

HI TECH



EXPRESSIONS

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Nintendo

GAME BOY™

DMG-EM-USA

THE CHESSMASTER



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



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■ Chess, the ultimate game of military strategy, has been played around the world for more than 2000 years. Players from ancient Rome to contemporary China have sharpened their skills to master the game. Now it's your turn to take on The Chessmaster. He has never been beaten, but he'll help you learn. So, go on. You have nothing to lose. And if you play your pieces right, you could be the next Chessmaster.

It's your move...

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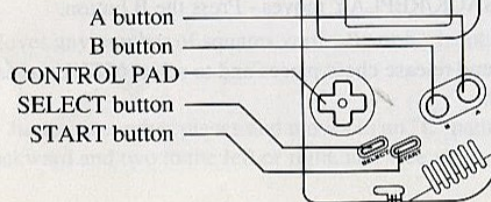
Precautions:

- 1) If you play for a long period of time, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY.
- 4) Do not clean with benzene, alcohol, or other such solvents.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the GAME BOY.
- 6) Store the Game Pak in its protective sleeve when not in use.

Starting the Game

1. Make sure your GAME BOY power switch is OFF.
2. Insert The Chessmaster cartridge as described in your NINTENDO GAME BOY manual.
3. Turn the power switch ON.
4. When you see The Chessmaster title screen, press START to begin the game.

GAME BOY Control Features:



Using the Controls

To move the HAND and SELECTION ARROW - Press the appropriate CONTROL PAD directional arrows.

To switch back and forth between the CHESSBOARD, the ACTIONS MENU, and the SETTINGS MENU - Press the SELECT button.

To switch back and forth between the CHESSBOARD and the DATA SCREEN - Press the START button.

To TAKE BACK/REPLAY moves - Press the B button.

To pick up and release chess pieces and to select MENU items - Press the A button.

Rules of the Game

The object of chess is to "checkmate" your opponent's King, that is, to attack and corner him leaving no means of escape. This you must do without leaving your *own* King vulnerable to capture. Your pieces move as follows:

 KING - Moves 1 square at a time in any direction.

 QUEEN - Moves any number of squares in any direction, as long as her path is unobstructed.

 ROOK - Moves any number of squares vertically or horizontally, as long as its path is unobstructed.

 KNIGHT - Jumps over other pieces and moves in an "L" pattern, one forward or backward and two to the left or right, and vice versa.

 **BISHOP** - Moves any number of squares diagonally, as long as its path is unobstructed.

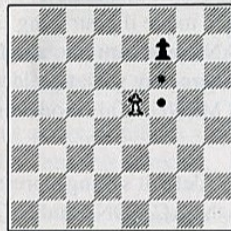
 **PAWN** - Moves one or two squares on its first move. Subsequently, it moves forward (never backwards) one square at a time. The pawn is the only piece that does not capture in its path of movement. It moves forward, but captures diagonally.

Additional Moves

To perform a defensive strategy called "CASTLING," move your King two squares towards the Rook. The Rook will then move automatically one place next to the King towards the center of the board. In order to CASTLE, neither the King nor the Rook may have moved previously.

EN PASSANT (in passing) pawn capture is made when your opponent has moved his pawn two squares from the start position to pass your

adjacent pawn and avoid capture (See diagram below). In this instance, you may capture the enemy pawn diagonally, as if it had moved one square instead of two. If you do not exercise this option before making another move, the enemy pawn will be safe from EN PASSANT capture.



If one of your pawns reaches the eighth row, you may promote it to a Queen by pressing the SELECT button. This is called QUEENING. Alternatively, you may use the A or B button to cycle through all of the available pieces (Queen, Rook, Bishop, or Knight.) When you see the piece you want, press the SELECT button again.

How to Play The Chessmaster

The Chessmaster's default setting pits you against the computer. In this mode, you can begin play immediately. The Chessmaster will tell you if you have attempted an illegal move. For example, you will not be allowed to make a non-defensive move if your King is "in check," or vulnerable to capture. The HAND will turn into a light bulb while The Chessmaster is thinking. Beginners may wish to select the TEACHING MODE within the SETTINGS MENU. This mode displays all legal moves for pieces you pick up.

If you wish to change any of the default settings, press the SELECT button to view and manipulate the ACTIONS and SETTINGS MENUS. Use the control pad to move the arrow to the desired selection. Press the A button to initiate the action. You will automatically be returned to the chessboard. For menu options that offer multiple choices, use the A button to make your selection. Then use the SELECT button to resume play.

The Actions Menu

HUMAN PLAYERS: This selection of 0-2 players allows you to choose whether you will watch the computer play itself (0), play against the computer (1), or play a friend (2).

CHANGE SIDES: This selection lets you play Black instead of the default White side when playing the computer.

FORCE MOVE: This selection allows you to force The Chessmaster to move immediately when it is thinking.

TAKEBACK/REPLAY: This feature lets you take back and replay some or all previous moves by pressing the B button. Press the A button to replay a move. Press the SELECT button to resume play. While in TAKEBACK/REPLAY mode, the HAND will change to a circled "T/R" symbol.

SET UP BOARD: This selection allows you to arrange the pieces on

the board. The chessboard will be displayed with a set of pieces (the "grab bag") along the outer edges of the board. To remove a piece from the board, position the hand over the piece using the control pad, pick up the piece by pressing the A button, move it off the board using the control pad, and drop it by pressing the A button again. To add a piece to the board, pick up a piece from the grab bag and drop it over the desired square. There are restrictions on how the board can be set up, however. A pawn may not be placed on rows 1 or 8. Also, the number of Queens, Rooks, Knights, or Bishops that may be placed on the board depends on the number of missing pawns.

While in SET UP mode, press the SELECT button to access the SET UP menu. To return to SET UP mode from the SET UP menu, press SELECT again. The following SET UP menu options are available:

CLEAR THE BOARD: This selection clears the board of all pieces except the Kings.

INITIAL POSITION: This selection will place the pieces in position for a new game.

FIRST MOVE WHITE/BLACK: This selection is used to indicate whose turn it will be when you return to the game. Activate this selection to toggle between Black and White.

SETUP COMPLETE: Use this selection to return to the game.

ABANDON CHANGES: This selection returns you to the game and ignores your setup commands.

SOLVE FOR MATE: This selection asks The Chessmaster to examine the current position and determine whether or not a forced mate exists in a given number of moves. You must be playing against The Chessmaster to use this selection. The Chessmaster will tell you whether or not a forced mate exists. If it finds a solution, the corresponding moves are appended to the MOVE LIST in the DATA SCREEN and you will be put into

TAKEBACK/REPLAY mode. You may view the solution by pressing the A button as many times as necessary. To interrupt The Chessmaster while it is solving for a forced mate, press the SELECT button.

OFFER DRAW: This selection is especially useful when one side or the other is being beaten. The player may offer the computer a draw, which it will accept or reject.

BEGIN NEW GAME: You may select this option at any time to start a new game.

SAVE GAME: This feature provides you with a password to save your current board setup and resume play at a later time.

LOAD GAME: This feature enables you to retrieve a game you previously saved by entering the corresponding password.

The Settings Menu

MATE IN 1 MOVE: This setting is used with the SOLVE FOR MATE action. It indicates the number of moves that The Chessmaster will use to solve for a forced mate. The setting can range from 1 to 5.

LEVEL: This selection determines the level of game difficulty. There are 16 levels: Newcomer 1, Newcomer 2, Levels 1-13, and Infinite. With levels 1-13, you will see two numbers that indicate how much time it will take for The Chessmaster to make a certain number of moves. For example, Level 1 is 60 moves in 5 minutes, or 60/5. In Infinite mode, The Chessmaster will think about its best move until you activate the FORCE MOVE option.

DEEP THINKING ON/OFF: When DEEP THINKING is ON, The Chessmaster thinks ahead while you are thinking about your move. When this option is OFF, The Chessmaster will only think about his move when it is his turn.

OPENING BOOK ON/OFF: When the OPENING BOOK is ON, The Chessmaster will quickly consult his library of over 75,000 moves during the early part of the game.

TEACHING MODE ON/OFF: When TEACHING MODE is ON, The Chessmaster will show you all legal moves for pieces you move.

COORDINATES ON/OFF: This feature lets you display or hide board coordinates along the edges of the chessboard.

TOUCHING RULE ON/OFF: This selection gives you the option of adhering to the strict rule of chess that you must move a piece you have touched.

WHITE VISIBLE/BLACK VISIBLE: These options let you play blindfold chess with either Black or White pieces visible.

WHITE ON BOTTOM: The chessboard may be rotated so the White pieces are on the bottom, top, left, or right side.

Data Screen

You can access the DATA SCREEN from the chessboard by pressing the START button. The following information will be displayed:

MOVES: This will show you the last 9 White moves and the last 9 Black moves.

THINKING WINDOW: This will show you what The Chessmaster is thinking during the game. Moves listed under the "BEST" heading represent the best sequence of moves The Chessmaster has thought of so far.

HINT: Under the "HINT" heading, The Chessmaster will make suggestions for your next move. However, keep in mind that, with experience, you

may be able to outmaneuver The Chessmaster and come up with better moves of your own.

CAPTURED PIECES WINDOW: This window displays all Black and White pieces captured during play.

90-Day Limited Warranty

Hi Tech Expressions warrants to the original consumer purchaser that The Chessmaster Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 1:00 p.m. to 5:00 p.m. Eastern Standard Time, Monday through Thursday, and 9:00 a.m. to 1:00 p.m., Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

HI TECH EXPRESSIONS

Attn: Nintendo Customer Service Department

584 Broadway

New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITION SET FORTH HEREIN. IN NO EVENT SHALL HI TECH EXPRESSIONS BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.