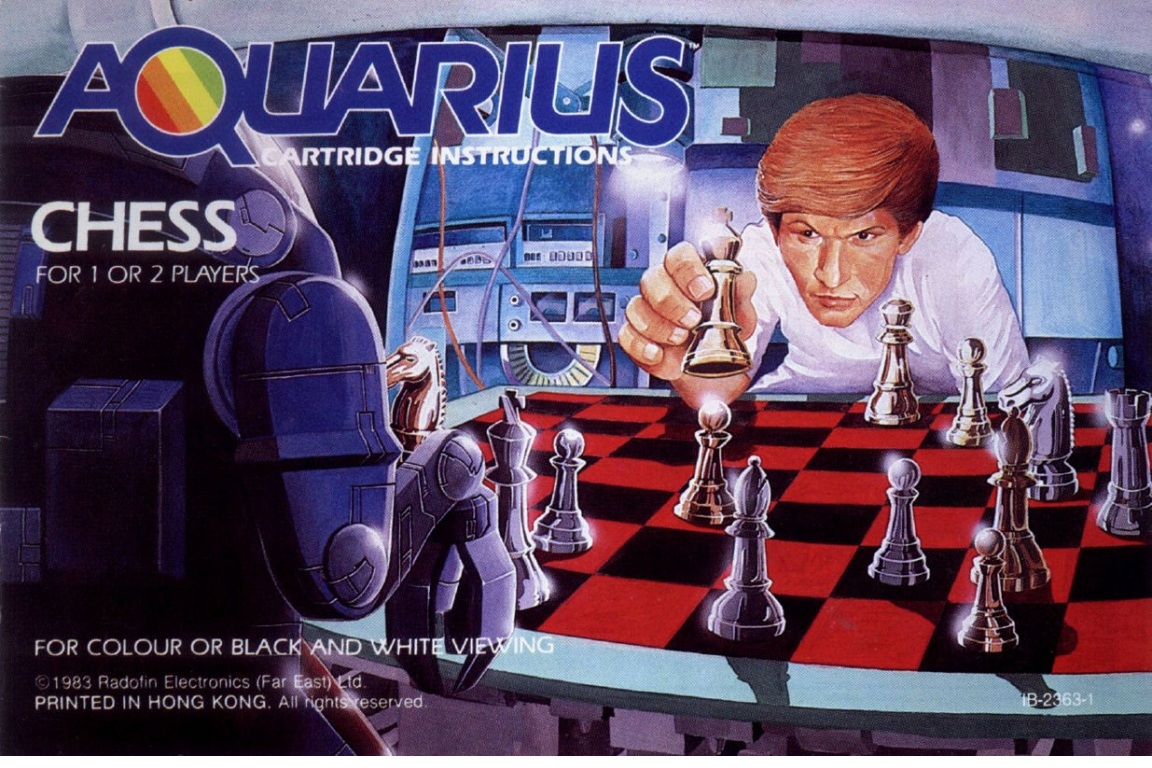
AQUARIUS

CARTRIDGE INSTRUCTIONS

CHESS

FOR 1 OR 2 PLAYERS



FOR COLOUR OR BLACK AND WHITE VIEWING

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THE GAME

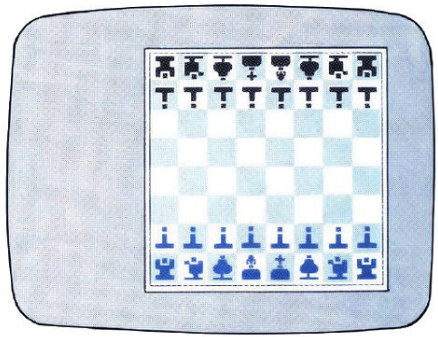
The Chess cartridge turns Aquarius into an eight-level chess computer — eight skill levels so that anyone from a beginner to a grand master can play!

You can pit your wits against the computer, or you can watch the computer play against itself. You can even use the Aquarius as an automated chess board to play another human opponent.

For the beginner, the Chess cartridge has lots of teaching features, like step by step retract and replay, and even a 'help' function to suggest a good move.

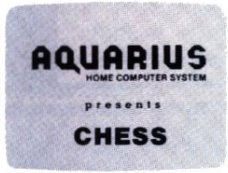
Start off at skill level 1 and work your way to the top!

For the advanced player, Chess supports en passant and other international rules.



NOTE: This cartridge does not teach the rules of chess.

SET UP THE GAME



Press the RST key on your keyboard. The game title will appear on the TV and you will hear a beep. Press the RTN button.

Aquarius will ask you to enter the NUMBER OF PLAYERS. You have a choice of 0, 1 or 2:

With 0 players, the computer will play against itself.

With 1 player, *you* play against the computer.

With 2 players, you play against another person.

Depending on how many players you chose, the computer will ask you some other questions:

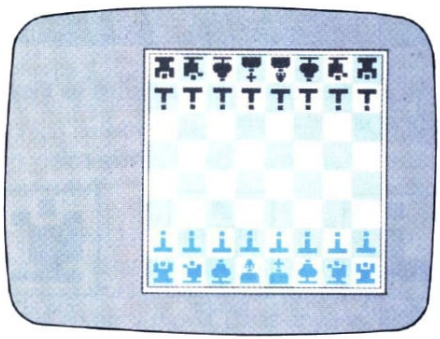
It may ask what SKILL LEVEL you want. You can choose a skill level anywhere from 1 to 8.

Level 1 is the easiest, and Aquarius will play quickly at this level. Level 8 is the hardest — and it may take several hours for Aquarius to make a move at level 8.

Aquarius will ask whether you want the white pieces at the TOP OR BOTTOM of the screen. Press the [t] key to have white at the top, and press the [b] key to have white at the bottom.

Then it may ask WHO MAKES THE FIRST MOVE. Press the [c] key to have the computer go first, or any other key to go first yourself.

When you have finished answering the computer's questions about how the game is to be set up, the board will appear, and Aquarius will play a little tune to say "let battle commence!".



NOTE: If you chose 2 players, Aquarius will not ask for a skill level, and white will always go first. If you chose 0 players, Aquarius will not ask for white at top or bottom, or whether the computer should go first.

MAKING YOUR MOVE

Here are the outlines of the pieces as they appear on the screen.


PAWN


BISHOP


KNIGHT


ROOK (CASTLE)


QUEEN


KING

When it is your move, the computer will show a flashing question mark at the side of the board. The question mark will be either black or white, indicating which side is to move.

The squares on the board are numbered A to H across the top, and 1 to 8 up the side. To move a piece, type in the square that the piece is on, and then the square that you want it to move to.

For example, if you are playing from the bottom, and you want to move the king's pawn two spaces forward at the start of the game, press [D], then [2] (D2 is the square that the pawn is on) and then [D], then [4] (D4 is the square that you want the pawn to move to).

These will appear on the screen as you press them. If you make a mistake, just press the ← key to delete the last entry.

If the move that you typed in is one that will capture a piece, a special noise will sound to let you know it.

When you have finished entering the move, the piece will flash back and forth between the two squares until you press the RTN key to say that the move is okay.

If you entered the *wrong* move, just press the '←' key to change the entry — the piece will stop flashing back and forth.

If you entered an *illegal* move, the computer will give a beep and show the flashing question mark again.

THE COMPUTER'S MOVE

When the computer is thinking about its move, the word THINKING will flash on the screen (in either black or white, depending on which side is being played by the computer).

If you have chosen a high skill level, this 'thinking' may go on for some time (several hours at level 8!). To force the computer to make an early move, press any key while the word THINKING is flashing. This will make the computer take the best move it has found *so far*.

When the computer is ready to move, it will sound a little fanfare to let you know. Then the piece that it wants to move will flash back and forth a few times, and the move will be made.

CHECK, CHECKMATE AND STALEMATE

When either side makes a move that threatens the king, a 'whoop' noise will sound — to make sure everyone notices! Also, the word CHECK will appear.

When you reach a checkmate, Aquarius will make a much more impressive noise, and CHECK MATE will appear on the screen.

When either side cannot make a legal move, but is not actually in check, the words STALE MATE will appear — the game is a draw!

CASTLING

To castle, just move the king two places towards one of your rooks. When the move is legal, the computer will castle for you automatically.

PAWNS

When a pawn gets to the opponent's back row, you can change it into any other piece you want. The computer will put the word PIECE onto the screen — it is asking you what piece you want.

You choose the piece by pressing one of these number keys:

1 bishop
2 rook (castle)
3 queen
4 knight

Although in practice it is unusual to choose anything but a queen (you can have any number of queens on the board) or a knight, you can choose any piece.

The Aquarius Chess cartridge also supports the en passant rule — all you have to do is to move the pawn into the right square, and the opposing pawn will be removed automatically.

SPECIAL PLAY

While it is your move, you can get a selection of special play functions onto the screen by pressing the [S] key.

If you do it accidentally, by the way, just press the [RTN] key to cancel it.

When Aquarius is playing against (0 players), the message PRESS KEY NOW will show for a second or so between moves. You can press the [S] key while this message is showing to get the special play functions during a 0-player game.

The special function 'menu' looks like this when it appears on the screen:

SPECIAL FUNCTIONS MENU

h = HELP (only good in one player game)
l = CHANGE SKILL LEVEL
m = SWAP SIDES (only in one player game)
n = NEW GAME
p = CHANGE NUMBER OF PLAYERS
r = RETRACT MOVE
s = SET UP CHESS PROBLEM
x = REVERSE VIEW OF BOARD
z = REPLAY GAME OR RETRACT MOVE
RTN = EXIT (no function wanted)

Press one of the keys (h , l , and so on) to get a function:

h = HELP

When you are playing against the computer (1 player game), this function makes the computer think up a move for you — with the same level of skill that it is using.

The move will flash on the screen, and the word ACCEPT will appear. Press the y key to make the move, or press n to cancel it.

l = CHANGE SKILL LEVEL

Aquarius will put the word LEVEL? on the screen. Press one of the number keys 1 to 8 to change the skill level.

m = SWAP SIDES

When you are playing against the computer (1 player game), this will make the computer take your side, and you take the computer's side.

n = NEW GAME
Finishes the game and starts a new one. This is the same as pressing the RST button.

p = CHANGE NUMBER OF PLAYERS
Aquarius will put the word PLAYERS on the screen. Press one of the number keys 0, 1 or 2 to change to a 0, 1 or 2 player game.

The pieces will stay where they are on the board.

r = RETRACT MOVE
Use this function to 'take back' as may moves as you want. Aquarius will immediately retract the last move, and will show the board as it was before that last move was made.

The words RETRACT DONE? will appear. Press the n key again to make the computer take back the move before last.

Keep pressing the n key to move backwards through the game. When you reach the point where you want to start playing from, press the y key.

s = SET UP CHESS PROBLEM
You can use the Chess cartridge to analyse chess problems — or to change the positions on the board at any time.

When you select this function, the computer will ask you if you want to CLEAR BOARD. If you press y , the board will be cleared, and you can start putting in the problem.

If you press [n], the board will be left as it is, and you can start making changes to it.

It either case, Aquarius will ask you which square you want to change. Just put in the letter and number of the square, then press the [RTN] key.

The computer will then ask you what piece you want in the square. Press one of the following keys:

1 bishop
2 rook (castle)
3 queen
4 knight
5 king
6 pawn
b nothing (blank square)

Press the [RTN] key again. The computer will ask what color of piece you want in the square. Press [w] for white, or [b] for black.

When the change has been made, Aquarius will ask if you are DONE?. If you have no more changes to make, press [y], otherwise press [n] to continue.

If you press [y] with the board set up in an illegal way (like with both kings in check, or no kings at all!), the computer will show the message ILLEGAL SETUP — RESTARTING, and you will have to start again.

x = REVERSE VIEW OF BOARD

For a one-player games, this 'turns the board round' so that you can see your opponent's view. It's also useful in two-player games.

z = REPLAY GAME OR RETRACT MOVE

To replay the game one move at a time, select this function. The computer will ask you where you want to REPLAY FROM.

To cancel the function at this point, press the [l] key. This will 'replay' from the last move — no change at all. To replay from the beginning of the game, press the [b] key.

The computer will show you each move from the start of the game one by one. After each, it will ask if you are DONE?. Press the [n] key to get the next move, or press the [y] key to stop the replay and continue the game from its present position.


AQUARIUS
HOME COMPUTER SYSTEM