

Strategic Intelligence Classics in their Definitive Microcomputer Versions

CHESS

Version 7.0

BY LARRY ATKIN



ODESIA

The Mind of Man Series
Volume I

Explore the Frontiers of Intelligence

THE MIND OF MAN

Chess, Checkers, and Odin (as played by U.S. Othello Association rules) are classic games of the intellect. They evolved over the centuries as a way to understand complex situations and achieve mastery in action.

Now, by interacting with the intelligence embodied in these programs, you can participate in the exciting challenge of the **Mind of Man**.

FOR ALL GENERATIONS— A NEW GENERATION OF INTERACTIVE INTELLIGENCE

Chess, Checkers, and Odin are unique—in playing strength and in what they let **you** do. You can try out any idea—and even get ideas from the programs themselves. Plus, it is easy and fun to play the games and use their many features:

- Different levels of play, from beginner to expert
- Advice on best move
- Take back and replay moves
- Auto and manual modes
- Instant replay of games
- "Change" feature adds or subtracts pieces
- Sophisticated opening libraries
- Clear graphics
- Instructions include chapter on skillful play

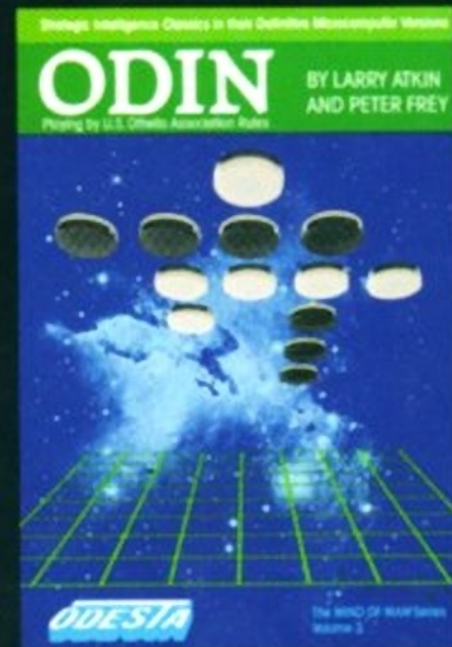
THE PEOPLE BEHIND THE PROGRAMS

LARRY ATKIN AND DAVID SLATE

Authors of the Northwestern University 4.7 Computer Chess program; Winners of the World Computer Chess Tournament, 1977-1980; Winners of 8 North American Computer Chess Championships between 1970 and 1979; Two of the world's authorities on machine intelligence.

PETER FREY

Professor at Northwestern University, teaching courses in Psychology and Computer Science. Editor of and contributor to the definitive text on computer chess: **Chess Skill in Man and Machine**. One of the U.S. Othello Association's top-ranked players.



CHALLENGES THE PROFICIENT; INSTRUCTS THE BEGINNER.

A new microcomputer standard for what many consider to be the ultimate game of the intellect. In addition to its superior playing strength, **Chess** from Odesta introduces a new generation of interactive intelligence—with 27 cursor-controlled features, including:

- Advice and prediction of best moves
- Save games to disk
- Graphic illustration of attacks and defenses
- Variations of blind-fold chess
- 17 levels of play, including postal and mate-finder modes
- Enactment of over 30 classic human and computer chess games
- Plus—an opening library of over 7000 moves.

For those who want the best.

YOU'VE NEVER KNOWN CHECKERS LIKE THIS!

Learn the complexities of this surprisingly sophisticated strategy game by interacting with **Checkers'** 24 user features:

- Play against 16 levels of difficulty
- Watch **Checkers** play against itself—one level against another
- Switch to "Give-away" mode, where the object is to make your opponent take **your** pieces
- Watch the **Checkers** movie—an instant replay of a whole game
- For those interested in the inner-workings of "programs that think", adjust 58 program parameters, so that **you** can experiment with the way **Checkers** itself thinks, and how it plays.

An ideal introduction to artificial intelligence.

WHY ARE 20 MILLION PEOPLE PLAYING THIS GAME?

A classic board game, where the object is to entrap your opponent's pieces—but only at the right time. The rules of play are simple and the game fast. At your disposal are the full range of features found in all of Odesta's **Mind of Man** series. You will need them, along with your keenest insight and deepest perception, to master the secret of **Odin** (playing by U.S. Othello Association rules). Join the growing number of strategists exploring the subtleties of a game that may change the way you think.

ODESTIA

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