

Improve with Every Game You Play.

POWER CHES

MORE POWERFUL THAN ANY HUMAN OPPONENT.
MORE HUMAN THAN ANY COMPUTER OPPONENT.



S I E R R A[®]

POWER CHESS CHECKLIST

CONGRATULATIONS ON YOUR PURCHASE OF POWER CHESS!

You can look forward to endless hours of enjoyable chess play, and enough material in our Help system to fill book after book in a powerful chess library. We've prepared a checklist to help you navigate this wide-ranging package. Good luck, and here's hoping for improved skills and many victories!

HOW TO GET POWER CHESS UP AND RUNNING:

There are so many opponents, interactive presentations, sets, boards, and reference works packed into Power Chess that we had to put it all on two CDs: INSTALL and PLAY.

- ✦ To begin, insert the INSTALL CD into your CD-ROM drive.
- ✦ Follow the on-screen instructions.
- ✦ The installation procedure is complete when the Main Menu screen appears for the second time. When it does, simply click Exit.
- ✦ Remove INSTALL from your CD-ROM drive and insert PLAY, and you're ready for some chess!

For certain graphics-intensive features, you may have to replace PLAY with INSTALL for a moment while those features load up. Power Chess will let you know if that's the case.



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LET'S BEGIN WITH THE ACTUAL LOOK OF THE GAME:

Sets and Boards

You have many 2D and 3D sets and boards to choose from in your battles with the King, the Queen, and the other opponents. The 3D sets in particular represent many different eras and cultures. "Byzantium" comes to us from the civilizations that flourished at the Asia Minor crossroads; these pieces come to life on the Green Marble, Jade, and Alder Wood boards. The centuries-old, Central European tradition of wood-carving shows to best advantage in "Black Forest." We think the Modern Marble board is the perfect battlefield for these fanciful pieces. The Arabs spread chess to the Western world, but in their own lands the Koran forbade them from creating and using graven images. Thus you have the abstract pieces of "Sultan," whose shapes have hardly changed in a thousand years. Put them through their paces on the Steel board.

By choosing Browse after selecting a set, you can look the pieces over and read about that particular set's genesis and history.

By the way, can your system handle Super High Resolution graphics (1280x1024 resolution)? Not sure? Chose Super under 3D and set up "Camelot" on Green Marble. Give it a try!

Once you've familiarized yourself with your board and set options, it's time to actually play a game. As far as we're concerned, there's just one place to start: the Power Chess King.

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The Power Chess King

The King is the heart of Power Chess. He remembers you, he adapts to you, he makes you stretch your skills by playing just a bit better than you. After each game with the King, the Power Chess Queen takes you through the replay, giving you her perspective on what happened and what could have happened. Your games with the King will be serious, tournament-style affairs. No hints or takebacks allowed! You'll also learn how to use a chess clock. These games will form an extended match in which you come to know each other thoroughly as players. Power Chess will keep score and rate you based on your performance against the old boy, and you'll always be able to go back to old games, see how you did things back then, and annotate your moves. Please note: Because your games with the King have so much riding on them, they are the only games the Queen will comment on!

Want to practice what you've learned in your games with the King? Here are your two best sparring partners:

The Power Chess Prince

The Prince plays all the same openings as his dad, but he doesn't learn quite as fast. If you learn a good trick to pull on the King, try it out against the Prince before doing battle with the King again. Against the Prince you can probably get away with it more than once!

The Power Chess Princess

The Princess, like the Prince, plays all of her father's openings, and, like the Prince, is a slow learner. Until she gets out of the opening and into the middle game, however. Then she starts to play more like her mother — tough. Knock her out quickly!

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YOU CAN CREATE AND FINE-TUNE YOUR OWN SPARRING PARTNERS, TOO:

The Power Chess Nobles

Would you like to play someone who moves as fast as a rabbit or as slow as a turtle? Someone as furious as a mad dog or as prickly as a hedgehog? At what level of skill, and playing which openings? Control all of these options using the Nobles. Populate the royal kingdom with as many Nobles as you like!

OTHER POWER CHESS OPPONENTS:

The Commoners

We've created 20 other characters for you to play. Each has his or her own quirks and eccentricities at the chessboard. Some are quite adept and some are anything but! They range in abilities from the anything-goes Street Rat to the precision-drill-team thinking of the Scientist, from the free-style improvisation of the Jazzman to the play-it-by-the-book caution of the Banker. Note the way this rabble in arms is grouped: the characters at the bottom of the heap play with less skill than those at the top. When you choose one of these commoners, you'll first be briefed on what you can expect from him or her. (You'll also find out about the Cowgirl's and the Scientist's shared passion for country music, the doomed relationship between the Captain and the Suffragette, the Monster's career in banking, and various other burning issues of the day.)

WHAT ABOUT THE QUEEN HERSELF?

The Power Chess Queen

If the King is the heart of Power Chess, the Queen is the brain. She watches your games with the King and gives you some good common-sense advice

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afterwards. And if you're ready for the ultimate challenge, challenge the Queen to a game. She'll hold her own: she's powered by our topflight engine, Wchess, and is a take-no-prisoners, master-level player!

FIND PEOPLE TO PLAY AROUND THE WORLD:

Internet

Power Chess is Internet-ready if you are. Click on the icon and jump straight to Sierra's cyberspace tournament hall! During your games you'll be able to communicate with your opponents via a chat window, and by sending some of the Queen's own dialog to the other person. During each game, Power Chess allows you to interactively annotate the moves you've just played (and the variations you took back) in collaboration with your opponent. (While your Internet buddy is stalling for time, trying to figure out how to stave off checkmate, you can change all of his annotations to really rub it in.) You'll also have the full use of the Move List and Variation Tree List (see below).

POWERFUL TOOLS FOR A POWERFUL GAME:

The Lab

In The Lab you don't play the computer – you use the computer to practice. Think of The Lab as your private driving range or batting cage. Play out your favorite openings or the ones you have trouble with and record notes to yourself and important variations in the moves. Use this as a reference guide, or give an opening with variations to one of the Nobles. The Noble will play these moves against you! Place percentages after each variation in the annotations field, and the Noble will play these variants against you,

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in the ratios you've chosen, and in random order. As with human players, you'll never be sure what's coming!

In The Lab you'll be using the Move List, which records the moves actually made on the board, and the Variation Tree List, which records the moves along with all the variations you've noted as possible lines of play. Both lists are hooked together and hooked to the board; click on a particular move and the board position jumps right to that point.

Auto Play

Watch as Wchess clones itself into two to-the-death players! Each side will do everything it can to beat the other. You can control the speed with which these games unfold. You can also set up a position (from one of your own games, from a book, or from your own imagination) and see how Wchess plays it out to the end.

Great Games

We've chosen gems from the past 150 years of chess history to help illustrate classic chess concepts (control of the center, development of the pieces, securing the safety of the King, launching the well-prepared attack) and what happens when these concepts are ignored! Some of the games are famous, such as Adolf Anderssen's timeless victory in "The Evergreen Game" (Berlin, 1852); others are almost forgotten, as with the two unknowns who produced "Over the Top!" (Dresden, 1915). We have the great masters at their peak (Bobby Fischer during his climb to the championship) and past their prime (the last hurrah of Wilhelm Steinitz). The boyish Paul Morphy takes on a Eurotrash tag team while enjoying a night at the opera; the fiery Garry Kasparov defends the

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honor of humanity against a computer. And we've included a battle of the machines, in which our own Wchess holds its own against Deep Blue, the Pride of IBM.

The Queen walks you through each game, explaining what the players were trying to do and why. You control the speed of the presentation. Stop, start, reverse, fast forward – whatever you're comfortable with.

FOR MORE INFORMATION

On-line Help

This is your chess library, and you have it all on-screen instead of filling up your shelves! The library includes:

The complete text of "My System" by Grandmaster Aron Nimzowitsch. Many chessplayers grew up with this book, which was published in German in 1925 and translated into English in 1930. American Master Lou Hays has produced the first English-language edition that uses English as we speak it today. He has also converted the old descriptive notation to modern algebraic. Nimzo takes you on a tour deep into chess, from the simplest tactics to the most abstract strategic concepts. With almost 200 new diagrams and an introduction by American Grandmaster Yasser Seirawan.

- Illustrated tutorial for beginners. For those of you who aren't quite ready for "My System"!
- A brief history of the Royal Game in a question-and-answer format.
- Strategies for getting the most out of Power Chess, from playing the King to playing just for fun.
- Design notes. We show you the little man behind the curtain and explain how it all works!

CUSTOMER SERVICES

Customer Service / Technical Support and 'Fax-back' service

Tel: (0118) 920 9111

Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. This service will also allow you

to automatically receive by fax technical troubleshooting documents about the games you are having trouble with, even in the middle of the night! If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of **9am and 5pm Monday to Friday**.

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z
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Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

SIERRA ON-LINE LTD

Customer Services / Mail Order / Tech Support Department

2 Beacontree Plaza

Gillette Way

Reading • Berkshire

RG2 0BS

United Kingdom

Sierra UK Web site

<http://www.sierra-online.co.uk>

UK Website includes technical support, mail order, chat rooms, product information, game demos and much, much more.

New Hintline (UK callers only)

(0891) 660 660

24 hrs. Automated service requires a touch tone phone. Calls cost 45p/min. cheap rate and 50p/min. at other times. Max call length 7.5 minutes. Max call charge at cheap rate £3.38, £3.75 at other times.

Older Games Hintline

(0118) 9209 109

24 hrs. Automated service requires a touch tone telephone. Calls charged at normal telephone rates.

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