

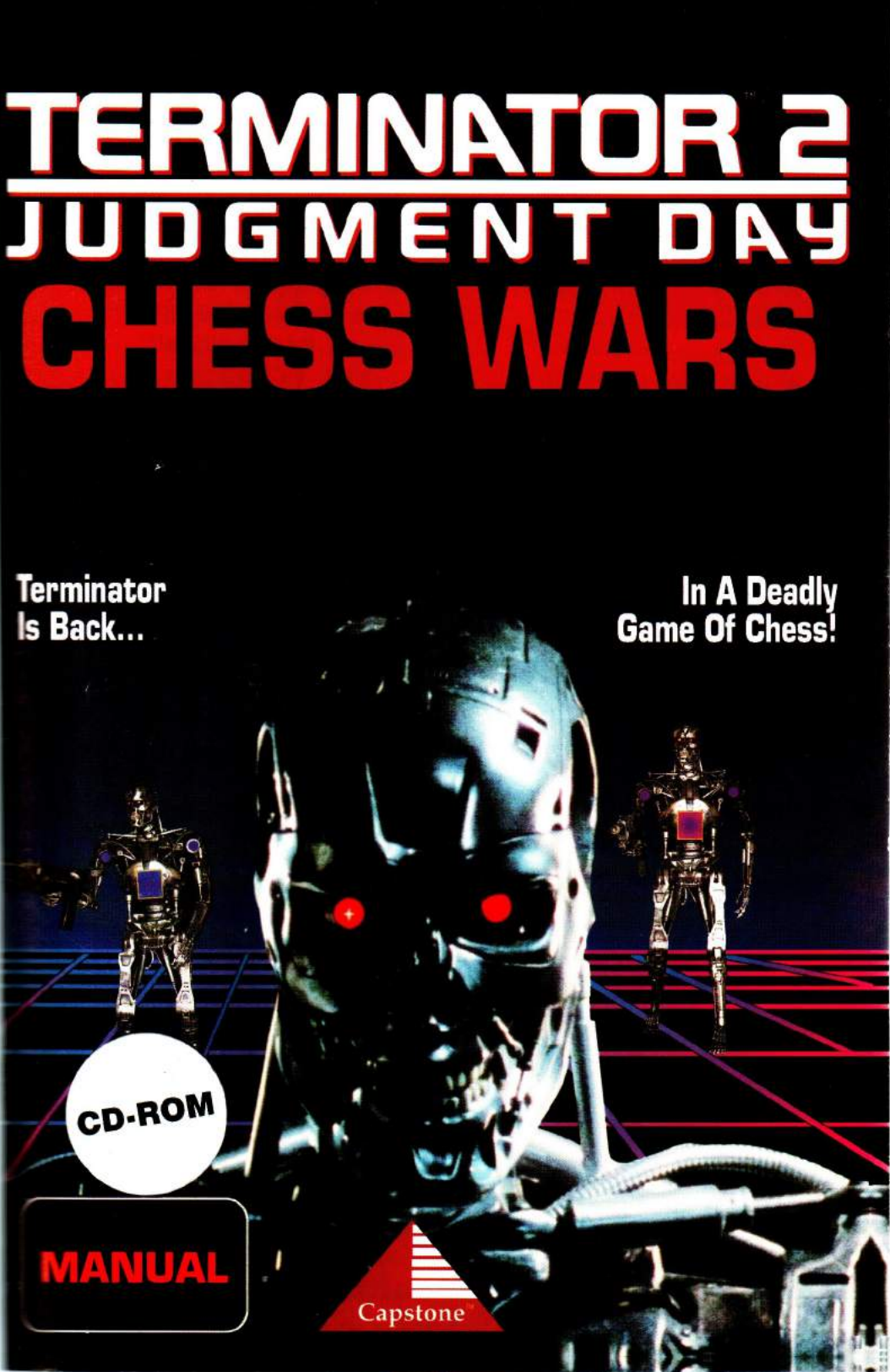
TERMINATOR 2

JUDGMENT DAY

CHESS WARS

**Terminator
Is Back...**

**In A Deadly
Game Of Chess!**

The cover art features a large, menacing Terminator robot in the center, its face illuminated with glowing red eyes. It is flanked by two smaller Terminator robots, one on each side, standing on a grid of red and blue lines. The background is dark with a grid pattern.

CD-ROM

MANUAL

The logo consists of a red triangle with white horizontal stripes, positioned above the word "Capstone" in a white serif font.

Capstone

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INTRODUCTION

Terminator is back—as a deadly game of chess!

Based on the blockbuster hit movie *Terminator 2: Judgment Day*, **T2: Chess Wars** for CD-ROM transforms traditional chess into a futuristic battleground. Utilizing a powerful chess program with spectacular, 3D animated graphics and digitized sound, you lead the human Resistance against Skynet's killer machines in the ultimate war of sight, sound and strategy.

T2: Chess Wars. It's not "checkmate" anymore; it's "Hasta la vista, baby!"

REQUIREMENTS

T2: Chess Wars CD-ROM requires the following:

- A 386 or higher IBM or fully compatible computer with a hard drive, 640K of base memory and 1 megabyte of extended memory.
- A VGA or higher resolution monitor and video card.
- MS-DOS 3.3 or higher.
- A CD-ROM drive.
- 5 megabytes of hard drive space.
- 5 megabytes of temporary hard drive space.

GETTING STARTED

1. From the system prompt, switch to the CD-ROM drive. For example, type **d:** and press **Enter**. If you are running Microsoft *Windows*, quit *Windows* first. Do not leave *Windows* using the MS-DOS icon.
2. Switch to the Chess Wars directory on the CD-ROM by typing **cd\t2chess** and pressing **Enter**.
3. Type **install** and press **Enter**.

A directory of your choice will be created on your **hard drive** for temporary, configuration, and saved game data. You'll also be asked to specify your computer's configuration. Chess Wars supports mouse control and the following sound devices: **SoundBlaster**, **SoundBlaster Pro**, **AdLib**, **Pro Audio Spectrum**, **Roland MT-32**, and your computer's internal speaker. If you make a mistake configuring your system, you may change the configuration any time after the initial installation (see **Changing Configurations**). When the installation is done, switch to the T2CHESS hard drive directory, type **T2CHESS** and press **Enter**.

TROUBLE SHOOTING

If you encounter problems running Chess Wars, please refer to this section before contacting Customer Service.

MEMORY CONCERNS

For the game to run in SVGA graphics mode, your system must have 2 megabytes of RAM and a SVGA video card. The minimum memory needed is 640K of base memory (600K must be free) plus 1MB extended memory.

To check your system's memory status, run the CHKDSK utility that comes with MS-DOS (you should be using MS-DOS 3.3, or higher for the game to run correctly). At the system prompt (quit Windows or any shell programs you may be running, first), type **CHKDSK** and press **Enter**. A system summary will appear including a line that reads, "bytes free". If that figure is at least 600,000, you should have enough free conventional memory to run Chess Wars.

If the figure is less, try increasing your available memory before proceeding. One way to do this is to shut off any memory resident programs you don't need. Typically, these include shell programs, pop-up calculators and other pop-up utilities, screen extenders, etc. If you are unfamiliar with the procedure for shutting off memory-resident programs or don't wish to tamper with your computer's current settings, you should run Chess Wars by booting your computer from a Floppy Boot Disk.

MAKING A FLOPPY BOOT DISK

1. Insert a blank, high-density disk into the **A** drive (or the drive your computer boots from). You must have a high-density disk drive for this procedure; if not, see your MS-DOS manual for instructions on creating a low-density floppy boot disk. Also, make sure the disk you are using contains no important data as all information on it will be destroyed.
2. At the system prompt, type **format a:/s** and press **Enter**.

This will format the disk and install MS-DOS's system files on it so the computer may boot from it. When the process is finished, leave the disk in the drive and reset the computer. When you see the system prompt again, type **CHKDSK** and press **Enter**. You should now have enough "bytes free" to run the program.

Starting the computer with a Floppy Boot Disk frees available memory but deactivates all device drivers. You should add to the boot disk any relevant files for your sound card, mouse, and CD-ROM drive to ensure support from these peripherals.

MS-DOS 6.0 includes a memory management utility called MemMaker. This may also assist you in freeing RAM. Please refer to your Microsoft documentation for instructions.

COMPRESSION PROGRAMS

T2: Chess Wars was designed to work with an uncompressed hard drive. Using a compressed drive may hamper the game's performance or cause it to crash. Use of a compressed drive is not recommended.

SOUND

Most sound card problems are due to configuration errors. If you experience sound problems, run the diagnostic software that came with your sound card and let Chess Wars know of any changes by reconfiguring the game (see **Changing Configurations**).

CHANGING CONFIGURATIONS

If your system hardware configuration changes at any time, you need to let T2: Chess Wars know by re-running the install program. To start the program, switch to the Chess Wars directory on your **hard drive**, type **install** and press **Enter**. The program will detect a previous installation of Chess Wars and will request only configuration options.

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USING A MOUSE

With a mouse properly installed, T2: Chess Wars will display a cursor.

To select a piece for movement, place the cursor directly over the square containing the piece you wish to move (not on the piece itself) and click the left mouse button. The square will light up. Move the hand to the target square and click the left button again. If it's a legal move, the piece will move to the target square; illegal moves won't register. To deselect a lighted square click the left button again.

To open a pull-down menu, position the cursor over the appropriate menu button and hold the left mouse button. The window will open. Simply point to the desired function and click the left button. To release a pull-down menu without making a selection, drag the mouse cursor away from the menu and release the button.

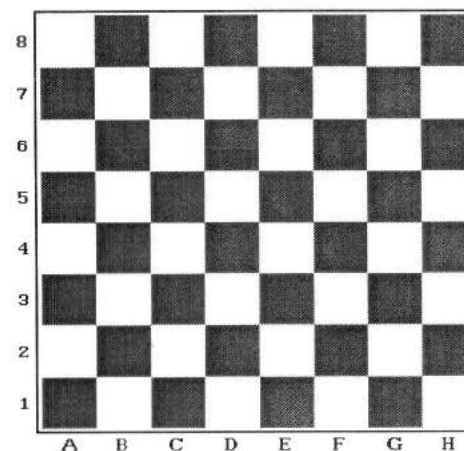
Menu functions contain dialog boxes, which in turn contain buttons used to activate or cancel selections. Click on a button to activate or cancel a selection.

USING THE KEYBOARD

All functions can be accessed with the keyboard.

To select a piece, use the arrow keys to highlight the square under the piece you wish to move. Press **Enter** to select the piece. Use the arrow keys again to highlight the target square and press **Enter** again.

Moves can also be made in algebraic notation according to the standard chessboard layout, as follows:



To move a piece from E2 to E4, for example, simply type E2E4.

Each Pull-down menu has a corresponding keystroke. Press **F1** to activate the File menu; **F2** to activate the Game menu; **F3** to activate the Analysis menu; **F4** to activate the Openings menu; **F5** to activate the Preferences menu; and **F6** to activate the Help menu. The **Up and Down Arrow Keys** are used to highlight selections within a menu, and the **Enter Key** is used to activate the selection. The **Esc** key will release a menu without making a selection. The **Tab Key** is used to highlight squares inside dialogue boxes. If you make changes within dialog boxes you must highlight OK and press **Enter** to activate the change.

Once a menu has been opened, use the **Left and Right Arrow Keys** to select a different menu.

PLAYING THE GAME

T2: Chess Wars adheres to traditional rules of chess. If you don't know how to play chess, a brief overview of the pieces and the moves they may make is included here.

THE RESISTANCE



T-800 Terminator

The Terminator assigned to save young John Connor from the T-1000. Equivalent to the white King in chess, he can move one square in any direction.



Sarah Connor

John's mother, she led the crusade to destroy Skynet in the past. Equivalent to the white Queen in chess, she can move any number of squares in any direction.



John Connor

In 2029, he led the Resistance against the tyranny of the Machines. Equivalent to the white Bishop in chess, he can move any number of squares diagonally.



Miles Dyson

Using pieces from the first terminator sent to kill Sarah Connor, he inadvertently created Skynet. Equivalent to the white Knight in chess, he can hop over pieces, moving two squares horizontally left or right then one square up or down, or two squares vertically up or down, then one square left or right.



Large Freedom Fighter

Served under John Connor in 2029. Equivalent to the white Rook in chess, he can move any number of squares either vertically or horizontally in any direction.



Freedom Fighter

Served under John Connor in 2029. Equivalent to the white Pawn in chess, he moves straight ahead (but never backward) and captures pieces diagonally. Any Freedom Fighter, on his first move, may move two squares forward.

SKYNET



Endoskeleton (male)

Served on the battlefield in 2029 destroying human Resistance fighters. Equivalent to the black King in chess, it can move one square in any direction.



Endoskeleton (female)

Served on the battlefield in 2029 destroying human Resistance fighters. Equivalent to the black Queen in chess, it can move any number of squares in any direction.



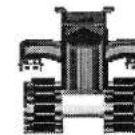
T-1000 Terminator

An experimental model, it was sent back in time to destroy John Connor as a boy. Equivalent to the black Bishop in chess, it can move any number of squares diagonally.



Flying Hunter-Killer

An armed flying machine; hunted and killed human Resistance fighters from the sky. Equivalent to the black Knight in chess, it can hop over pieces, moving two squares horizontally left or right then one square up or down, or two squares vertically up or down, then one square left or right.



HK-Tank

A heavily armed ground attack machine. Equivalent to the black Rook in chess, it can move any number of squares either vertically or horizontally in any direction.



Centurion

A battlefield machine equivalent to the black Pawn in chess, it moves straight ahead (but never backward) and captures pieces diagonally. Any Centurion, on its first move, may move two squares forward.

PULL-DOWN MENUS

The six menu bars at the top of the screen control all games functions except movement. The entire menu bar may be hidden (and restored) by pressing **F10**.

FILE MENU (F1)

SAVE GAME (ALT-S)

Saves the current game to a Game Collection. A Game Collection is simply a file where you can store saved games. When you select this option you will be prompted for a file name (Game Collection name) and a game name. For example, if you enter JOHN under file name and GAME1 under game name, GAME1 will be the first saved game in the Game Collection called JOHN. You can make multiple collections and within each collection store multiple games.

GRANDMASTER CHESS



CD-ROM



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INTRODUCTION

Grandmaster Chess will take you to a new level of chess experience. Refined over twelve years of championship competition, the Grandmaster Chess algorithm is the most powerful on the market today.

With the CD-ROM Edition, you'll find a variety of new and exquisite chess boards and piece sets, Super VGA graphics, excellent sound, and modem and network play. Beginner and veteran players alike will find Grandmaster Chess a useful tutor and challenging opponent.

REQUIREMENTS

Grandmaster Chess CD-ROM requires the following:

- A 386 or higher IBM or fully compatible computer with a hard drive, 640K of base memory, and 1 megabyte of extended memory.
- A VGA or higher resolution monitor and video card.
- MS-DOS 3.3 or higher.
- A CD-ROM drive.
- 1 megabyte of hard drive space.

GETTING STARTED

To start playing Grandmaster Chess CD-ROM, follow these instructions:

1. From the system prompt, switch to the CD-ROM drive. For example, type **d:** and press **Enter**. If you are running Microsoft *Windows*, quit *Windows* first. Do not leave *Windows* using the MS-DOS icon.
2. Switch to the Grandmaster directory **on the CD-ROM** by typing **cd\gmchess** and pressing **Enter**.
3. Type **install** and press **Enter**.

A directory called GMCHESSE will be created on your **hard drive** for temporary, configuration, and saved game data. You'll also be asked to specify your computer's configuration. Grandmaster supports mouse control and the following sound devices: **SoundBlaster**, **Roland MT-32**, **AdLib**, **Disney Sound Source**, **Covox**, and your computer's built-in speaker. If you make a mistake configuring your system, you may change the configuration at any time by running the Configuration Utility (see **Changing Configurations**).

TROUBLESHOOTING

For problems not listed here, see the troubleshooting section of the Terminator 2: Judgment Day—Chess Wars section of the manual.

MAKING A FLOPPY BOOT DISK

1. Insert a blank, high-density disk into the **A** drive (or the drive your computer boots from). You must have a high-density disk drive for this procedure; if not, see your MS-DOS manual for instructions on creating a low-density floppy boot disk. Also, make sure the disk you are using contains no important information as all information on it will be destroyed.
2. At the system prompt, type **format a:/s** and press **Enter**.

When the format is complete, you must create two files on the boot disk: AUTOEXEC.BAT and CONFIG.SYS (consult your MS-DOS manual for the correct procedure). First, copy the following files to the boot disk from the hard drive: HIMEM.SYS and EMM386.EXE, from the DOS directory; and the CD-ROM device driver and MSCDEX.EXE from the CD-ROM directory (on the hard drive); and the mouse driver, if applicable.

Your AUTOEXEC.BAT file should now be edited to include the mouse driver (see your mouse manual) and the following line:

LOADHIGH MSCDEX.EXE

The CONFIG.SYS file should include the CD-ROM driver (loaded into high memory with the DEVICEHIGH command) in addition to the following lines:

```
DEVICE = HIMEM.SYS
DOS = HIGH,UMB
DEVICE = EMM386.EXE NOEMS
```

When the process is finished, leave the disk in the drive and reset the computer. When you see the system prompt again, type **CHKDSK** and press **Enter**. You should now have enough "bytes free" to run Grandmaster in all modes.

CHANGING CONFIGURATIONS

If your system hardware configuration changes at any time, you need to let Grandmaster know by re-running the install program. To start the program, switch to the Grandmaster directory on your **hard drive**, type **install** and press **Enter**. The program will detect a previous installation of Grandmaster and will request only configuration options.

USING A MOUSE

To play using a mouse, make sure your mouse is properly connected and the driver is installed. With a mouse installed correctly, Grandmaster displays a hand-shaped cursor which can be used to move pieces or select menu items.

To move a piece, place the cursor over the desired piece, hold the left mouse button, and drag the piece to the next square.

Pull-down menus are operated in the same way as T2: Chess Wars.

USING THE KEYBOARD

Refer to the T2: Chess Wars section of the manual.

GAME SCREEN

The layout of the game screen will depend upon which board view the program is set for. Use the Board View option under the Preferences menu to change the board view. This change can be made at any point before or during the game.

2-D LAYOUT

When the program is in 2-D mode, the chess board and the pull-down menus are shown. In addition, the chess clocks are shown on the right hand side of the screen. The chess clocks show the player's name, time remaining (or elapsed, depending on mode), and the last several moves. On the lower right hand portion of the screen is a group of six shortcut buttons. We call these buttons VCR controls. These buttons perform the same functions as some of the most-used menu items. The corresponding menu functions for each button are shown below. Refer to the appropriate section of this manual for a full description of the function.

ANL	Show thinking (Analysis menu)
HINT	Get advice (Analysis menu)
BOOK	Candidate moves (Openings menu)
<	Undo move (Game menu)
>	Next move (Game menu)
MOVE	Make move (Game menu)

When the Analysis window is activated (by choosing SHOW THINKING or ANL), it will also appear on the right hand side of the screen.

3-D LAYOUT

When the program is in 3-D mode, only the chess board and the pull-down menus are shown. You can pull down any of the menus and make selections, but the program won't display clocks, analysis or move lists. To make the menu headings disappear, press **F10**. Do the same to make them reappear.

KEYBOARD SHORTCUTS

Alt-N	New Game
Alt-Q	Quit Game
Alt-S	Save Game
Alt-L	Load Game
Alt-G	Switch Sides
Alt-F	Force Move
Alt-P	Print Game Moves
Alt-R	Resign
Alt-M	Show Legal Moves
Alt-H	Get Hint
F10	Turn Menu Bar On or Off
F1-F5	Pull-down Menus
Esc	Close a menu
PgUp	Next Move
PgDn	Last Move

MENUS

Grandmaster Chess uses a pull-down menu system for all game functions. Any operation that you need to perform can be found in these menus. The following section gives a detailed explanation of each menu and its associated functions.

FILE MENU (F1)

SAVE GAME (ALT-S)

Save the game to a Game Collection. A Game Collection is simply a file where you can store saved games. When you select this option you will be prompted for a file name (Game Collection name) and a game name. For example, if you enter JOHN under file name and GAME1 under game name, GAME1 will be the first saved game in the Game Collection called JOHN. You can make multiple collections and within each collection store multiple games. You can also store positions which were set up using the EDIT function.

LOAD GAME (ALT-L)

Loads a game from a Game Collection. First select the collection containing the game you wish to retrieve. A scroll box will then display the titles of all games in a particular collection. Using the mouse or the arrow keys, highlight a game and press Enter or click OK. Once a game is loaded, you can use the Rewind, Next, Undo and Animate functions to play through the game moves or use the List function to jump to any point in the game.

DELETE GAME

Deletes a single game from a Game Collection.

EXPORT GAME

Saves a game to a Game Collection in standard algebraic notation, which simply means the moves can be read by a word processor or another chess program which recognizes algebraic notation. Exported games are stored in a different Collection than standard games.

IMPORT GAME

Loads game moves saved with the Export Game feature. Will also load a game from another chess program saved in algebraic notation.

NEW PATH

Use this feature to speed up loading of pieces, backgrounds or boards by copying the files from the CD-ROM to your hard drive. First, you must create a directory to receive the CD-ROM files. You may create a separate directory for each element—pieces, backgrounds, and boards—or a single directory to hold the files for all three elements. To create a directory, exit to the system prompt, type **MD** followed by the directory name, and press **Enter**. Return to game and select the New Path function. First, you must specify the drive letter. The program will scan your computer for all available drives. Next, specify the path name and location for the files to be transferred. The next time you specify new pieces, boards, or backgrounds, Grandmaster Chess will search the new path.

PRINT GAME MOVES (ALT-P)

Prints a list of all game moves up to that point. Before selecting this make sure your printer is connected and on-line. You will be prompted for the printer port.

PRINT DIAGRAM

Prints the board and current position of pieces using the ASCII character set. Once again, make sure your printer is connected and on-line before selecting this command. You will be prompted for the printer port.

SAVE SETTINGS

Saves the current Game and Preferences settings to a file named GM.CFG. Once you've found your favorite settings you should save them to avoid reconfiguring the game each time you play.

QUIT (ALT-Q)

Quit playing.

GAME MENU (F2)

START NEW GAME (ALT-N)

Start a new game. All moves will be erased and the board will be reset to the opening position.

SWITCH SIDES (ALT-G)

Switch sides with the computer. This can be done at any point during or before a game.

SET PLAYERS

Allows you to play four different ways:

PLAYER VS PLAYER	You against another human opponent taking turns.
COMPUTER PLAYS WHITE	You play black.
COMPUTER PLAYS BLACK	You play white.
COMPUTER PLAYS BOTH	Watch the computer play against itself. When setting this option you will be prompted to set the playing strength and style for each side. This can also be a useful learning tool as you can set one side to play stronger than the other and study the corresponding moves made by each side.

PLAYING STRENGTH

When playing against the computer, sets the computer's playing skill to one of the following levels:

BEGINNER	The easiest level, ideal for learning to play.
NOVICE	More challenging. The computer makes weak moves less frequently.
INTERMEDIATE	The computer plays at the level of the average chess club player, but still makes occasional weak moves.

EXPERT Plays at the level of an advanced chess club and tournament player.

GRANDMASTER Good luck. If you can win at this level, consider playing chess for a living.

PLAYING STYLE

When playing against the computer, sets the computer's playing technique to one of the following styles:

BALANCED Much like a human player, the computer attacks and retreats with equal consideration. This is usually the best setting.

ACTIVE The computer emphasizes capturing your pieces and attacking your king.

PASSIVE The computer prefers a defensive, closed-pawn structure and emphasizes protecting its pieces.

TIME CONTROL

This allows you to control the time aspects of the game by limiting the amount of time the computer has to decide on a move. The more time you give it, the better move it will make.

60 MOVES IN 5 MINUTES The computer must make 60 moves in five minutes.

60 MOVES IN 15 MINUTES The computer must make 60 moves in fifteen minutes.

60 MOVES IN 30 MINUTES

The computer must make 60 moves in 30 minutes.

60 MOVES IN 60 MINUTES

The computer must make 60 moves in 60 minutes.

? MOVES IN ? MINUTES

Set the number of moves and the total minutes the computer is allowed to decide each of its moves. **HINT:** For tournament play, set for 40 moves in 120 minutes at the Grandmaster level. This setting will give you an optimal balance between time and playing strength.

GAME IN ? MINUTES

Set the total duration of the game in minutes.

1 MOVE IN ? SECONDS

Set the time the computer has to decide each move.

FIXED DEPTH

When the computer is deciding its next move, it looks ahead a certain number of moves to calculate the best response; use this feature to shorten or lengthen the number of moves the computer may look ahead. The more moves you allow it, the better it will play.

INFINITE

The computer will search ahead for its next move until Move is selected from the Game menu, the Move button on the VCR control is pressed or Alt-F is pressed.

SET PONDERING

Set whether or not the computer will "think" while it is your turn to move. When pondering is turned on the computer will often make its move immediately if you chose the move it expected.

ADJUST CLOCKS

When the time control is set such that the clocks are in countdown mode this option can be used to change the time set on both the White and the Black clock. You can use this option to give yourself more time than the computer.

RESIGN (ALT-R)

You can offer your resignation to the computer. The computer will then ask you if you want to use the game just played in your rating calculation.

LIST MOVES

Game moves are listed in a scroll box. You can select any move with the mouse or the Up and Down arrow keys and jump instantly to that move.

MAKE MOVE (ALT-F)

If the computer is pondering a move, this function will force it to immediately play the move it considers best. If it's your turn to move or you are in Player vs Player mode and you select this function, the computer will take over the color of the side currently moving. You can also choose this option by clicking on the Move button on the bottom right side of the screen in 2-D mode.

UNDO MOVE (PAGE DOWN)

Takes back the last move played. When in 2-D mode, you can undo the move by clicking on the < button on the bottom right side of the screen. You can undo moves all the way to the beginning of the game.

NEXT MOVE (PAGE UP)

Advances to the next move. This can only be used if you've gone backward using the Undo or Rewind commands, or if you've loaded a saved game. The computer will beep when you've reached the last recorded move. When in 2-D mode, the > function at the bottom right side of the screen will activate this feature.

EDIT BOARD

This function allows you to clear the board and place white or black pieces anywhere on the board. To begin editing the board, click on the EDIT button. Then, simply use the mouse cursor (or the arrows keys to select a square) and press the letter that corresponds to the piece you wish to place--P (pawn), N (knight), B (bishop), R (rook), Q (queen) or K (king). That piece will be placed on the selected square. Once the position is set up, select White or Black to determine which side will move first.

The EDIT option is useful for setting up problems for Grandmaster to solve. After exiting EDIT mode, use the MOVE or ANALYZE POSITION commands to have Grandmaster compute a solution.

ANALYSIS MENU

GET ADVICE (ALT-H)

The computer will suggest your next move. If you accept, it will make the move for you. Use this option in 2-D mode by clicking HINT on the bottom right side of the screen.

SHOW THINKING

This function allows you to turn the ANALYSIS window on or off. When the Analysis window is activated and it is the computer's turn to move, information such as the search depth, the current move being searched, the evaluation and the sequence of moves the computer thinks is best will be displayed. You can also activate this feature by clicking on the ANL button on the bottom right of the screen in 2-D mode.

The evaluation shows a point value representing how far ahead or behind you are at the current time. Point values are as follows:

Pawn	1.00 points
Knight	3.00 points
Bishop	3.00 points
Rook	5.00 points
Queen	9.00 points

If the Analysis window shows +6.00, for example, that means you are losing by the equivalent of a rook and a pawn.

REWIND GAME

Undoes all of the game moves.

ANIMATE

This option causes the computer to play the remaining game moves, delaying for a specified time after each move.

ANALYZE POSITION

This option causes the computer to activate the Analysis window and analyze the current position. The computer will not make a move in this mode, but will continue its analysis indefinitely.

ANALYZE GAME

This option causes the computer to analyze all the remaining moves in the game. The game is first entered into the computer by selecting Player vs Player mode and playing the game moves OR by retrieving a previously saved game. The Rewind or List Game option should then be used to get to the correct starting position. The computer will ask for the number of seconds to analyze each position and will analyze each position and log the analysis in the file CHESS.LOG.

COMPUTE RATING

The computer will rate your play based on U.S. Chess Federation ratings. As this rating is based on your wins and losses, it takes about 20 games to generate an accurate rating, though you can use the feature after completing any number of games. Remember to obey the time controls you have set. If you find yourself playing several games without winning, set an easier level; if you win too often, set a more difficult level.

U.S. CHESS FEDERATION RATINGS

0-1200	Class E
1200-1399	Class D
1400-1599	Class C
1600-1799	Class B
1800-1999	Class A
2000-2199	Expert
2200-2399	Master
2400+	Senior Master

OPENINGS MENU (F4)**SELECT LIBRARY**

This option allows you to turn the library of opening moves on or off. The Standard library contains about 12,000 unique positions from about 4,500 common opening variations. If the USER library is selected and moves are added using Add Positions, Grandmaster will create a new file called USER.BK. If desired, this file can be renamed to something more descriptive, such as FRENCH.BK, for example, for a library which specializes in the French Defense.

CANDIDATE MOVES

This option displays a scroll box containing all the possible moves of all your pieces at the current position. You can select a move and it will be made for you. You can delete moves or change the score of existing library moves. This option may also be selected by clicking on the BOOK button on the bottom right side of the screen in 2-D mode.

ADJUST VARIETY

Use this to adjust the variety of moves that Grandmaster will choose from its opening library. With greater variety, the program will be more likely to choose moves with inferior scores to other alternatives. You have four choices: Play Best Move, Some Variety, Moderate Variety and Maximum Variety.

AUTO-ADD POSITIONS

Any moves that are entered with the mouse or keyboard, loaded or imported from a file, or even moves made by the computer will be added to the active opening library. Up to 800 new positions can be added in a single session. When the program is terminated, the new positions are saved.

PREFERENCES MENU (F5)**BOARD VIEW**

This option allows you to change between a two-dimensional view of the chess board and a three-dimensional view. With the 3-D view, the clocks, analysis window, VCR controls, the Coordinates feature and the Show Legal Moves feature are not available.

BOARD SURFACE

Available only in Super VGA mode. It allows you to choose among different board surfaces—Standard, Azure Marble, Black Marble, Circuit, Clear, Glass, Invisible, Metal, Rose Marble, Stone, Tiles, Transparent, Wicker, and Wood.

BACKGROUND NATURE

Available only in 3-D view and Super VGA mode. Choose from the Default setting, Desert, Flower, Mountain, Ocean, Scenery, Sky, and Sunset.

BACKGROUND SCIENCE

Available only in 3-D view and Super VGA mode. Choose from Computer, Earth, Jupiter, and Moon.

BACKGROUND PATTERNS

Available only in 3-D view and Super VGA mode. Choose from Granite, Marble Gray, Marble White, Stars and Stripes, Tile, Wicker, and Wood.

PIECE SET

This option allows you to select Standard, Human, Monster, Glass, Egypt, Toys, Tropic, Animals, and Civil War piece sets.

BOARD ROTATION

This option allows you to view the board with either White or Black playing from the bottom of the screen.

COMMUNICATION

Allows you to play over a network, modem to modem or with two computers linked by a null-modem cable. You will first be asked to choose the color you have arranged to play; then you must enter your name; lastly, select the type of play desired: Network, Modem to Modem, or Serial to Serial (null-modem). When choosing network play make sure both opponents are first logged on.

NETWORK

After selecting Network play, you will be prompted for the Network Path. Enter a location on the server that Grandmaster Chess can use to store data shared between players. Both players must confirm that they are ready to play. White makes the first move.

MODEM TO MODEM

When choosing modem play, you must first enter some preliminary information:

1. Set the Com Port to 1, 2, 3 or 4.
2. Set the IRQ Option. Use IRQ3 if you set the Com Port to 2 or 4; use IRQ4 if you set the Com Port to 1 or 3.
3. Set the Baud Rate. Baud rates need not be the same for each player.

If all settings were correct, you will receive the message TALKING TO MODEM. . ., followed by the Modem Init String dialog containing the line:

AT&FE0QOV1&C1&D2

This string will work with nearly all Hayes-compatible modems. If your modem is not Hayes-compatible or the string fails to initialize, consult the documentation that came with your modem for the correct initialization string.

Once the string has been entered, you will receive the message MODEM READY, followed by the Modem Options dialog.

Select Answer Call if you will be receiving the call from your opponent's modem; select Dial Number if your modem will be establishing the connection. If you will be dialing, specify the Dial Option. Select Touchtone dial if you have a touchtone phone or Rotary Dial if you do not have a touchtone phone.

Enter the phone number. If all information was entered correctly, you will be notified that the connection has been made and play is ready to begin.

SERIAL TO SERIAL

Choose Serial to Serial (null-modem) if you would like to play using two computers linked by a null-modem cable.

1. Set the Com Port to 1, 2, 3 or 4.
2. Set the IRQ Option. Use IRQ3 if you set the Com Port to 2 or 4; use IRQ4 if you set the Com Port to 1 or 3.
3. Set the Baud Rate. Baud rates must be the same for both players.

If all information was entered correctly, you will be notified that the connection has been made and play is ready to begin.

In addition, players can send messages to one another. Type Alt-M and enter your message.

Should a game be severed for any reason, play can be re-established at the point the game was lost by restarting Grandmaster Chess, reconnecting the computers, and choosing Load Game from the File menu. The interrupted game will load by default. Grandmaster Chess will continue recording your moves.

COORDINATES

This option allows you to display the board square coordinates. This function is available only in 2-D mode.

SHOW LEGAL MOVES (ALT-M)

Available in 2-D mode only, this option, when enabled, will highlight all the playable squares of the currently selected piece when the left mouse button is depressed. When the right mouse button is depressed on a particular square or piece, any piece which can attack that square will be highlighted.

SOUND

Allows you to set the following sound options: Click, Click and Voices, Music and Voices, and No Sound.

LEARNING

If the "learn" mode is on (the default), Grandmaster will automatically store positions in which the score changed during the search by more than one-quarter pawn. If that position is seen in another game, Grandmaster will benefit from this information. For example, suppose that at move number 20 Grandmaster discovers that it will lose a pawn and there is no way to prevent this. The program will store the current board position in the file GM.LRN (a total of 1,024 positions can be stored with newer positions overwriting previous positions). If the game is rewound or replayed, Grandmaster may play differently at move 18 or 19 because it now "sees" that the move sequence it favored originally will result in the loss of a pawn.

MOVE NOTATION

This allows the user to switch between long algebraic move notation, such as Pe2-e4 to reduced algebraic notation, such as e4 or Nf3.

BLINDFOLD CHESS

When this option is enabled the pieces are not visible on the board.

PLAYER NAME

This option allows you to enter your name, which will be used in ratings calculations.

COLORS

Allows you to adjust some of the colors of the Grandmaster screen to suit your taste.

CREDITS

Executive Producer: Leigh Rothschild
Producer: David Turner
Director: Amy Smith-Boylan
Chess Routines: John Stanback
Programmers: Les Bird and Sujatha Ramakrishna

Artwork: Scott Nixon, Ruben Cabrera, Crystal Van Toorn, Tim Goode, and Carlos Ibarra
Music and Sound: Joe Abbati
Voices: Dave Graveline
Quality Assurance: James Wheeler, William Pitt, and John Butt
Manual: Ivan Paganacci

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LOAD GAME

Loads a game from a Game Collection. First select the collection containing the game you wish to retrieve. A scroll box will then display the titles of all games in a particular collection. Using the mouse or the arrow keys, highlight a game and press Enter or click OK. Once a game is loaded, you can use the Rewind, Next, and Undo functions to play through the game moves or use the List function to jump to any point in the game.

DELETE GAME

Deletes a single game from a Game Collection.

EXPORT GAME

Saves a game to a Game Collection in standard algebraic notation, which simply means the moves can be read by a word processor or another chess program which recognizes algebraic notation. Exported games are stored in a different Collection than standard games.

IMPORT GAME

Loads game moves saved with the Export Game feature. Will also load a game from another chess program saved in algebraic notation.

PRINT GAME MOVES (ALT-P)

Prints a list of all game moves up to that point. Before selecting this make sure your printer is connected and on-line. You will be prompted for the printer port.

PRINT DIAGRAM

Prints the board and current position of pieces using the ASCII character set. Once again, make sure your printer is connected and on-line before selecting this command. You will be prompted for the printer port.

SAVE SETTINGS

Saves the current Game and Preferences settings to a file named CHESS.CNF. Once you've found your favorite settings you should save them to avoid reconfiguring the game each time you play.

QUIT (ALT-Q)

Quit playing. You can opt to save the current settings before leaving.

GAME MENU (F2)**START NEW GAME**

Start a new game. All moves will be erased and the board will be reset to the opening position.

PLAYING STRENGTH

When playing against the computer, sets the computer's playing skill to one of the following levels:

Beginner	The easiest level, ideal for learning to play.
Novice	More challenging. The computer makes weak moves less frequently.

Intermediate	The computer plays at the level of the average chess club player, but still makes occasional weak moves.
Expert	Plays at the level of an advanced chess club and tournament player.
Grandmaster	Good luck. If you can win at this level, consider playing chess for a living.

PLAYING STYLE

When playing against the computer, sets the computer's playing technique to one of the following styles:

Balanced	Much like a human player, the computer attacks and retreats with equal consideration. This is usually the best setting.
Active	The computer emphasizes capturing your pieces and attacking your king.
Passive	The computer prefers a defensive, closed-pawn structure and emphasizes protecting its pieces.

TIME CONTROL

This allows you to control the time aspects of the game by limiting the amount of time the computer has to decide on a move. The more time you give it, the better move it will make.

60 Moves in 5 Minutes	The computer must make 60 moves in five minutes.
60 Moves in 15 Minutes	The computer must make 60 moves in fifteen minutes.
60 Moves in 30 Minutes	The computer must make 60 moves in 30 minutes.
60 Moves in 60 Minutes	The computer must make 60 moves in 60 minutes.
? Moves in ? Minutes	You set the number of moves and the total minutes the computer is allowed to decide each of its moves. HINT: For tournament play, set for 40 moves in 120 minutes at the Grandmaster level. This setting will give you an optimal balance between time and playing strength.
Game in ? Minutes	You set the total duration of the game in minutes.
1 Move in ? Seconds	You set the time the computer has to decide each move.

Fixed Depth

When the computer is deciding its next move, it looks ahead a certain number of moves to calculate the best response; use this feature to shorten or lengthen the number of moves the computer may look ahead. The more moves you allow it, the better it will play.

Infinite

The computer will search ahead for its next move until it is interrupted by Make Move (Alt-F).

RESIGN (ALT-R)

You can offer your resignation to the computer. The computer will then ask you if you want to use the game just played in your rating calculation.

LIST MOVES

Game moves are listed in a scroll box. You can select any move with the mouse or the Up and Down arrow keys and jump instantly to that move.

MAKE MOVE (ALT-F)

If the computer is pondering a move, this function will force it to immediately play the move it considers best. If it's your turn to move or you are in Player Vs. Player mode and you select this function, the computer will take over the color of the side currently moving.

UNDO MOVE (PAGE DOWN)

Take back the last move played.

REWIND GAME

Undoes all the game moves.

NEXT MOVE

Advances to the next move. This can only be used if you've gone backward using the Undo or Rewind commands, or if you've loaded a saved game. The computer will beep when you've reached the last recorded move.

ANALYSIS MENU (F3)**GET ADVICE (ALT-H)**

The computer will suggest your next move. If you accept, it will make the move for you.

COMPUTE RATING

The computer will rate your play based on U.S. Chess Federation ratings. As this rating is based on your wins and losses, it takes about 20 games to generate an accurate rating, though you can use the feature after completing any number of games. Remember to obey the time controls you have set. If you find yourself playing several games without winning, set an easier level; if you win too often, set a more difficult level.

U.S. CHESS FEDERATION RATINGS

0-1200	Class E
1200-1399	Class D
1400-1599	Class C
1600-1799	Class B
1800-1999	Class A
2000-2199	Expert
2200-2399	Master
2400 +	Senior Master

OPENINGS MENU (F4)**SELECT LIBRARY**

This option allows you to turn the library of opening moves on or off. The Standard library contains about 12,000 unique positions from about 4,500 common opening variations.

CANDIDATE MOVES

This option displays a scroll box containing all the possible moves of all your pieces at the current position. You can select a move and it will be made for you.

ADJUST VARIETY

Use this to adjust the variety of moves that T2: Chess Wars will choose from its opening library. With greater variety, the program will be more likely to choose moves with inferior scores to other alternatives. You have four choices: **Play Best Move, Some Variety, Moderate Variety** and **Maximum Variety**.

PREFERENCES MENU (F5)

BOARD SURFACES

You have a choice of five backgrounds: Ice Age, Inferno, Girders, Vortex and Wasteland.

SOUND

Allows you to set the following sound options:

No Sound

Digitized Sound

Turns walking sounds, gunshots, voices, etc., on or off; requires a sound card.

Music

Turns background music on or off; requires a sound card.

Music and Digitized Sound

All sound and music on or off; requires a sound card.

SET PLAYERS

Allows you to play four different ways:

Player vs. Player

You against another human opponent taking turns.

Computer Plays White

You play Skynet (black).

Computer Plays Black

You play the Resistance (white).

Computer Plays Both

Watch the computer play against itself. When setting this option you will be prompted to set the playing strength and style for each side. This can also be a useful learning tool as you can set one side to play stronger than the other and study the corresponding moves made by each side.

PLAYER NAMES

Use this to enter your name, or your name and the name of your opponent when playing in Player vs. Player mode. The name(s) will be used in calculating a rating.

MUSIC TYPE

You must first turn on Music or Music and Digitized Sound in the Sound dialogue. Choose from two different types of background music.

ANIMATION

Turn on or shut off various animation sequences:

Bubbles and Vortex

Certain pieces will move through a time bubble or a vortex when you select them for movement. Clicking this option overrides the Fadeouts option for these pieces.

Walking	Certain pieces will walk from square to square rather than blink out. Clicking this option overrides the Fadeouts option for these pieces.
Battle Sequences	When a piece is captured, a battle ensues; deselect this to skip the battle sequences for more standardized play.
Fadeouts	Pieces will blink from square to square without animation.
Character Dialogs	Certain pieces will speak when they capture another piece.

HELP MENU (F6)

This menu is primarily for those who are unfamiliar with the rules of chess. If you forget the moves the pieces can make, pull down this menu and an on-line help screen is offered for each piece, complete with a rotating graphic.

KEYBOARD COMMANDS

Alt-F	Force the computer to move
Alt-G	Switch sides
Alt-H	Get hint
Alt-L	Load a saved game
Alt-N	Start a new game
Alt-P	Print game moves
Alt-Q	Quit

Alt-R	Resign
Alt-S	Save the current game
Esc	Close a menu
F1	Open File menu
F2	Open Game menu
F3	Open Analysis menu
F4	Open Openings menu
F5	Open Preferences menu
F10	Turn the menu bars on and off
Page Down	Previous move
Page Up	Next move

CUSTOMER SERVICE

If you have unresolved problems setting up or running Terminator 2: Judgment Day—Chess Wars after trying the suggestions in the Troubleshooting section, you may call our Customer Service department between 9 a.m. and 6 p.m., Monday through Friday, Eastern time. This service is available to all registered users.

IntraCorp

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Intracorp also maintains a customer support bulletin board. Callers can leave questions for the Customer Service department and receive information on software upgrades and new releases. The board is available 24 hours a day at (305) 471-8962.

GAME CREDITS

Executive Producer:	Leigh Rothschild
Producer:	David Turner
Directors:	Amy Smith-Boylan
Programmers:	David Marlowe Les Bird
Chess Routines:	John Stanback
Artwork:	Tim Goode Ruben Cabrera Carlos Ibarra Crystal Van Toorn
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