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ELECTRONIC ARTS®

BATTLE CHESS™

REFERENCE CARD for Commodore 64/128

"You may knock your opponent down with a chessboard, but that does not prove that you are the stronger player."
-Old English proverb.

GETTING STARTED

Before you begin, make a backup copy of your Battle Chess disc. To make a backup of your disc, select option (1) at the first screen that appears after loading Side A (label facing up) of your Battle Chess disc. You will need to copy both sides of the Battle Chess disc. To make your backup copy, simply follow the instructions displayed on screen.

LOADING INSTRUCTIONS

COMMODORE 64
1.   If you're using a joystick, plug it into port #2.
2.   Insert Battle Chess disc Side A (label facing up) into the disc drive.
3.   Turn on your disc drive and then turn on your computer.
4.   Type LOAD "*",8,1 and press the <RETURN> key.

COMMODORE 128
1.   If you're using a joystick, plug it into port #2.
2.   Insert Battle Chess disc Side A (label facing up) into the disc drive.
3.   Turn on your disc drive and then turn on your computer.
4.   The program will load automatically.

TITLE SCREEN OPTIONS

After several seconds a screen will appear allowing you to make a backup copy of Battle Chess or to play. (This screen will not appear when loading from your backup copy.) Pressing the "1" key will allow you to make a backup copy of Battle Chess, while pressing the "2" key will continue loading the game. If option "2" is selected or if playing from your backup, the colour title screen will appear as the game loads. Press the <Space Bar> to get past the title screen, or press the <F1> key to bring up the game credits and any changes or revisions made to the program.

HOW TO ENTER THE CODE

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 is your code for loading Battle Chess - it will NOT load the historic game.)

MOVEMENT

Using keyboard: To move your chess pieces, use the I-J-K-L keys ((I=up, J=left, K=down, L=right) to position the flashing square under the piece you want to move, then press <RETURN> to select it. (The piece will be surrounded by a solid black border.) Select the desired destination square by using the I-J-K-L keys and press <RETURN>. (You will notice that legal moves are flashing black squares and illegal moves are flashing red.)

Using joystick: To move your chess pieces, use the joystick to position the flashing square under the piece you want to move, then press the joystick button to select it. (The piece will be surrounded by a solid black border.) Use the joystick to move the flashing square to the location you want the piece to move to and press the joystick button. (You will notice that legal moves are flashing black squares and illegal moves are flashing red.)

BATTLE CHESS MENUS

Using keyboard: Press the <F1> key or move the flashing square off the top or bottom of the board so that the menu bar appears and press the <RETURN> key to pull down the menus. Use the I-J-K-L keys to switch between the menus and highlight an option. Press the <RETURN> key to select it. Select the "Return" option at the bottom of any menu to exit without selecting.

Using Joystick: Move the flashing square off the top or bottom of the board so that the menu bar appears and press the joystick button. Move the joystick left or right to change menus, and then up or down until the desired menu option is highlighted. Press the joystick button to select it. Select the "Return" option at the bottom of any menu to exit without selecting. The four menus contain the following options:

SHORTCUT KEYS

Certain shortcut keys are available during a game as follows:

F = FORCE MOVE
T = TAKE BACK
R = REPLAY
S = SUGGEST MOVE
V = TOGGLE SOUND ON/OFF
W = TOGGLE WALK ON/OFF
C = TOGGLE COMBAT ON/OFF

CHECK

When your King is in check, a "check" cursor will appear in the upper left corner of the screen to warn you. It will go away when your King escapes check.

PAWN PROMOTION

When a pawn reaches the eighth rank, a window will appear in the centre of the screen. This window contains four pieces; you can change the pawn into any of them. Choose the promotion by pressing the joystick button when the piece you want to promote to is underscored, or by using the I-J-K-L keys and <RETURN>.

CASTLING

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

DISK	Load Game, Save Game, New Game, Setup Board, Quit
MOVE:	Force Move, Take Back, Replay, Suggest Move
SETTINGS:	Sound On/Off, Walk On/Off, Combat On/Off, 3-D Board, 2-D Board, Human Plays Red, C64 Plays Red, Human Plays Blue, C64 Plays Blue
LEVEL:	Novice, Level 1-6

MENU OPTIONS EXPLAINED

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 appear, displaying a list of saved games numbered 1 through 5. Select the game you wish to load by pressing the joystick button when the highlighted bar is over the game you wish to load or using the I-J-K-L keys and pressing the <RETURN> keys if you don't have a joystick. Select the "Return" option at the bottom of the menu to exit without loading.

SAVE GAME: You can save games on your backup disc only. Pick this option if you want to save a game to disc while the game is in progress. Choose the game number (1 through 5) you wish to save to (destroying the old game at that number) with your joystick or the I-J-K-L keys, and press the button or <RETURN>. Select the "Return" option at the bottom of the menu to exit without saving.

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 the additional chess pieces arranged vertically on each side of the board. Any of the pieces can be selected and moved into any position by selecting them with the joystick or keyboard. To select a piece on the side of the chess board, use the joystick or I-J_K-L keys to move off the board and choose a specific piece, and press the button or the <RETURN> key. This will pick up your chosen piece for you to place. From Set Up, you have three additional menu options:

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. Exit to Commodore BASIC.

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 about five moves from both sides.

REPLAY: If you've just taken back a move, then decided it wasn't such a bad move after all, you can select Replay to put the piece back where it was before the Take back.

SUGGEST MOVE: Want a hint for your next possible move? The Suggest Move option will give you that hint. Flashing highlights will appear on a square occupied by one of your pieces and the suggested destination square. This command is not instantaneous.

WALK ON/OFF: Turning this off will move the pieces in 3-D without animating them.

COMBAT ON/OFF: Turning this off will skip the combat animations. (The above two options are useful for those who want a quicker game on the 3-D board.)

LEVELS: Levels Novice through 6 are available. Novice is the easiest, and 6 is the hardest. Under the Novice level, Battle Chess does only one simplistic board evaluation. At each higher level, Battle Chess will look ahead further in the game, thus playing a better game of chess. Remember, if it's taking too long, you can always override the thinking time by using the FORCE MOVE option.