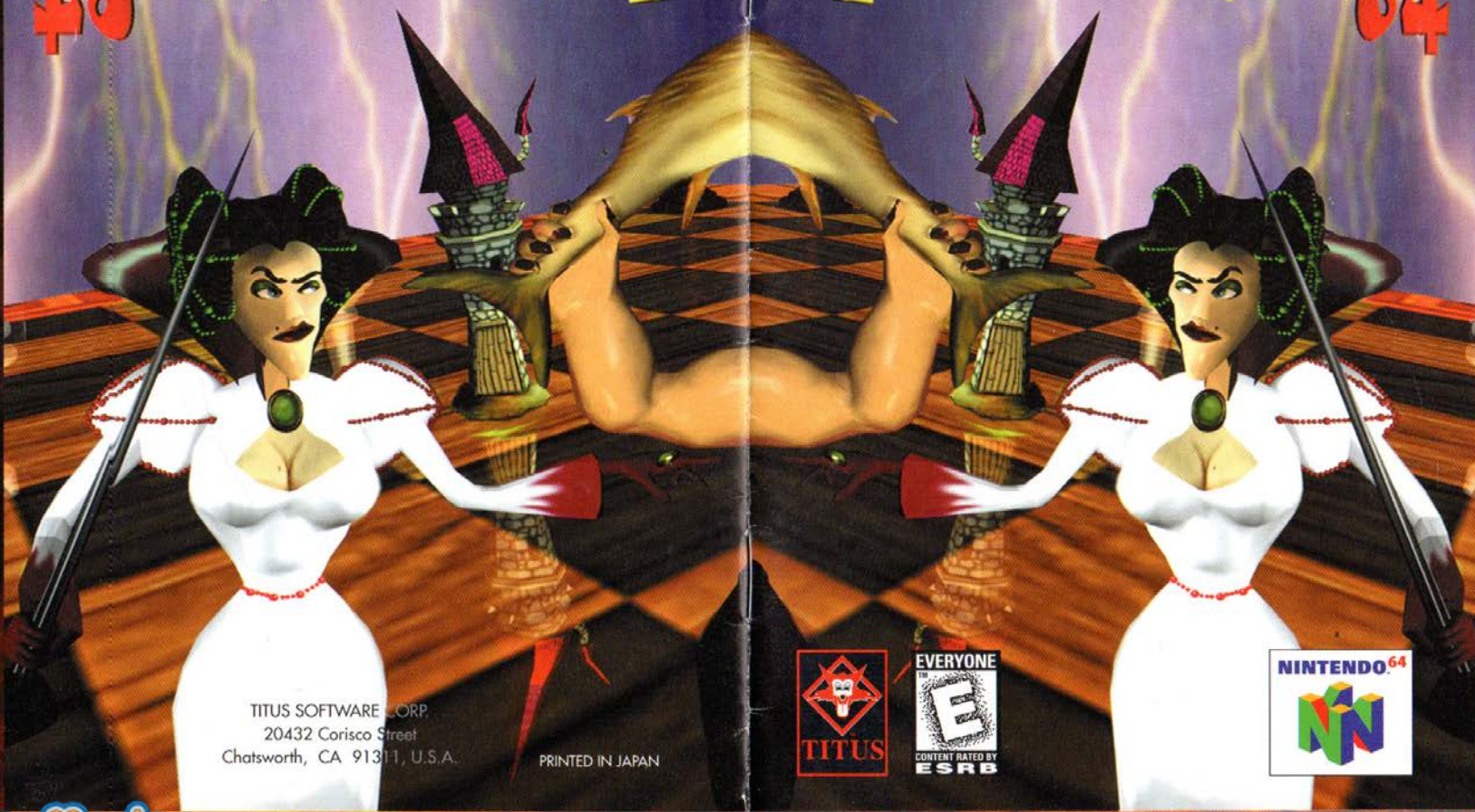# INSTRUCTION BOOKLET

VIRTUAL CHESS 64

TITUS SOFTWARE CORP.
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Chatsworth, CA 91311, U.S.A.

PRINTED IN JAPAN

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NINTENDO 64

EmuMovies

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CONTROLS & FUNCTIONS

Menus

- **+ Control Pad** — Moves the hand
- **Control Stick** — Moves the hand, modifies some of the parameters
- **B Button** — Goes to the previous page
- **A Button** — Selects a function

Editing position screen

- **B Button** — Removes the piece on hand
- **Z Button** — Keeps the piece on hand while putting it down or leaves the piece on the chessboard while taking it
- **L Button** — Grabs the previous piece on the list
- **R Button** — Grabs the next piece on the list
- **C Buttons**
  - U — Standard chessboard
  - L — Standard chessboard with only two kings
  - R — Current chessboard

Starting the game

- **Start** — Goes to the controller pak menu

Presentation screen

- **Start** — Goes to the game

Tutorial

- **Control Stick** — Moves the cursor
- **B Button** — Returns to the main menu, ends a lesson
- **A Button** — Selects a lesson, grabs/puts down a piece, selects a square, continue the lesson
- **+ Control Pad** — Goes through the text

Back of Controller
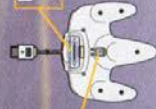
- N 64 Controller Pak™ Connector Slot
- **Z Button**

During the game

- **Start** — Shows and hides the main menu
- **L Button** — Stops a fighting animation
- **+ Control Pad** — Goes back to the last move
- **Control Stick** — Moves the hand
- Moves the hand
- **R Button** — Replays the last move
- **B Button** — Advice, cancels a move
- **C Buttons**
  - L — Rotates the 3D board, changes the 2D set
  - R — Rotates the 3D board, changes the 2D set
  - U — Hides / shows the gauge
  - D — Hides / shows the clock
- **A Button** — Grabs and puts down a piece
- **Z Button** — Wakes the engine up, forces the computer to move, changes side

Controller pak menu

- **Z Button** — Deletes a note
- **Control Stick** — Goes through the list, selects YES/NO
- **B Button** — Exit
- **L Button** — Changes the language in that menu
- **R Button** — Changes the language in that menu
- **A Button** — Deletes a note, loads/saves a note, confirms a choice

Controller pak screen

- **Start** — Cancels the proposal / Confirms the proposal
- **L Button**
- **+ Control Pad**
- **Control Stick**
- **R Button**
- **C Buttons**
- **A Button**
- **B Button**

N64 Controller ™

MAIN MENU

The **Main Menu** gives you access to the following functions:

NEW GAME starts a new game.

LANGUAGES selects the language for the texts appearing on screen.

CHESSBOARD accesses the following functions :
- 3D/2D view.
- Rotate chessboard : provides a view of your pieces from the opponent side.
- Restore chessboard : replaces the chessboard to its default position.

GAME sets the game parameters.

LEVELS selects the level of play for the computer.

PREFERENCES sets the general parameters.

TUTORIAL provides access to the chess learning module which explains the following subjects:
- The board
- The chessmen
- Chess' rules
- Begin a game
- Tactics and strategy
- Main mat scheme
- Endings.

GAME MENU

The **Game Menu** sets the following parameters:

Human/Computer: determines who plays with the White pieces. **WHITE**

Human/Computer: determines who plays with the Black pieces. **BLACK**

determines the number of simultaneous games. **GAMES**

determines whether one player plays on several games **SINGLE PLAYER** simultaneously or whether several players play on several games (in this mode, the maximum number of games depends on the number of controller connected at the start of the game).

displays the choice of moves available when a player **BEGINNER MODE** touches a piece.

displays the last move played when using the 2D board. **INDICATORS**

determines whether the computer is allowed to think during **MEDITATION** the opponent's turn.

allows you to start a new game by changing certain **SET UP POSITION** parameters (see How to set up a position).

loads a game (see How to use the file selector). **LOAD GAME**

saves a game (see How to use the file selector). **SAVE GAME**

LEVELS MENU

The **Levels Menu** selects the level of play for the computer.

BEGINNER #1 AND **#2** Those two levels are recommended to players who are beginning to play chess and who are following the tutorial lessons. Those levels uses the «Artificial Stupidity» concept, that allows the computer to play some moves stupidly to give advantage to the player.

LEVELS 1 TO 12 Those levels are for players up to highly avanced level. Every step in those levels gives the computer more time to «think» and to sharpen its strategy. It can currently calculate up to 3,000 moves every second.

PREFERENCES MENU

The **Preferences Menu** sets the following parameters:

sets the volume of the sound effects using the **SOUND VOLUME** control stick

sets the volume of the music, using the control stick. **MUSIC VOLUME**

displays in real time how the computer is thinking on the **FLASH THINK** 2D chessboard.

determines whether or not the 3D combat animation is **3 -D FIGHT** displayed when a piece is captured. This option is available only with the 3 D chessboard.

If this option is selected, the animation triggered when a **SINGLE FIGHT** piece is captured is shown only once during the game.

saves the current settings on the controller pak. If the controller pak is correctly connected during **SAVE PREFERENCES** start-up, these preferences will be loaded automatically.

loads the preferences from the controller pak.

LOAD PREFERENCES

HOW TO SET UP A POSITION

Setting up a position allows you to start a game by changing certain parameters.

CHANGE POSITION takes you to the editing mode, where you can set up your game. You can place any piece anywhere on the chessboard, and remove some of them.

MOVING A PIECE use the Control Stick to place the cursor on a piece, press button **A** to pick it up, move it to the square of your choice and press button **A** to release it.

REMOVING A PIECE use the Control Stick to place the cursor on a piece, press button **A** to pick it up, press button **B** to remove it.

REMARKS
- You can move a piece to a square that already contains one (except the King); it will automatically be replaced by the new piece.
- To add a piece not already on the chessboard, keep pressing buttons **L** or **R** until the piece you want appears.
- You can duplicate a piece by pressing the **Z** button while holding the piece.
- If you hear a noise when releasing the piece, it means the piece cannot be placed on that particular square (too many pieces on the board, illegal position...).

WHITE TO PLAY determines who starts the game.

WHITE - BLACK | **KING / QUEEN SIDE** : determines whether or not castling is allowed on the selected camp and side.

OK starts the game (if the message «Check to the King whose turn is not next» appears, it means that the King is on an illegal position).

CANCEL takes you back to the game and cancels the changes made.

HOW TO USE THE FILE SELECTOR

The **File Selector** is accessible by choosing «load game» or «save game» in the game menu:

The file selector is divided into five distincts areas:
- the number of the controller containing the controller pak.
- the name of the controller pak.
- the list of notes (backup files) contained in the controller pak .
- the number of notes used.
- the space remaining on the controller pak.

Use the control stick to move the cursor, (names in white belong to Virtual Chess 64, the yellow flashing one indicates the selected file, the rest is greyed). **SELECTING A NOTE**

Press **Z** button, then confirm the deletion. **TO DELETE A NOTE**

Press **A** button, then confirm. **TO LOAD OR SAVE A NOTE**

Use the control stick to select YES or NO and **TO CONFIRM** press **A** button to confirm.

Press **B** button. **TO RETURN TO THE MAIN MENU**

REMARKS
- If you entered the notes selector using the «save game» menu, you will find a note called «new file». This function allows you to create a new note.
- to select the name of the note you have created, use the control stick and then press button **A** to confirm.

HOW TO USE THE TUTORIAL

The **Tutorial** goes over seven subjects, divided into several lessons:
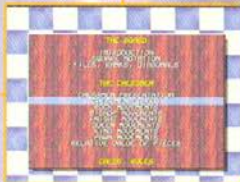
TO SELECT A LESSON Use the control stick to go the lesson you want to study.
Press button **A** to start or button **B** to return to the main menu.

DURING A LESSON Press button **B** to return to the tutorial menu.
When a small blue button appears on the screen, press button **A** to move to the next part of the lesson.
When arrows appear in the text area (bar at the top of the screen), you can scroll the text upwards and downwards using the control pad.

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventionnal + Control pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position(as shown in the picture on the left) then press start while holding the L and R buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

NOTES

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