

# THE SOFTWARE TOOLWORKS' STAR WARS CHESS



  
THE SOFTWARE TOOLWORKS





# THE SOFTWARE TOOLWORKS' STAR WARS® CHESS

## **"STAR WARS"**

(John Williams)

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## **"EMPEROR THEME"**

from Main Title, "RETURN OF THE JEDI"

(John Williams)

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## **"YODA THEME"**

from Main Title, "THE EMPIRE STRIKES BACK"

(John Williams)

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# Welcome Aboard

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I am Obi-Wan Kenobi, Jedi Master.

Welcome to The Software Toolworks' Star Wars Chess!

The Rebellion against the evil Empire moves from the DeathStar to the chessboard. Luke Skywalker, the White King, needs your help to command his Rebel alliance and lead them to victory against the evil Emperor and his forces of Darkness. May The Force Be With You, as you experience the timeless challenge of chess on a chessboard that is a galaxy far, far away...

## Jedi Handbook

The Software Toolworks' Star Wars Chess is a game for chess players in any galaxy. In this chapter, meet the characters and the moves they make as pieces on the chessboard. For software reference information, see *Using Menus*. For system requirements, see the sticker on the package for your version of the program.



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# Launching the Program

You can install and run *The Software Toolworks' Star Wars Chess* from DOS.

## DOS Version

To install the program on your hard drive and run it from DOS, follow these steps:

1. Put distribution disk 1 in your floppy drive, such as **A:**.
2. Log to your floppy drive,.  
For example, type **A:** and press **Enter**.
3. Type **INSTALL** and press **Enter**.
4. Follow the onscreen instructions to complete the installation.

## To run the program in DOS, follow these steps:

1. Change to the directory where you installed the program as follows:  
type **CD\SWCHESS** and press **Enter**.
2. Type **SWC** and press **Enter**.

Depending on the configuration you chose during installation, either the Space board or Throne Room board appears. From the **SWCHESS** directory, you can override your configuration and see the other board. To see the Throne Room board, type **SWC THRONEROOM** and press **Enter**. To see the Space board, type **SWC SPACEBOARD** and press **Enter**.

## Returning to DOS

You can exit *The Software Toolworks' Star Wars Chess* and land in DOS with either:

**Mouse:** Click the **Door** command button on the Main Menu; then click the **Thumbs Up** command button to confirm that you want to exit.

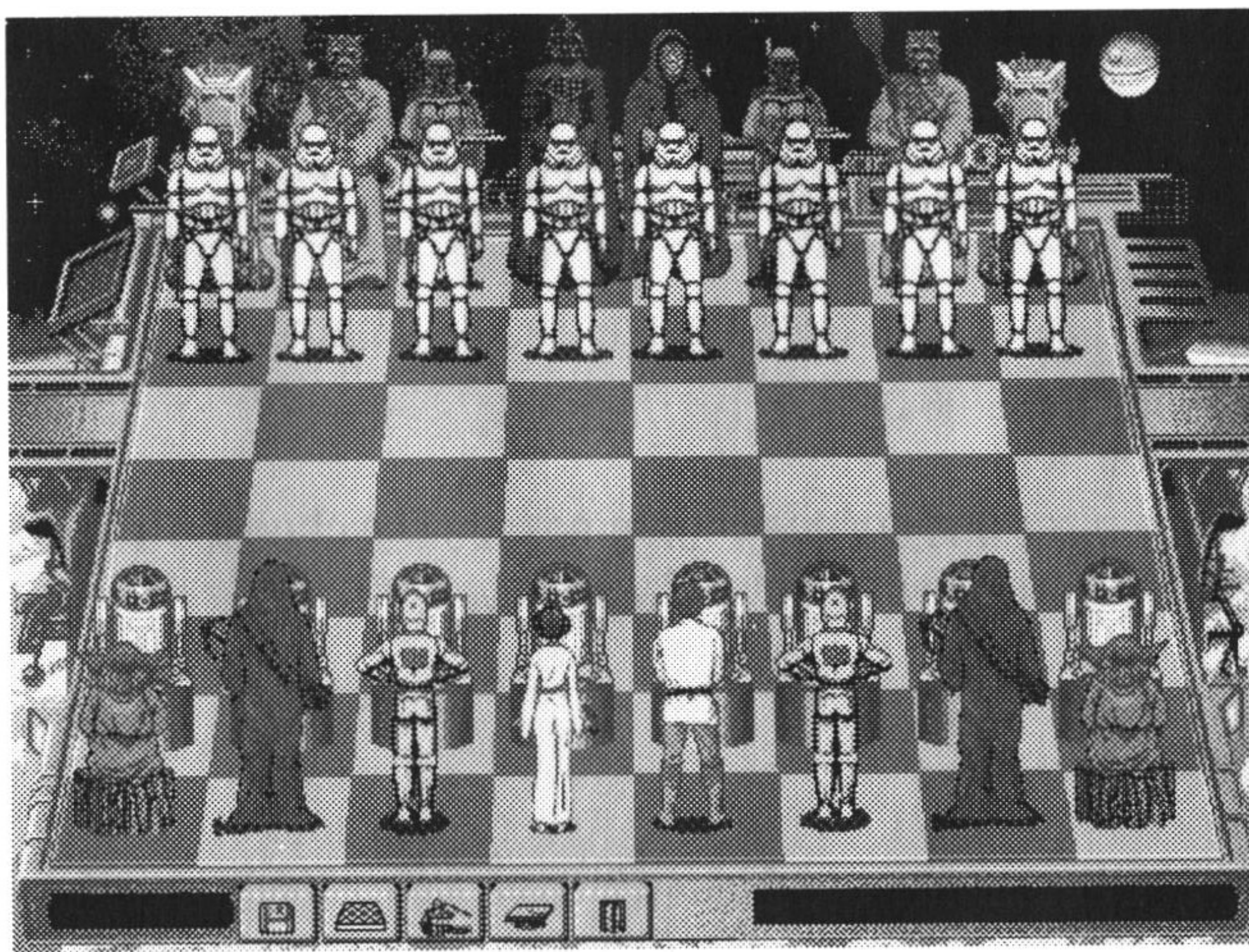
**Keyboard:** **(TAB)** to the **Door** icon on the Main Menu, then press **(ENTER)**.  
Next, **(TAB)** to the **Thumbs Up** command button and press **(ENTER)** to confirm that you want to exit.



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# Battling Pieces on the Chessboard

When you launch *The Software Toolworks' Star Wars Chess*, the chessboard appears with the opposing sides lined up for a galactic battle. The cursor appears onscreen as a small arrow.



*The Software Toolworks' Star Wars Chess* offers exciting action animation. Each chess piece actually walks from its source square to its destination square, and each capture is a battle animation! Choose menu commands and direct your battle with either the mouse or the keyboard. All commands appear as onscreen command buttons at the lower edge of the chessboard. When you point to a command button, a description of its function appears in the display on the lower right side of the screen.

## Mouse

You can choose menu commands or move the onscreen arrow with the mouse to direct your battle pieces:

- To move a piece on the chessboard, click the square where it is standing (it lights up); then click the square where you want it to go.
- To choose a menu command, point to the command button and click the left mouse button. Some menu commands are menus themselves, which bring up another level of command buttons.
- To revert back to a higher menu level, click the right mouse button.



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## Keyboard

You can also choose menu commands or move the onscreen arrow with the keyboard to direct your battle pieces:

- To move a piece on the chessboard, press cursor keys to move the onscreen arrow to the square where it is standing, then press **(ENTER)**. Press cursor keys again to move to the square where you want it to go, then press **(ENTER)**.
- To choose a menu command, **(TAB)** to it and press **(ENTER)**.
- To revert back to a higher menu level, press **(ESC)**. At the Main Menu, pressing **(ESC)** chooses the **Door** command button. Choose **Thumbs Up** to exit or **Thumbs Down** to resume play.

**Note:** If you move a piece and change your mind, you can choose **Take Back** on the **Actions** menu. The quick key for **Take Back** move is **(ALT) T**.

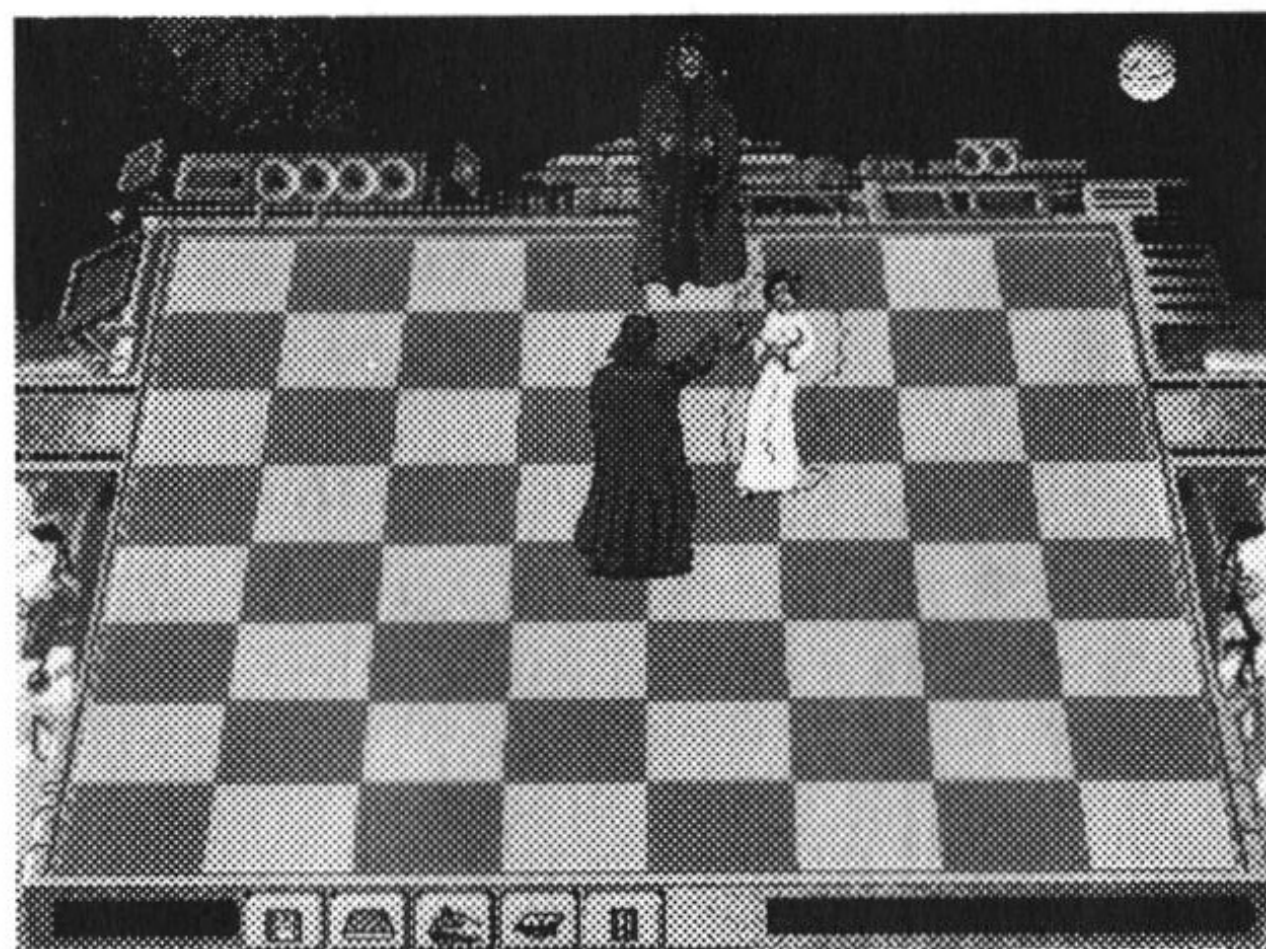
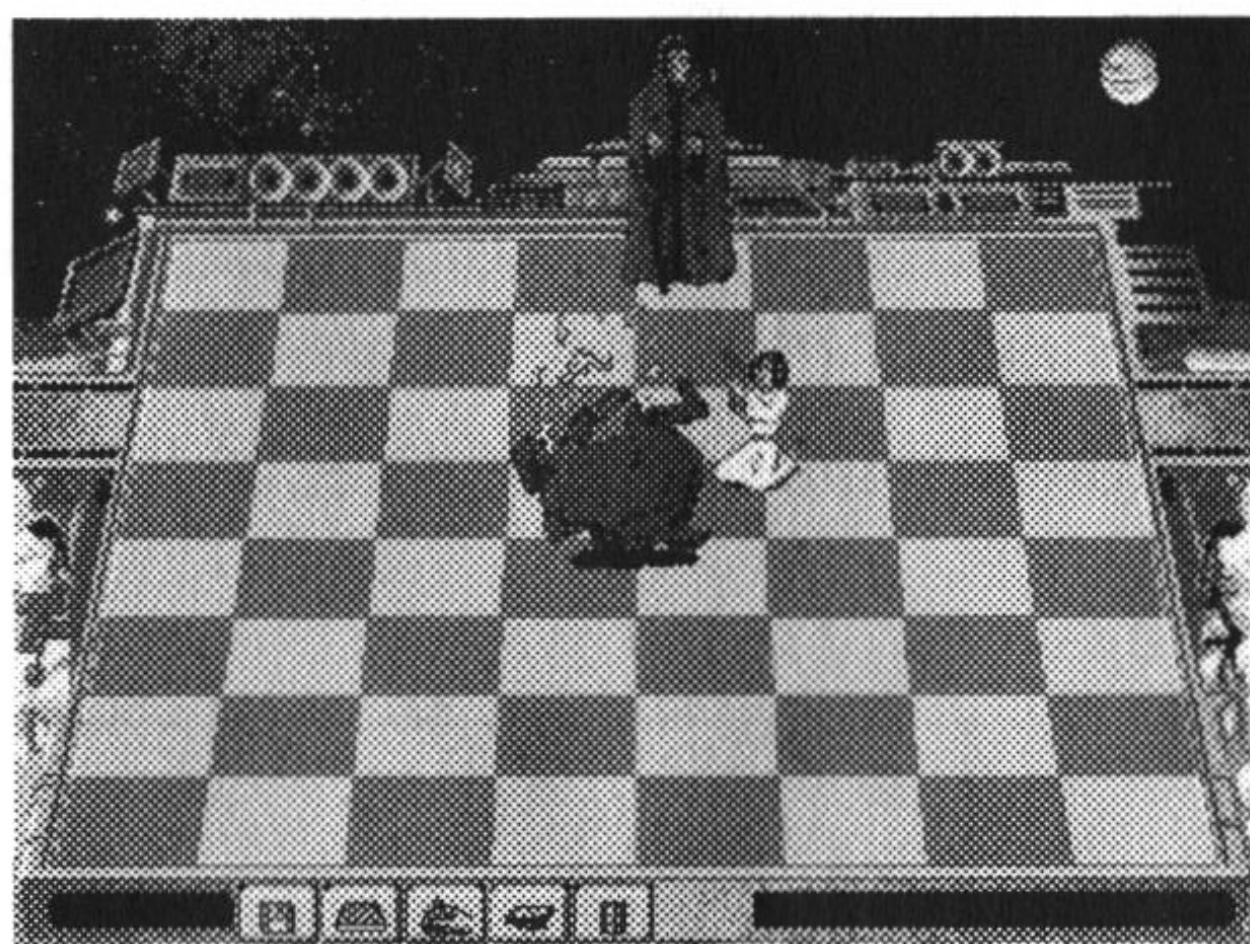
## Mission Objective

The goal of chess is to checkmate your opponent's King. In standard chess games, the King is not captured and removed; instead, he is surrounded so that he cannot move. When a King is attacked, he is checked and must get out of check on the next move. If there is no escape, the position is a checkmate and the checkmated side loses.

## The Pieces

White always moves first, then the players take turns. You can move one piece during each turn, except in *castling*, where you can move your King and a Rook (see *Special Moves* on page 11). The Knight is the only piece that can jump over other pieces. All other pieces must move along unblocked horizontal, vertical, or diagonal lines. You cannot have two of your own pieces on a square, but you can capture an enemy piece by landing on the square where it is standing. When you capture an enemy, normally you remove it and put your own piece there. In **The Software Toolworks' Star Wars Chess**, there is always a dramatic battle animation when a piece is captured!

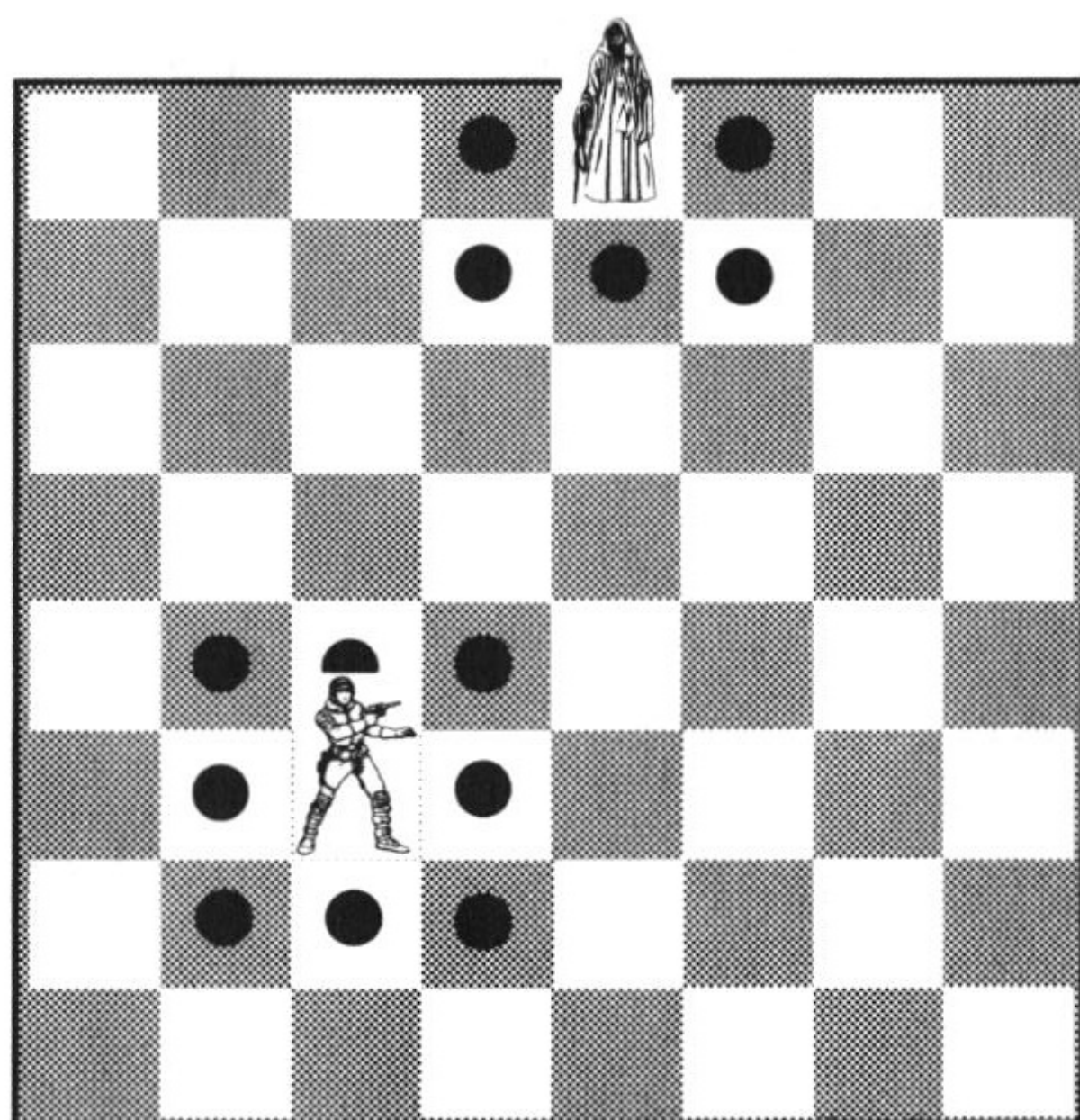




## The Kings - Luke Skywalker & The Emperor

The Kings are the most important pieces in the game. When your King is checkmated (trapped), you lose. Except for *castling*, the King can only move one square in any direction, as shown by the dotted squares in the diagram. The King may not move into check, which is any square threatened by an enemy piece.

Luke Skywalker is the White King. Once a farm boy on the remote planet of Tatooine, Luke was tutored in the ways of the Force by the Jedi Masters, Obi-Wan Kenobi and Yoda. Now young Skywalker is a Jedi Knight. He carries the lightsaber once used by his father, a Jedi Knight destroyed by Darth Vader.



The Emperor is the Black King and Supreme Ruler of the Galactic Empire. Despite his old, decrepit appearance and use of a gnarled cane, The Emperor possesses incredible powers from his mastery of the dark side of the Force. His power exceeds even that of his servant Lord Vader, and can be seen issuing from his fingers as arcs of evil energy.

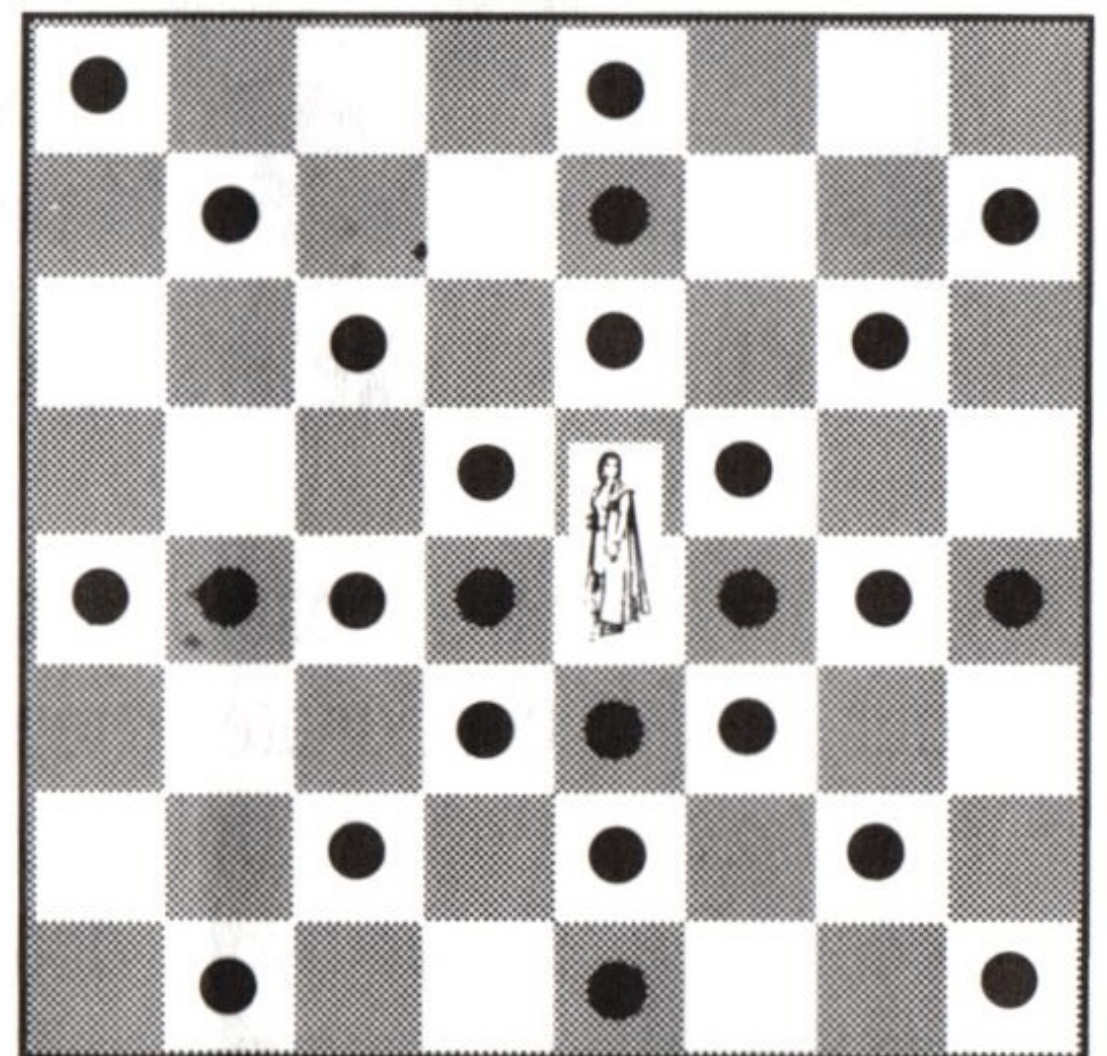


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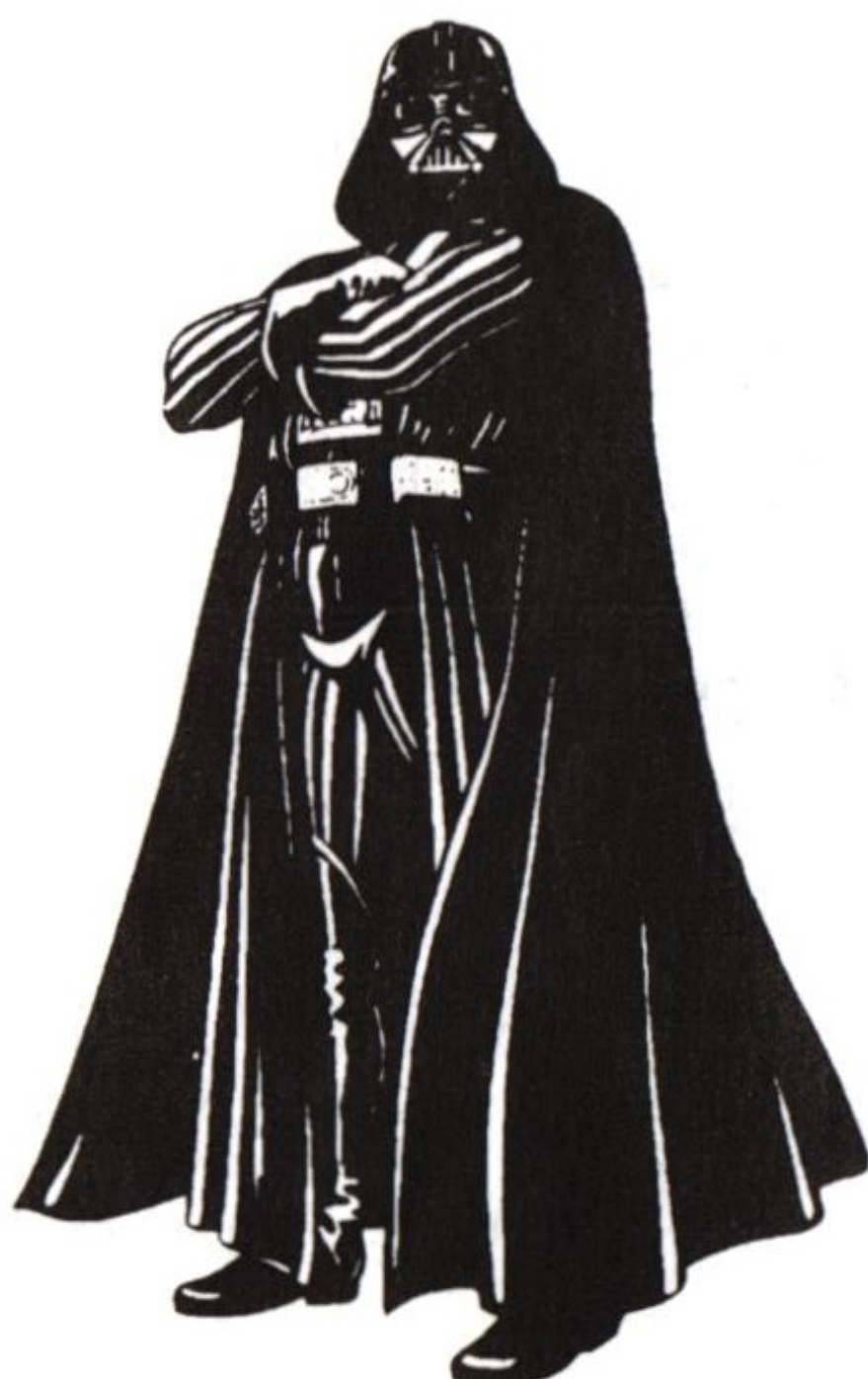
## The Queens - Princess Leia & Lord Darth Vader



The Queens are the most powerful attacking pieces in the game. The Queen can move any number of squares in any direction that is not blocked, as shown by the dotted squares in the diagram below.



Leia Organa is a senator from her home planet of Alderaan, and secretly a leader of the Rebel Alliance. Once captured by Darth Vader, Leia was freed by Luke and his companions. She now continues to lead the Rebellion against the Empire. Leia's talents as a leader are matched by her prowess with a blaster and other weapons.



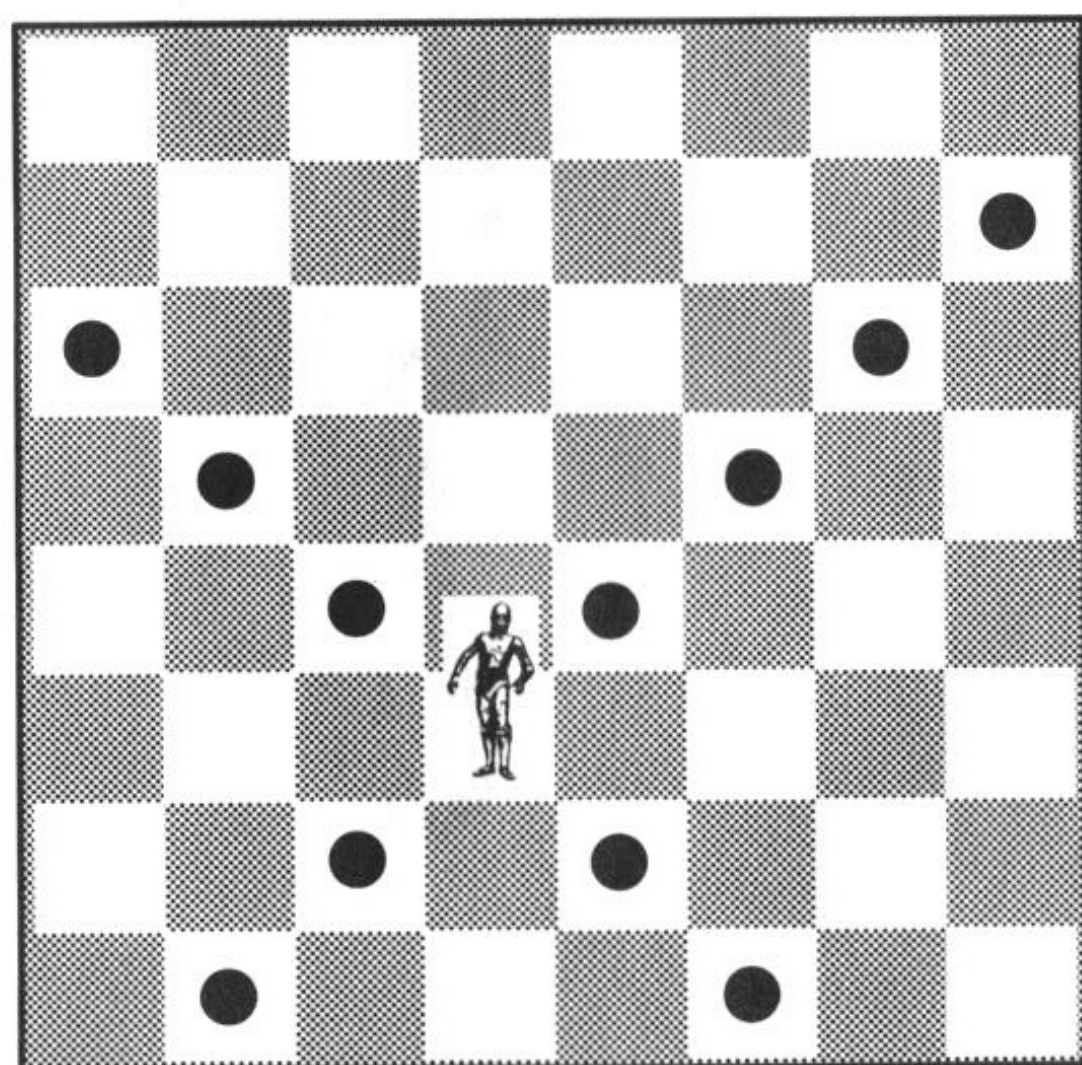
Darth Vader, Lord of the Sith, is a Master of the dark side of the Force. Once schooled by Obi-Wan Kenobi, Vader succumbed to the dark side and now seeks to destroy the Rebel Alliance. He is adept at mind control, levitation, and use of the lightsaber.



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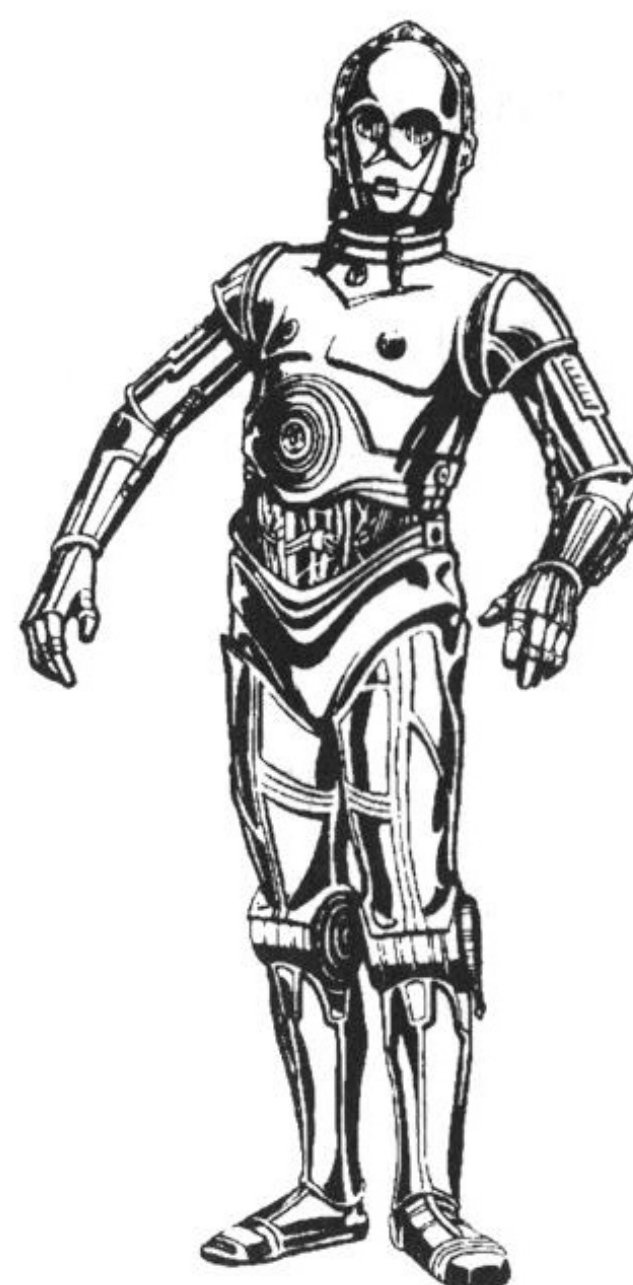
## The Bishops - C-3PO & Boba Fett

The Bishop can move any number of squares in a diagonal direction that is not blocked, as shown by the dotted squares in the diagram below. Each side has one Bishop on a White square and another on a Black square. Each Bishop is restricted to diagonal moves along its colored squares.



C-3PO is a protocol droid who can translate millions of

Galactic languages. Once owned by Captain Antilles, C-3PO was forced to flee with R2-D2 when Darth Vader destroyed the captain's Rebel Blockade Runner. Threepio now finds himself involved in a rebellion that he is ill-suited to fight. Most of C-3PO's battle successes involve unfortunate accidents to his opponents.



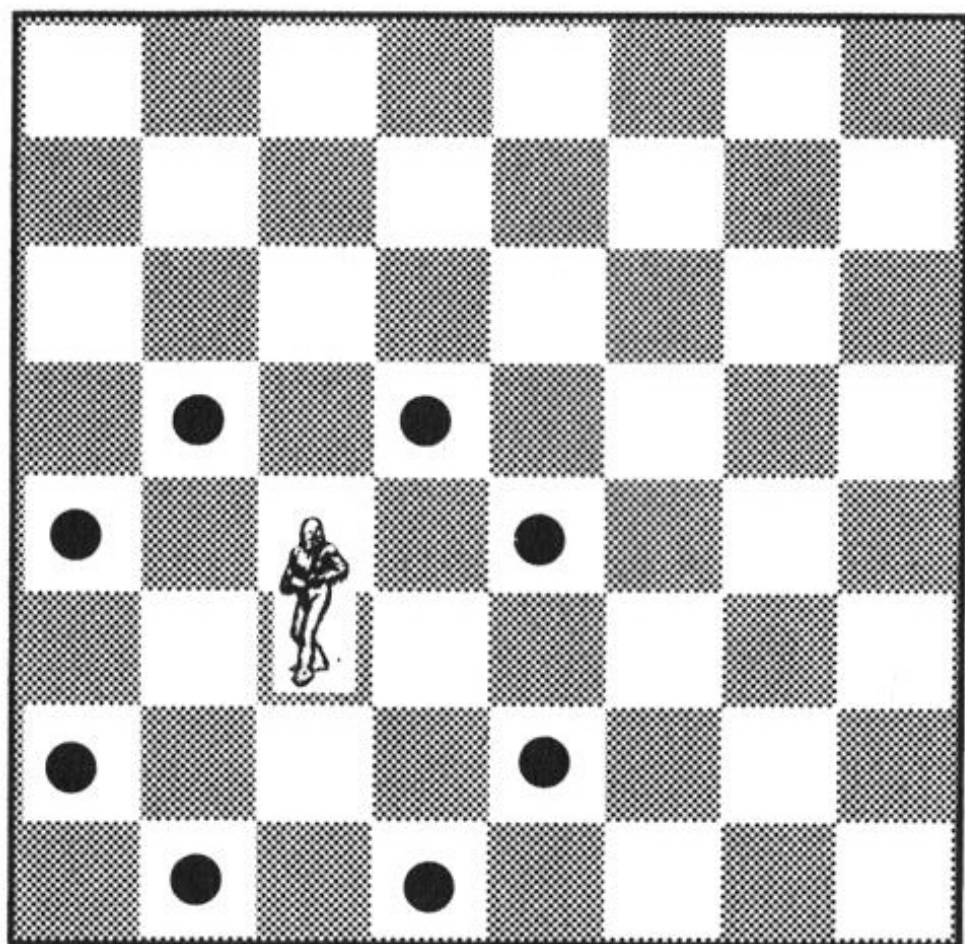
Boba Fett is a bounty hunter hired by Darth Vader to locate Luke Skywalker and his companions. Fett followed the Rebels to the Cloud City of Bespin in his ship, the Slave I, and summoned Darth Vader. After Vader encased Han Solo in carbonite, Boba Fett took Han to collect the bounty on him from Jabba the Hutt. Boba Fett wears a battered suit of armor, which sports assorted weapons, such as wrist lasers, rocket darts, and a jet-pack with flight capability.



---

# The Knights - Chewbacca & Tusken Raiders

The Knight move is a special L-shaped jump and it is the only piece that can jump other pieces on either side. The Knight's jump is 2 squares horizontally or vertically, then 1 more square at a right angle, as shown by the dotted squares in the diagram below. The Knight always lands on a square that is the opposite color from where it starts. The Knight does not capture pieces it jumps; it only captures an enemy when it lands on its square. Each side has two Knights.



Chewbacca is an 8-foot-tall, 200-year-old Wookiee. Known as Chewie to his friends, he is a skilled pilot and a fierce warrior. Enemies should watch out for his paws, blasters, or personal bowcaster.

Tusken Raiders, or “Sand People,” are native to the desolate deserts of Tatooine, where they roam on banthas and raid local settlers. Their gaderffii sticks are vicious weapons.



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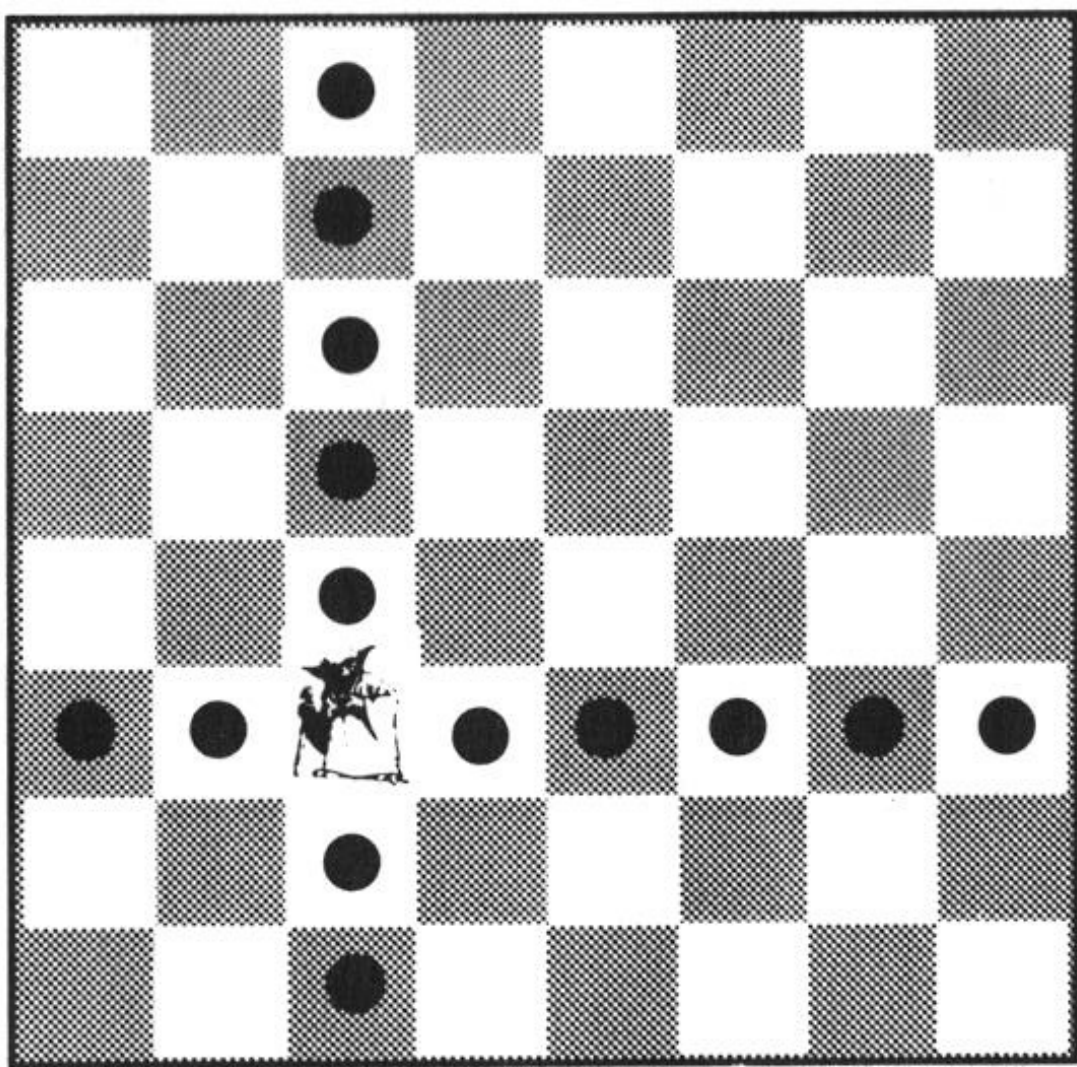
# The Rooks - Yoda & AT-ST

The Rook can move any number of squares in a horizontal or vertical direction that is not blocked, as shown by the dotted squares in the diagram below. Each side has two Rooks. They are not restricted to colored squares.



Yoda is the Jedi Master who taught Obi-Wan Kenobi and Luke Skywalker. Yoda has mentored Jedi Knights for over 800 years, and lives on the bog planet of Dagobah. Funny, he is, and a master of levitation and defense.

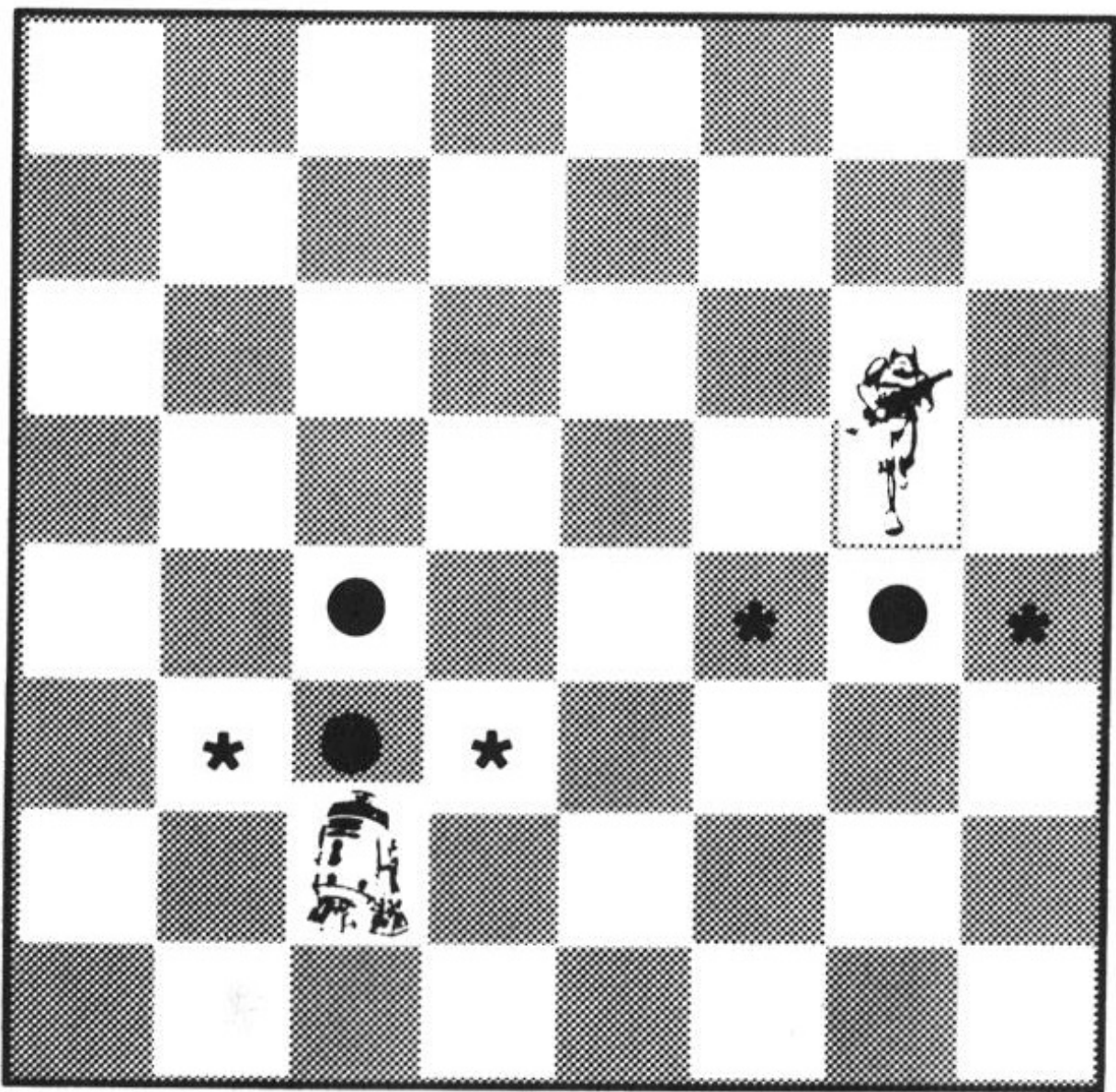
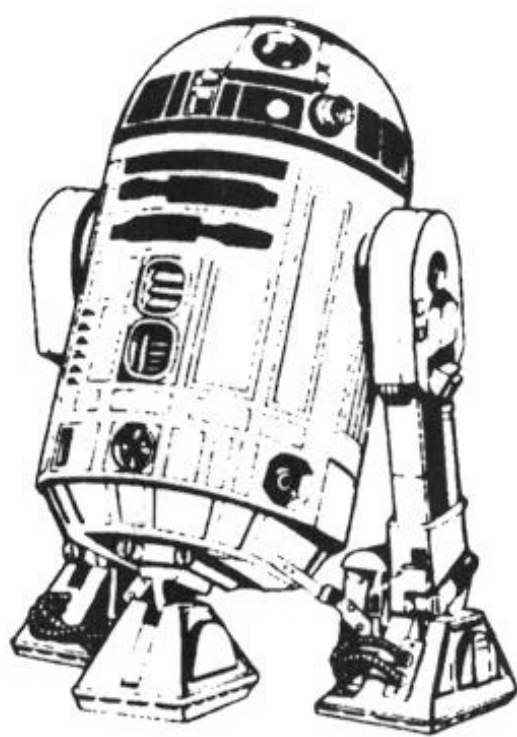
An AT-ST is an All Terrain Scout Transport, also known as a “chicken walker.” These Imperial walkers are armed with guns and laser canons.





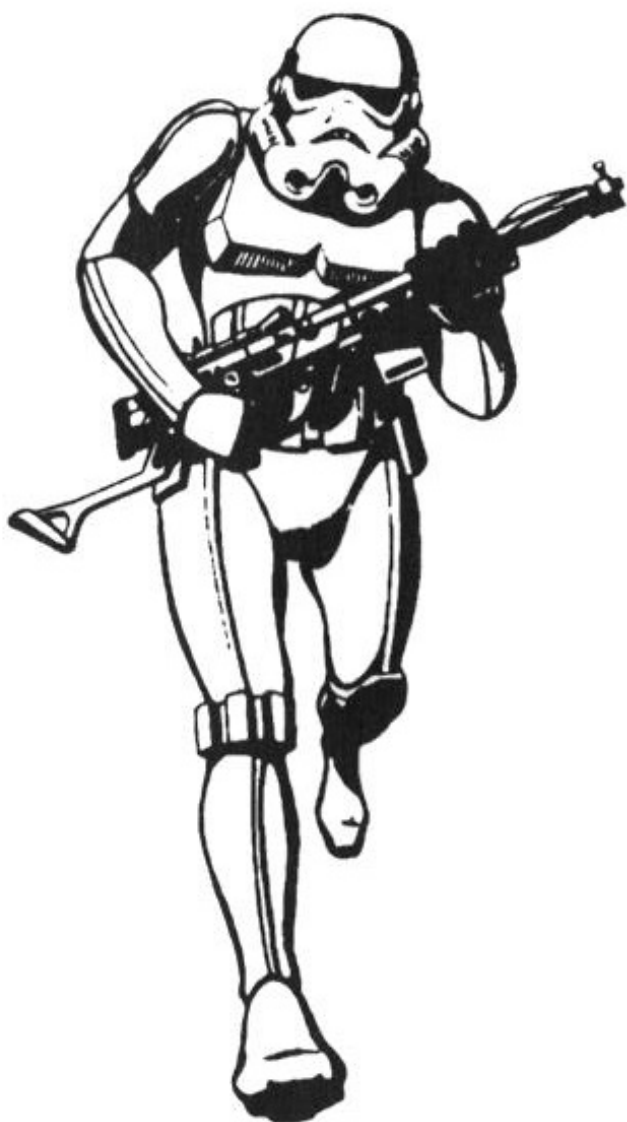
# The Pawns - R2-D2 & Stormtroopers

The Pawn moves straight ahead, but it captures diagonally. On the first move, the Pawn has the option of moving 1 or 2 squares, after that it may move 1 square. In the diagram below, the dotted squares show possible forward moves, and the asterisked squares show possible captures. Note that the White Pawn has 2 possible forward moves (first move), but the Black Pawn has 1 possible forward move, because it is not on its first move. If a Pawn gets to the other side of the board (row 8), it is promoted to a Queen.



R2-D2 is an astromech droid: an information-retrieval and computer-repair robot. The beeps and whistles Artoo uses for communications are usually interpreted for others by his companion C-3PO. His outer panels hide a variety of useful tools.

Imperial Stormtroopers are the pawns of the dark side. They wear white armored spacesuits, and aren't very accurate with their weapons.





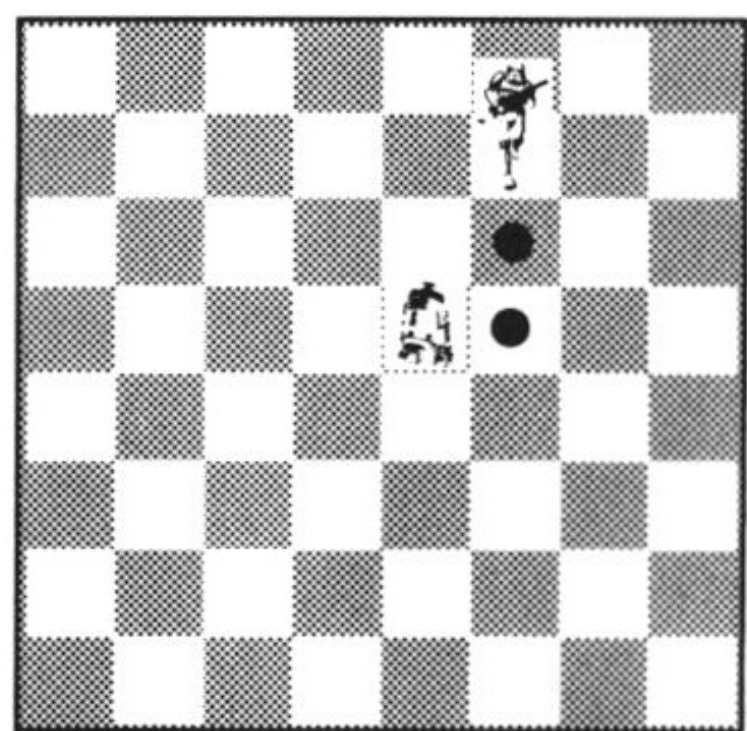
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# Special Moves

There are two special moves that are important in chess: *En passant* and *castling*.

## En passant

This phrase from Earth's "French" language means "in passing" and is a special Pawn capture. The capture is made when a player moves a Pawn two squares to avoid capture; however, the capture is made exactly as if the player had only moved the Pawn one square.



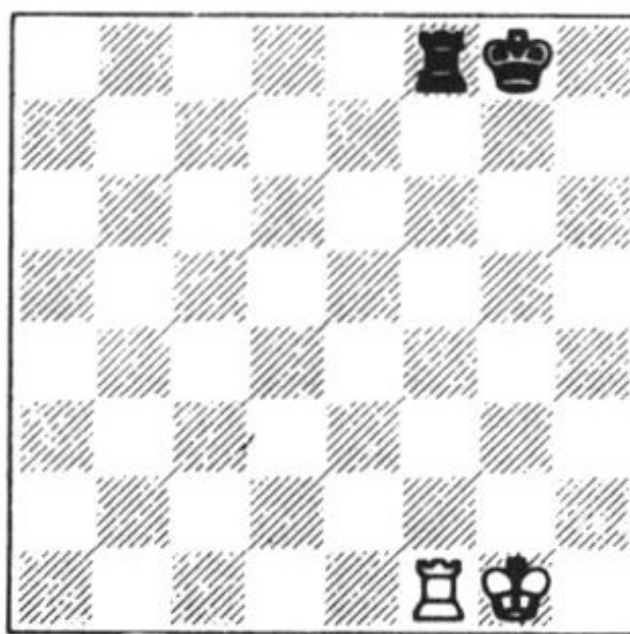
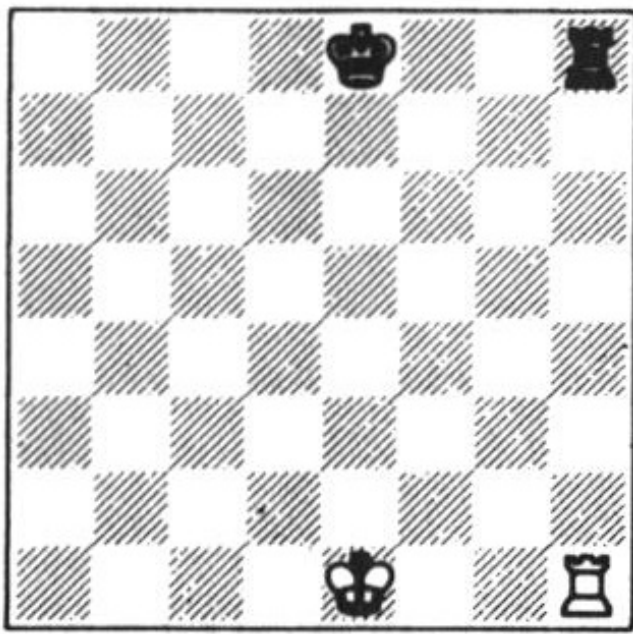
In the diagram above, the Black Pawn moves up two dotted squares. On its turn, the White Pawn may capture the Black one. If the White player does not execute this move on its next turn, that Black Pawn is safe from *en passant* capture for the rest of the game. Note that each Pawn can be threatened in this way.



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## Castling

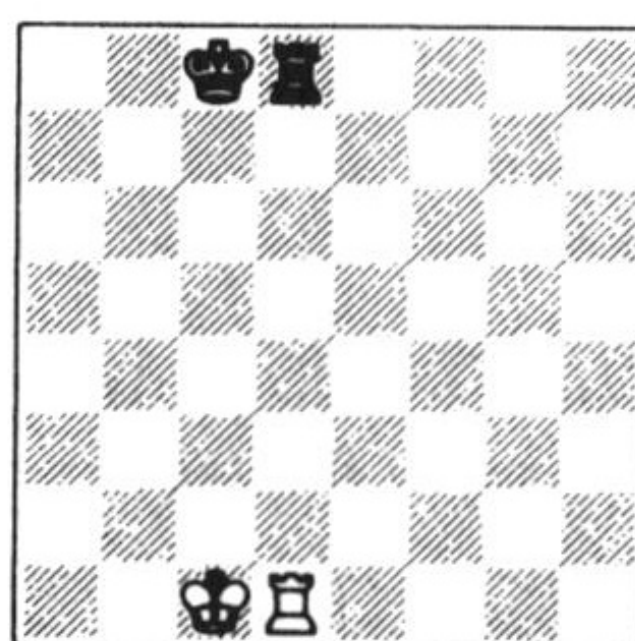
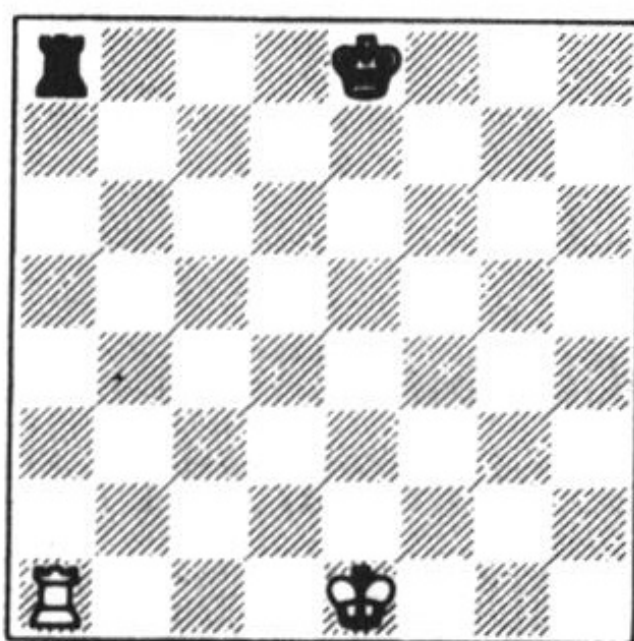
Each player may castle once during a game, if certain conditions are met. *Castling* lets you move two pieces at once: your King and a Rook. The King moves two squares left or right toward one of his Rooks. At the same time, the Rook goes to the square beside his King that is toward the center of the board, as shown in the diagrams below.



Kingside Castling

Before

After



Queenside Castling

Before

After

To *castle*, neither piece may have moved before. Also, the King may not *castle* out of, into, or through check. Finally, there may not be any pieces of either color between the King and the *castling* Rook.

*Castling* is an important move, because it lets you move your King to safety, while letting the Rook become more strategically active.



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## Promotion

If your pawn reaches the opposite edge of the chessboard, it's promoted to a Queen.

## Checkmate, Stalemate, and Draw

Now that you understand how the pieces move, you need to know how to keep your opponent from *checkmating* your King.

You may not move your King into *check*. For example, you may not move onto a diagonal with the opponent's Bishop if there are no other pieces between the Bishop and your King. If you are in *check*, you have three options:

- Capture the attacking piece.
- Put one of your other pieces between the attacker and your King.
- Move the King away from the attack.

If you cannot do any of these things, you are *checkmated* and you lose!

If your King is not in *check*, but you can make no legal move, then you have a *stalemate* and the game is a *draw* or tie. There are two other technical ways you can have a *draw*:

- **3 Repetition Draw:** If the same board position occurs 3 times during the game, you have a *draw*.
- **50 Moves without Progress:** If 50 moves occur without a capture, or pawn move, you have a *draw*.



# Using Menus

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The Software Toolworks' Star Wars Chess lets you choose command buttons from menus. To choose a command button with the mouse, just click it. To use the keyboard, (TAB) to the command button and press (ENTER).

The Software Toolworks' Star Wars Chess Main Menu includes five command buttons. From left to right, they are **GAME**, **PLAY**, **ACTIONS**, **MENTOR**, and **EXIT**. Four of those command buttons bring up another level of menu commands, as shown in the **Quick Reference** below.

There are up to three levels of command buttons. To return to a higher level menu, click the right mouse button or press (ESC).

## Menu Quick Reference

### Game

New Game (ALT) N

Load Game (ALT) L

Save Game (ALT) S

Settings

Reset a new board

Load a saved game

Save the game in progress

Save, change or restore your current settings

For details, see *Game Menu*.

### Play

Who Plays

Look and Feel Menu

Setup Board

Pick human or computer players

Put White on the screen top or bottom

Set up a game or practice special moves

For details, see *Play Menu*.



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## Actions

Switch Sides (ALT) G

Force Move (ALT) F

Takeback (ALT) T

Replay (ALT) R

Offer Draw

Choose White or Black

Force the computer to move

Take back the last move

Replay the last move that you took back

Ask the computer to agree to a draw

For details, see *Actions Menu*.

## Mentor

Advice (ALT) H

Response Control Menu

Captured Pieces (ALT) 4

Ask for a hint

Set the game time controls

See all pieces captured so far

For details, see *Mentor Menu*.

## Exit

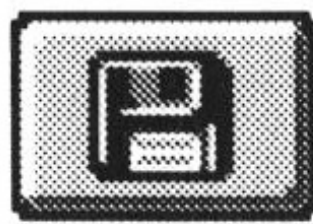
(ALT) X

Return to DOS



# Game Menu

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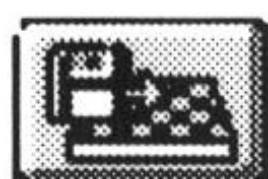


Use the commands on the **Game Menu** to see, to save, load, or delete games, and to change settings for *The Software Toolworks' Star Wars Chess*.



## **New Game** (ALT) N

Start a new game. White moves first under the banner of Luke Skywalker.



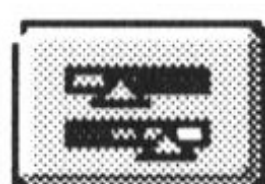
## **Load Game** (ALT) L

Load the saved game.



## **Save Game** (ALT) S

Save the current game in *The Software Toolworks' Star Wars Chess*.



## **Settings Menu**

Use the commands on the **Settings Menu** to turn sound effects, music, and animated captures on or off, to save or load special settings, and to restore the factory defaults.



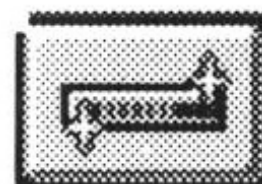
## **Load Settings**

Load saved settings.



## **Save Settings**

Save the current settings.



## **Restore Settings**

Restore the default settings shipped by The Software Toolworks, Inc.



## **Effects**

Toggle sound effects on and off. When sound is off, a slash appears through the icon.





### **Music**

Toggle music on and off. When music is off, a slash appears through the icon.



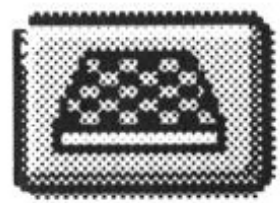
### **Captures**

Toggle capture battle animations on and off. When captures are off, a slash appears through the icon.



# Play Menu

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Use the commands on the **Play Menu** to assign the players and where they play on the chessboard.

## Who Plays Menu

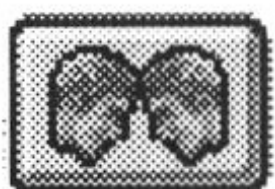


Use the commands on the **Who Plays Menu** to select the White and Black players. That is, the Rebel Alliance against the Empire.



### Human vs. Computer

Play *The Software Toolworks' Star Wars Chess* against your computer and watch out for its dark side!



### Human vs. Human

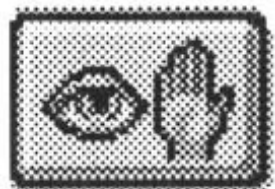
Play *The Software Toolworks' Star Wars Chess* with a real live friend (or enemy).



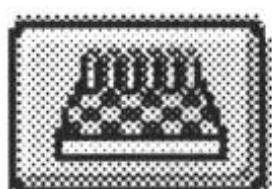
### Computer vs. Computer

Watch the computer play *The Software Toolworks' Star Wars Chess* against itself.

## Look & Feel Menu



Use the commands on this menu to set where the White pieces (the Rebel Alliance) start on the onscreen chessboard.



### White on Top

White starts at the top of the chessboard.



### White on Bottom

White starts at the bottom of the chessboard.



---

# Setup Game



Instead of starting a new game, you can also arrange the pieces on the board any way you want within the legal limits of chess. This brings up a 2D board with the two Kings on it. A “grid” of pieces appears to the right of the board. Red are the Black or Empire pieces; Blue are the White or Rebels. You may not add more than sixteen pieces per side or put Pawns on the first or eighth row. This command is very handy for setting up endgame positions, practicing checkmates, solving chess problems and exploring alternate lines of play.

To add a piece with the mouse, click it; then click the square where you want it. To remove a piece, click it, then click anywhere off the board.

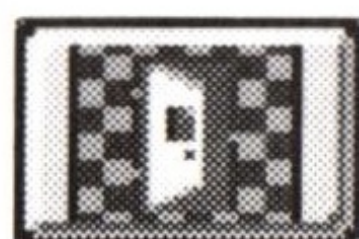
To add a piece with the keyboard, press cursor keys to select it and press **(ENTER)**; choose an empty square the same way. To remove a piece, press cursor keys to select it and press **(ENTER)**; then press cursor keys to point somewhere off the board and press **(ENTER)**.

**Setup Game** includes these command buttons:



## Clear

Removes all pieces from the chessboard except the two Kings.



## Done

Exits **Setup Game** with the board position you designed.

**Note:** If the setup is illegal, a message appears, and you remain in **Setup Game** until you create a legal setup.



## Restore

Exits **Setup Game** and reverts to the last board position in the game.



## White to Move

Lets White make the first move.



## Black to Move

Lets Black make the first move.



# Actions Menu

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Use the commands on the **Actions Menu** to switch sides, force a move, take back a move, replay a move, or offer a draw.



## **Switch Sides** (ALT) G

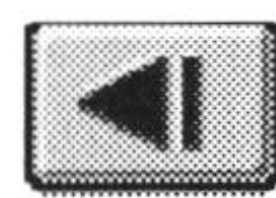
Change sides, which means the White player takes the Black pieces, and the Black player takes the White pieces. If you choose to play Black, your opponent will move first.

**Note:** If you choose to play Black, you can rotate the board so that White is at the top (see *Play Menu*, *Look and Feel Menu*).



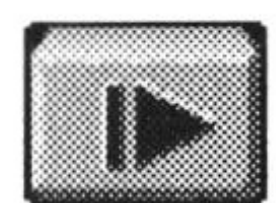
## **Force Move** (ALT) F

If you get impatient, use this to force the computer to move, or to get the computer playing again after a takeback.



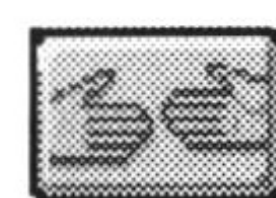
## **Take Back Move** (ALT) T

Take back the last move that you made. If you take back a move made by the computer, then you must use **Force Move** to get the computer to start thinking about its next move.



## **Replay** (ALT) R

Replay the last move that you took back.



## **Offer Draw**

Offer your opponent a draw when you believe no one can win. Your opponent does not always accept this offer!



# Mentor Menu

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Use the commands on the **Mentor Menu** to ask for advice, to set game time controls, and to view captured pieces.



## **Get a Hint** (ALT) H

Get a quick hint for your next move. The suggested piece's source and destination squares flash.



## **Play Level**

Use the VCR type command buttons on this menu to set the time controls for game play. This affects how long a computer opponent has to think about its next move.

- ◀◀ **Much shorter** - Subtract 20 seconds from thinking time.
- ◀ **Shorter** - Subtract 5 seconds from thinking time.
- | **Done** - Finished changing the time controls. Let's play chess!
- ▶ **Longer** - Add 5 seconds to thinking time.
- ▶▶ **Much longer** - Add 20 seconds to thinking time.



## **Captured Pieces** (ALT) 4

View all pieces captured so far. Click or press any key to return to the game.





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