you can change the pawn into any of them. Choose the piece by clicking on it with the mouse button.

CASTLING

If it's legal to do so (as discussed in the manual), you may castle by moving your King two spaces to his destination square. The rook will know what to do on its own.

PLAYING BATTLE CHESS BY MODEM

You can play Battle Chess against a distant opponent if each of you has a Hayes-compatible modem hooked up to your computer. If your modem is properly connected to your IIGS's modem port, as shown in your modem manual, there are 4 steps to start playing over the modem with Battle Chess.

1. Make sure Slot 2 of your IIGS is configured to Modem Port with the Control Panel.
(-Control-Escape brings up the Control Panel at any time.)

2. Arrange with your opponent who will play Red and who will play Blue. After you've agreed, both of you should load Battle Chess and use the "Modem Plays Blue" or "Modem Plays Red" menu option to set your opponent's color. Hang up the phone on both ends before continuing.

3. One player must set his modem to auto-answer mode. You can do this by typing **ATS0=1** and pressing the **<Return>** key. (That's a zero, not the letter "O".)

4. The other player must call the player whose modem is set to auto-answer. To dial a number type **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'll then connect with the modem on the receiving end. If you get this far, you're set; you can 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.

When you set one player to Modem you can send text to your modem or opponent by just starting to type the text. This will bring up a dialog box in which you can enter a 36-column line of text. When you press <Return>, the window will disappear and the line of text will be sent. This is the way you control your modem in Battle Chess, using the modem's AT commands, and it is also the way you send messages to your opponent once you are connected. Type one line and press the <Return> key. A window will pop up on your opponent's screen with your message. After dismissing the window by clicking the mouse or pressing <Return>, the game can continue. You can receive these messages at any time except when a window is open on your screen. If you type modem commands in this way, the modems will act on them. See your modem manual for details on AT commands.

There are two steps to break the connection and hang up the phone. First type +++ (three plus signs), press <Return>, and wait a moment. This will get your modem's attention. Then type ATH to tell your modem to hang up. This will close the connection between the two players.

Battle Chess communicates at 300 baud with 8 bits and no parity.

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