• SARGON 4 • QUICK REFERENCE CARD •

For IBM and IBM-compatible computers

QUICK START

1. *Dual Floppy Drive System*: Insert your DOS disk in drive A>. Turn the computer on. Log to drive A> (type A: and press <Enter>). Remove the DOS disk from drive A> and insert SARGON Disk 1 in its place. Insert SARGON Disk 2 in drive B>.
   Hard Disk System: Turn the computer on and log to the root directory on which you've installed SARGON.
2. Type SARGON4 and press <Enter>. The SARGON 4 Title Screen appears.
3. A screen appears asking you a question about one of the Classic Games in Chapter 5 of the Players Manual. Turn to Chapter 5, find the selected game, type the answer to the question, and then press <Enter>.
4. A chess board and the status bar appear with the message "Please stay tuned..." After a few seconds the message disappears and SARGON is ready to play. You are playing White; SARGON is playing Black and is waiting for you to make the first move.

HOW TO MOVE PIECES

Mouse

Dragging: Move the mouse to the piece you want to move. Hold down the left mouse button and drag the piece to its new location. Release the mouse button.
Point and Shoot: Put the mouse on the piece you want to move and click the right mouse button. Move the mouse to a new square and click the right mouse button again. The piece you selected will instantly move to this square.

Keyboard

Modern chess uses "algebraic notation" to move pieces with the keyboard The vertical columns of squares on the chess board ("files") are lettered A through H, starting from the left side of White's side of the board. The horizontal rows of squares on the chess board ("ranks") are numbered 1 through 8 from White's side of the board. The notation for any square is the letter of the column and the number of the row that intersects that square. For example, the black square in White's lower left-hand corner is A1. When entering coordinates for a square, always type the letter first and then the number.

To move a piece, first type the square coordinates of the piece you want to move and then type the coordinates of the square to which you want to move the piece. Use <BackSpace> to correct mistakes or press <Esc> to start over. You do not need to type a hyphen between the two coordinates. Press <Enter> to complete the move.

Example: To move the Queen from C4 square to the E2 square, type C4E2 and press <Enter>.

Normal Board

	A	B	C	D	E	F	G	H
8	A8	B8	C8	D8	E8	F8	G8	H8
7	A7	B7	C7	D7	E7	F7	G7	H7
6	A6	B6	C6	D6	E6	F6	G6	H6
5	A5	B5	C5	D5	E5	F5	G5	H5
4	A4	B4	C4	D4	E4	F4	G4	H4
3	A3	B3	C3	D3	E3	F3	G3	H3
2	A2	B2	C2	D2	E2	F2	G2	H2
1	A1	B1	C1	D1	E1	F1	G1	H1

Inverted Board

	H	G	F	E	D	C	B	A
1	H1	G1	F1	E1	D1	C1	B1	A1
2	H2	G2	F2	E2	D2	C2	B2	A2
3	H3	G3	F3	E3	D3	C3	B3	A3
4	H4	G4	F4	E4	D4	C4	B4	A4
5	H5	G5	F5	E5	D5	C5	B5	A5
6	H6	G6	F6	E6	D6	C6	B6	A6
7	H7	G7	F7	E7	D7	C7	B7	A7
8	H8	G8	F8	E8	D8	C8	B8	A8

HOT KEYS

SARGON also uses "hot keys" so you can quickly access the most frequently used features. To use a hot key, hold down the <Ctrl> or <Alt> as specified and press the designated letter key.

<Ctrl> Hot Keys

<Ctrl>B	Toggles Beeper on/off
<Ctrl>C	Change Sides
<Ctrl>D	Display Move List
<Ctrl>F	Force Move
<Ctrl>H	Hint
<Ctrl>I	Invert Board
<Ctrl>K	Toggle Chess Clock on/off
<Ctrl>N	New Game
<Ctrl>O	Offer Draw
<Ctrl>P	Place Pieces
<Ctrl>Q	Quit (Exit)
<Ctrl>R	Replay
<Ctrl>T	Take Back
<Ctrl>W	Window on the Search (Reveal Search)

<Alt> Hot Keys

<Alt>A	Toggle Self (Auto) Play on/off
<Alt>C	Chess Sets
<Alt>L	Load Game
<Alt>S	Save Game
<Alt>T	Toggle 2D/3D Mode
<Alt>W	Write a Note

Function Hot Keys

<F1>	SARGON menu
<F2>	GAME menu
<F3>	GAME menu
<F4>	LEVEL menu
<F5>	PLAY menu
<F6>	OPTIONS menu

THE MENUS AND THEIR OPTIONS ─────────────

This section summarizes SARGON's pull-down menus. For complete information, see Chapter 2 in the Players Manual. No matter where you are in the program's menus or input boxes, you can always change your mind. Just press <Esc> or click the left mouse button outside the menu or box to return to the game board.

The SARGON Menu

ABOUT SARGON	SARGON's cast of characters.
CHESS SETS	Select the chess set you'll use.
TOGGLE 2D/3D MODE	Switch between 2D and 3D views of the game board.
PICK GRAPHICS MODE	Change graphics mode.
REMEMBER THIS MOOD	Save the current chess set, 2D/3D view, graphics mode, text, and screen colors as a mood.
GET A NEW MOOD	Restore a saved mood.
SETTINGS	Change the technical settings.
HELP	Get help on movement and features.
EXIT	Quit SARGON and return to DOS.

The LEVEL Menu

EASY PLAY	When On, SARGON doesn't think during your turn. When off, SARGON thinks about its next move during your turn.
TIME-BASED	Select the amount of time SARGON has for each move.
COUNTDOWN	Select the amount of time each side has for the entire game.
INFINITE	SARGON takes an unlimited time to think about its move.
FIXED-DEPTH	Set how deeply SARGON searches for its move.
MATE FINDER	SARGON solves your check-mating problems.

The SCREEN Menu

NEW MENU BAR TITLES	Change the titles of the Main Menu options.
LIST COLORS	See the available colors of the current graphics mode.
REDRAW BY:	Redraw the board, row by row or column by column.
NEXT COLOR FOR:	Change the screen colors.
DEFAULT COLORS	Restore the default screen colors.
FOR CGA MODE ONLY:	For CGA mode, change the background color or the palette colors.

The GAME Menu

NEW GAME	Start a new game.
SAVE GAME	Save the current game.
LOAD GAME	Load a saved game, chess problem, or classic game.
REPLAY GAME	Replay the game currently in memory.
WRITE A NOTE	Write down your thoughts.
MOVE LIST PRINTOUT	Print the move list.
BOARD PRINTOUT	Print current board position.

The PLAY Menu

NORMAL PLAY	You play against SARGON.
VERIFY MOVES	You play both sides or play against a friend. SARGON doesn't play but checks for illegal moves.
SELF PLAY	SARGON plays chess against itself.
REPLAY	Replay the current game in memory.
WRITE A NOTE	Write down your thoughts.
CHESS CLOCK	Toggles the chess clock on or off.

The OPTIONS Menu

CHANGE SIDES	Change sides with SARGON: You take SARGON's pieces, and SARGON takes yours.
INVERT BOARD	Invert the board display so that White starts at the top and Black at the bottom.
FORCE MOVE	Force SARGON to stop thinking and make its move.
HINT	Get a hint from SARGON about your next move.
TAKE BACK	Take back the last move.
OFFER DRAW	Offer SARGON a draw.
ALLOW RESIGNATION	SARGON resigns when it sees it will be checkmated.
PLACE PIECES	Set up positions or chess problems.
SKIP MOVE	Skip the move of the side whose move it is, passing the move to the other side.
DISPLAY MOVE LIST	See the move list for the current game.
REVEAL SEARCH	See how SARGON is thinking about its next move.