

**TEACHER
MENTOR**

ULTIMATE OPPONENT

CHESSMASTER®



INSTRUCTION BOOKLET



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.




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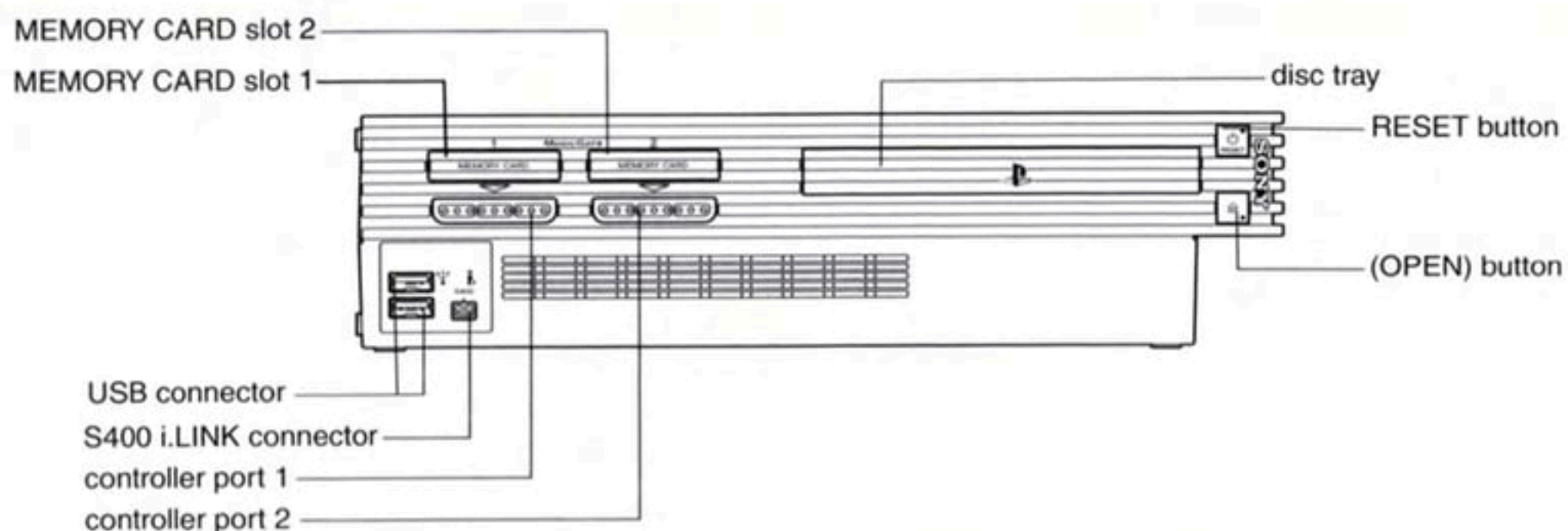
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STARTING UP



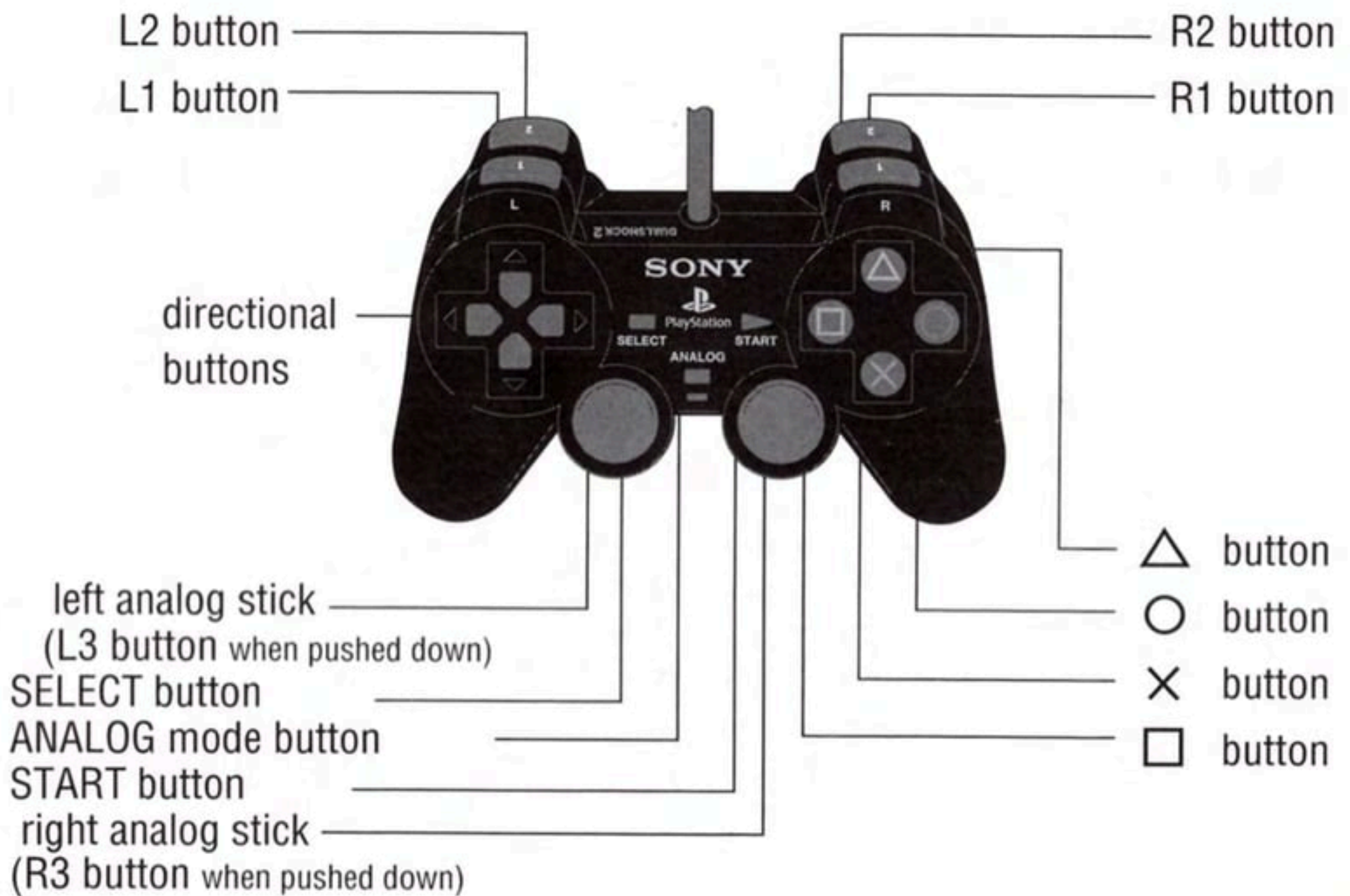
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the Chessmaster disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using Chessmaster.

Memory Cards

Chessmaster lets you save your game at the current rate of play, on memory cards (8MB) (for PlayStation®2) (sold separately), and resume play on previously saved games. Insert memory card(s) (sold separately) into the PlayStation®2 computer entertainment system BEFORE starting play.

Important: Do not remove a memory card while saving or loading games. Doing so could damage game data.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the Directional Buttons to browse or cycle through the different options.
- Press the **×** button to select a button/go to the next screen or change the current option.
- Within any submenu, press the **○** button to return to the previous screen and confirm the current menu changes.
- Press the **△** button to return to the previous screen and cancel the current menu changes.

NOTE: This title supports only DUALSHOCK and DUALSHOCK®2 analog controllers.



INTRODUCTION


Welcome to CHESSMASTER®!

Whether you are a novice chess player or a CHESSMASTER veteran, you'll find this first PlayStation 2 version of the world's best selling chess program to be comprehensive and a whole lot of fun.

The main features of CHESSMASTER are:

- A new and improved chess engine that allows players to challenge more than 150 computer personalities, from the beginner to Grandmaster level.
- The world's best learning features in any chess program, allowing you not only to learn, but also to effectively improve your game.
- In-game advice methods including hints, detailed advice, game analysis, and blunder alert.
- The rating system and statistics, tools the players can use to measure their improvement.
- A large selection of game modes, to keep players interested for a long time.
- The best graphics in a console chess game to date, featuring the Chess Battlefield animated chess set that transforms chess into a vivid, spectacular confrontation.

If you want to learn more about what CHESSMASTER has to offer, take a look at the next chapter, Game Modes. Also, we strongly recommend reading chapter 3, Your Alter-Ego, before starting the game.



GAME MODES

2.1. Quick Game

If you want to start playing right away, just enter this game mode. You will be playing white, and will face a random opponent each time you play. This is a great game mode to hone your skills against a variety of opponents and to analyze your game using the many available tools. It's also one of two game modes in which you can take back your moves or get hints and advice.

2.2. Rated Game

If you are ready to play "for real," this is the game mode to use. In this game mode, your rating is affected by every victory or defeat, and this is equally true for your opponents, be they human or computer personalities. This game mode is as close to the real chess experience as possible, and it's geared toward more advanced players. A minimal setup is necessary, as you must select your preferences (opponent, color, time controls) before starting the match. No advice tools are available, so your performance can be measured accurately and fairly.

2.3. Setup Position

If you want to copy problems from books and use CHESSMASTER to solve them, or if you want to reproduce a well-known position and see if you can do better than famous players, this is the game mode for you. After building the position, you begin the game, having at your disposal all the advice tools available.

2.4. Puzzle of the Day

If you don't feel like playing a full game, you can just have fun trying to solve the one-move puzzles supplied in this game mode. You can try as many times as you want, or move on to another puzzle.

2.5. Online

Playing against computer opponents is great practice, but the real challenge is to play and defeat other people. The Online game mode lets you do just that – see who's playing on ubi.com's CHESSMASTER server, challenge people from all over the world in rated or unrated games, and even watch other people's matches.

2.6. Championships

What if you want to play in a tournament? Well, CHESSMASTER Championships is just that – a series of increasingly difficult tournaments that allow you to test your playing strength in a competitive environment. With more than 50 tournaments in all, this game mode will certainly keep you busy. However, if you wish, you can also create your own tournaments.

2.7. Pandolfini Chess School

Even if you consider yourself a chess veteran, you'll certainly learn something new in Bruce Pandolfini's Chess School. CHESSMASTER's teachers are famous chess players: the British GM John Nunn, the U.S. Champions GM Larry Evans and GM Yasser Seirawan, the U.S. Junior Champion IM Josh Waitzkin, and, of course, the famous chess teacher NM Bruce Pandolfini.

2.8. Famous Games

More than 800 famous chess matches played between 1619 and 2002 await you in this easily searchable database. You can watch them move by move and read commentaries by famous chess players. In our opinion, this is perhaps the most addictive of all the game modes – these games are as intense as action movies!

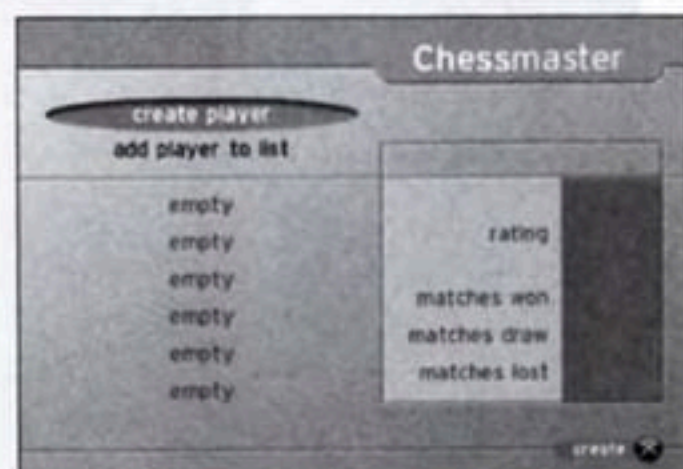
2.9. Player Stats

This isn't actually a game mode, but a place to see your statistics and monitor your performance. It covers every aspect of the game, including match statistics, records, opponents, tournaments, and online statistics.

2.10. Chess Battlefield

Originally, chess was meant to simulate battle. This game mode does just that – all the pieces come to life, transforming the chess match into a battle between fantasy creatures.

YOUR ALTER-EGO





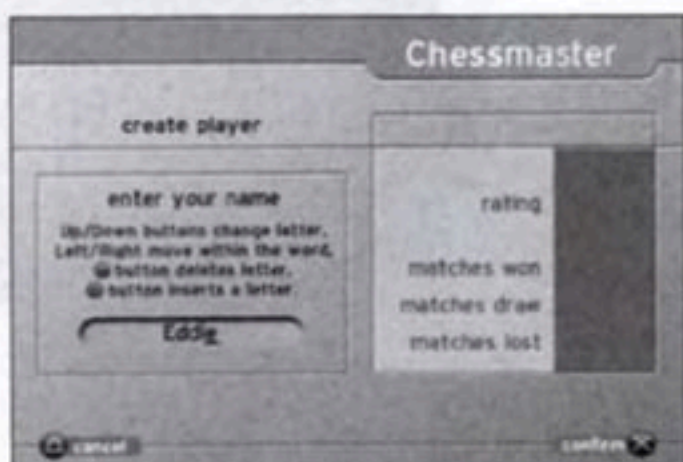
3.1. Creating a Player

When you start the game, the first menu page you see is the Login page. It contains the list of all the fictional players currently existing in the game's world – that is, of all the human players you may challenge in any game mode.


At the beginning of each Chessmaster session, this list is empty. The first thing to do is to add at least one player to it. You can do this either by creating a player from scratch or by adding a previously saved player from your memory card (8MB).

If you're playing Chessmaster for the first time, there aren't any players on your memory card. That's why you should use the Create Player option.

To see what buttons to use, look at the symbols at the bottom of the screen. You'll see a representation of the  button and the text Create. If you push the  button, you can create a player.



Step 1: Entering Your Name


After pushing the  button, you'll be asked to enter your name.


You will see the letter A with a small line underneath. That small line is the cursor; it shows you where you are in the edit box.



To change the current character, use the up and down directional buttons. To move within the name, use the left and right directional buttons. If you press the right directional button while at the right end of the name, another A will appear.

NOTE: The name you choose must be no more than 8 characters wide, so if there are already 8 characters in the name, no new letter will appear.


If you need to correct a character already written, use the left directional button to move the cursor to that character, and then use the up and down directional buttons to make the correction.

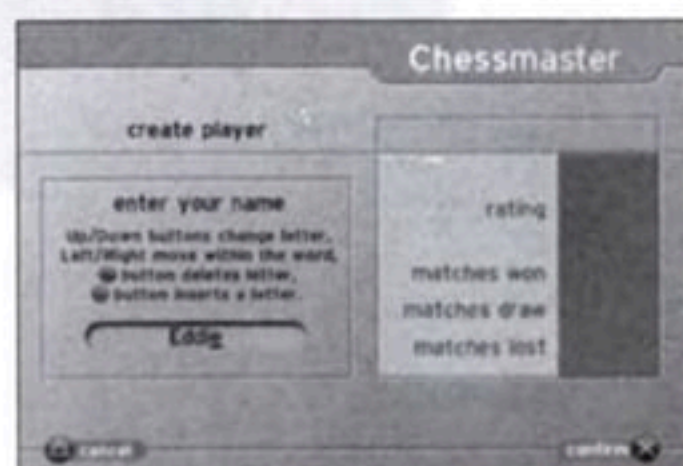
If you need to delete a character, just move the cursor to that character and press the  button.

If you need to insert a character between 2 already-written characters, move the cursor on the character AFTER the place you want the character to be inserted and press the  button.

After you write your name, simply press the  button to continue. You can cancel your efforts at any time by pressing the  button. This will also send you back to the Login page.

Step 2: Entering Your Age

To enter your age, follow the same procedure. After you've finished, press the  button.



Step 3: Computing Your Rating

To compute your starting rating, CHESSMASTER will ask you a few questions.

If you play chess at a club level and already have a chess rating, answer Yes to the first question and then enter your actual rating. CHESSMASTER will use this as your starting rating.

Otherwise, answer the second question, and CHESSMASTER will compute an automatic rating for you based on your selection.

Now, you're done! After you save the player, you're back to the Login page, and this time your name appears in the players list.

If you check the symbols at the bottom of the screen, you'll see the text Login next to the representation of the **X** button. If you push the **X** button, you'll go to the main menu.

3.2. Loading a Player

If you've previously created a player and saved it on your memory card, then you can load it using the "Add Player to List" option. Select it, then press the **X** button; Chessmaster will then try to access your memory card. Remember, Chessmaster doesn't recognize any other memory card but the one placed in MEMORY CARD slot 1.

Select the player from the list, then confirm your decision. The new player will be displayed in the players list.

3.3. Deleting a Player

The maximum number of players that can be part of the game world is 6. If you already have 6 players and need to create one more, the only way you can do it is to delete an old alter-ego to make place for the new one.

To delete a player, first be sure you've selected it from the list and then press the **○** button. If you look at the bottom of the screen, you'll see a representation of the **○** button and the text Delete – just in case you don't remember all these. This won't delete the player from your memory card – it will only remove it from the current game-world player list.

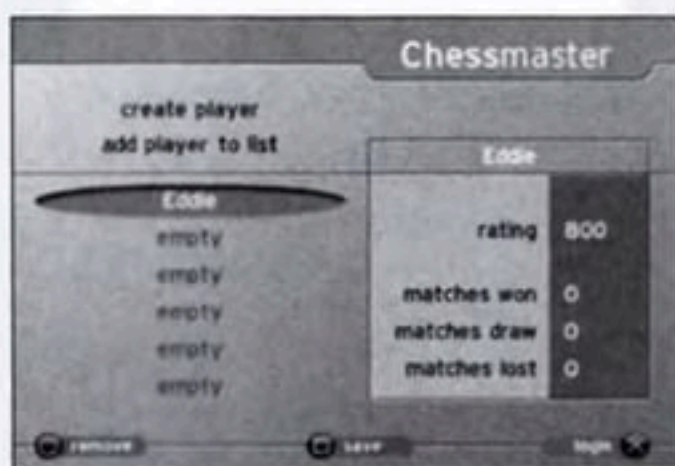
3.4. Saving a Player

After you've created a player, it's best to save it on your memory card. To do this, select the player from the list and press the **■** button. Chessmaster will then try to access your memory card. Remember, Chessmaster doesn't recognize any other memory card but the one placed in MEMORY CARD slot 1.

If this is the first time you play Chessmaster, your memory card (PS2) doesn't contain any saved players; just select the empty slot proposed and your player will be saved. If you have saved several players, you can also overwrite one of them; just select it and confirm both saving the player and overwriting the old data.

The most important thing you must remember about saving your player is that you **MUST** save it at the end of each game session. Your alter-ego carries all the progress you make throughout the game – rating improvement, tutorial progression, new championships unlocked, etc. All this information is saved on your memory card only when you save your player.

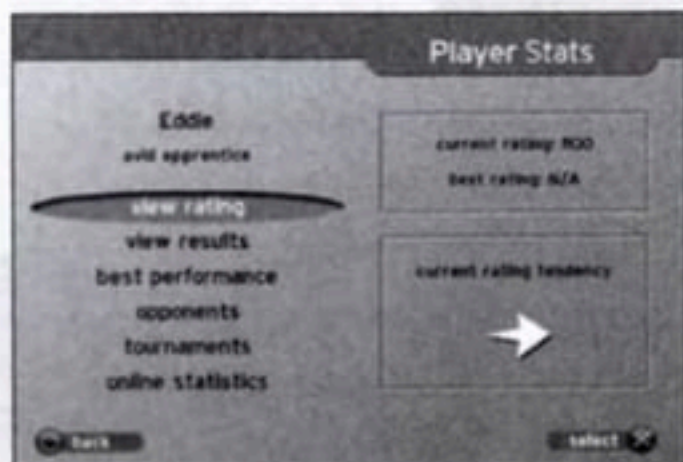
Again, remember to save your player at the end of each game session, or even better, after progress you've made.



3.5. Viewing the Players' Statistics

The Login page also displays the current statistics for all of your players. Just browse the player list using the up and down directional buttons; the information appears in the left panel.

To view all the players' statistics, go to the Player Stats menu page. Select the Player Stats menu option in the main menu; then press the **X** button. The first menu button allows you to change the player



whose statistics you want to see. Of course, pressing left or right directional buttons works only if your game-world player list contains more than one player.

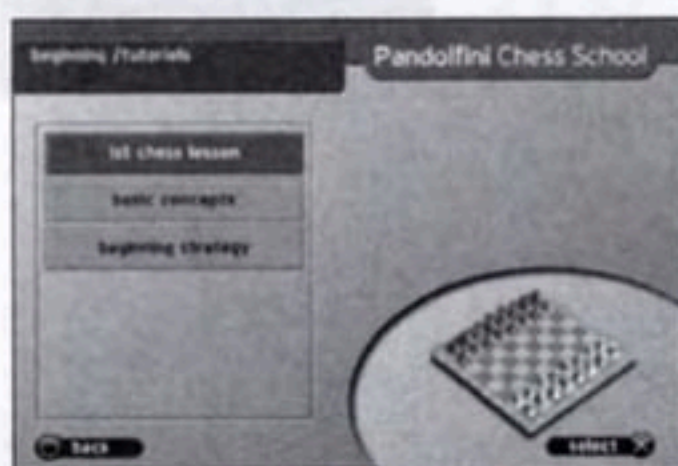
After you select the player, use the up or down directional buttons to scroll through the list of statistics and watch the information displayed in the right side of the screen.

To scroll through your opponents' lists, press the **X** button on the Opponents menu button; then use the up or down directional buttons to scroll. You can proceed in the same way to scroll through the tournament lists.

LEARNING TO PLAY

CHESSMASTER provides the most comprehensive teaching tools available in any chess program. Whether you're a beginner, intermediate, or advanced player, you'll discover many ways to improve your game using CHESSMASTER. The tutorials cover all the areas of chess, the drills make you apply what you've learned, and the tests check out your strength.

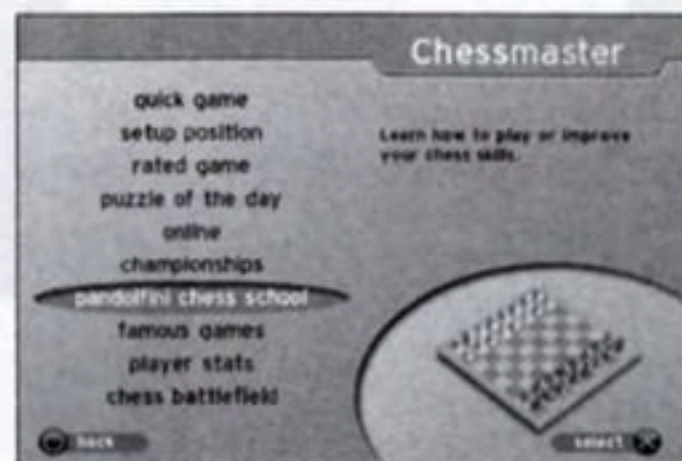
To learn how to play, select the Pandolfini Chess School menu option in the main menu.



4.1. Running a Tutorial

If you're new to chess, please start with the Beginners/Tutorials/First Chess Lesson

tutorial; it will take you through the fundamental principles of chess. Otherwise, browse the tutorial lists for the one that interests you most.



To run a tutorial, just press the **X** button after selecting the tutorial from the list.

To navigate through the pages of a tutorial, you can use the four buttons at the bottom of the chessboard:



- ▶ (Next) will take you to the next page.
- ◀ (Previous) will take you to the previous page.
- ↻ (Replay) will start the spoken explanation again (when available).
- 🔍 (Hint) will give you a tip.

To read all the text in the descriptions, you must first select the text using the directional buttons (the color of the text changes when selected). Then, use the **X** button to enter the description. Use the up and down directional buttons to scroll through the selected text. To exit the description, just press the **X** button again. If you're confused, just look at the symbols at the bottom of the screen – near the **X** button symbol, there is always an explanation of what it will do.

To move a piece on the board, use the directional buttons to move the cursor: press the **X** button once to select a piece: then move the cursor to the piece's intended destination, and press the **X** button again to move the piece.



To go between the board and the menu options, use the left analog stick. The small white markers around the table will disappear when the table is no longer selected.

To type text in an edit box, use the directional buttons and the  and  buttons, as explained in 3.1. Creating a Player.

After you complete a tutorial, it will be marked in green in the tutorial list.

4.2. Solving a Drill

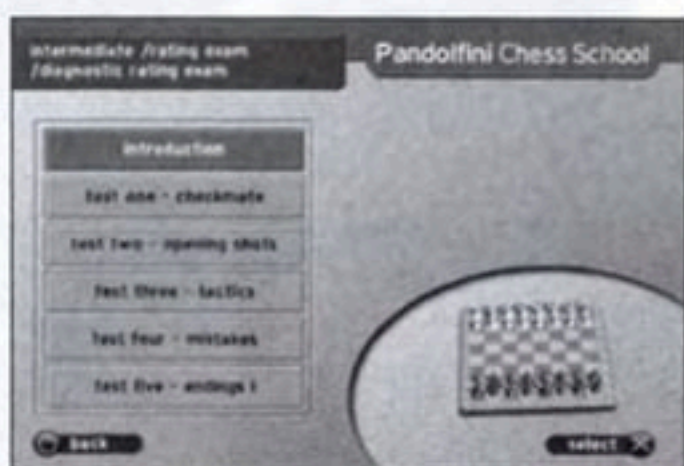
To solve a drill, follow the instructions on-screen, as you did in Tutorials. All the menu elements work in the same way. Don't forget to switch between the chessboard and the menu options using the left analog stick – you may need to do this often.

CHESSMASTER records the time you take to finish each drill. The best times are displayed on the Drill Records page.

After you complete a drill, it will be marked in green in the drill list.

4.3. Taking Exams

Once you feel confident about your chess-playing skills, test yourself and see how good you really are. These two sets of exams are geared toward intermediate users.



The first set is Bruce Pandolfini's Diagnostic Rating Exam; it can be found on the Intermediate/Rating Exam/Diagnostic Rating Exam page. Read the Introduction, and then choose any of the 10 available exams.

You will be asked to either move a piece on the board or select an answer for each of the questions asked.

After you have answered all the questions, CHESSMASTER will rate your performance. The rating given at the end of the exam is just a way to display the results, and it won't affect your playing strength rating.

Your best results in the rating exams are displayed on the Rating Exam Scores page.



The second set of exams is CM Larry Evans' Endgame Quiz, available on the Intermediate/Endgame Quiz page.

Each of the 50 questions in this quiz will give you an endgame position on the chessboard, taken from famous games or composed game studies. For each question, there is only one correct answer; after each question, you are told if you were right. Use the Next menu option to go on to the next question.

After you have answered all the questions, CHESSMASTER will rate your performance. Just as for the previous exam, the rating given at the end of the quiz is just a way to display the results, and it won't affect your playing strength rating.

4.4. Learning from International Master Josh Waitzkin

One of the best ways to learn and improve your play is to study with a master-level player. CHESSMASTER offers you the next-best thing, by including a number of features from International Master Josh Waitzkin. Whatever your skill level, these features – including situations taken from Josh’s own games – provide you with precious information you won’t find anywhere else.

Josh’s games are presented in two sections: First Games, containing games specifically for children, and Annotated Games, geared toward more advanced players. There is also an Endgame Course, featuring games in the final stages, and Psychology of Competition, where the series of chess matches are preceded by text-only introductions.

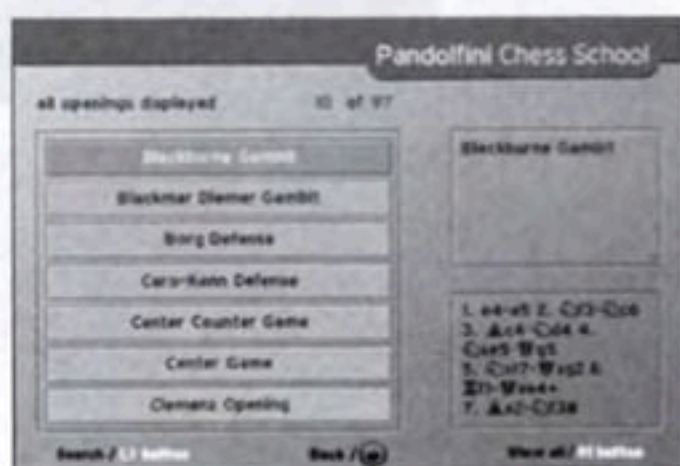


Once you have selected a game, Josh will comment on each move, leading you step by step through the match. Remember, you can always pause the commentary by using the Pause button, or stop it entirely with the Stop button. After the commentary has ended, use Play to start it again.

To read the text introductions, proceed as described in 4.1. Running a Tutorial.

4.5. Practicing Openings

Opening moves in chess have been studied and improved upon for hundreds of years. CHESSMASTER recognizes over 2200 openings, and you can practice any of these.



The Practice Openings page contains a list of all the openings available. In the right panel you can read the complete name of the opening, as well as the first moves of the opening. You can browse the list one opening at a time using the up or down directional buttons, or you can browse it page by page using the L2 and R2 buttons.

You can search through the list using the L1 button; this will open an edit box where you can enter the searching text.

After a search, it may be possible that no result is available. In this case, just press the R1 button to reset the search and show all the openings again.

Some openings have a number of variations; if this is the case, after selecting the opening with the **X** button, you will be asked to choose from its variations.

After selecting an opening, you will be asked for the side you want to play: white, black, or both. Choose one and proceed to the chessboard.

The opening practice asks you to make the correct opening moves for the side you’ve chosen.

To get a hint, press the L1 button. To get back to the opening list, press the **O** button.

4.6. Matching the Masters

This exercise written by the renowned chess teacher Bruce Pandolfini lets you play through the games of famous chess masters, where you try to match their moves – or make better ones. Match the Masters is in multiple-choice format, and you score variable

points for each answer, depending on how right or wrong you are. At the end of each game, CHESSMASTER rates your play.



After you choose a match from the list (don't forget to read the introduction first, as it gives useful hints), you'll be presented with the first moves in the game and then asked to choose a move from a list of possible moves.

To choose an answer, press the **X** button on the list to select it. Then, use the up and down directional buttons to scroll through the list. When you've selected the answer you want, press the **X** button again to confirm your answer.

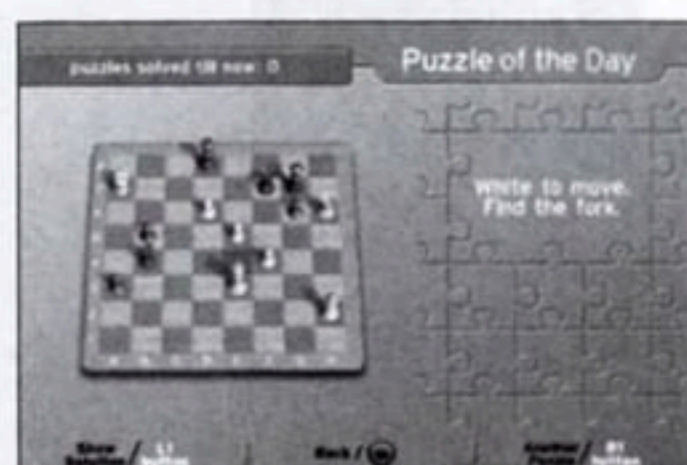
After each answer, you are told if your choice was correct. Even if you did not choose the same move that the Master made in the game, you might still get partial or even full credit for the move that you chose.

At the end of the game, CHESSMASTER rates your play. As for the other exams, this rating is just a way to display the results, and it won't affect your playing strength rating.

4.7. Solving Famous Puzzles

CHESSMASTER has two puzzle-solving features.

The first is the Puzzle of the Day, accessible from the main menu. It offers an unlimited number of one-move puzzles you can solve when you don't feel like playing a full game.



To solve a puzzle, just read the description in the right side of the screen, and then make the correct move. If you're stuck, press the L1 button to see the solution. If you want another puzzle, press the R1 button. To get back to the main menu, press the **○** button.

The second is a collection of 50 brain-teaser chess puzzles assembled by the British GM John Nunn. They are available on the Advanced/Nunn's Puzzles tutorial page. Unlike the simpler Puzzle of the Day feature, this collection is both harder and more rewarding.



For each puzzle, you'll have to make the correct move or select the correct square on the board.

Sometimes you'll also need to confirm your selection by using a menu option. Remember, use the left analog stick to switch between the table and the menus.



One of the best features of CHESSMASTER is versatility – it's the only chess program in the world that allows you to play over 150 different computer opponents. No matter how well you play, you'll be able to find someone to play against.

5.1. Jumping Right into the Game

To play immediately, just select the Quick Game button in the main menu and press the **X** button. This will send you directly to the game screen.

Chessmaster will replace your opponent automatically between the AI opponents whose rating is within a 200 points range from your own rating. Of course, you can change your opponent at any time.

5.2. The Game Screen



This is where you'll spend most of your time in CHESSMASTER. The elements visible on-screen are:

- **The Chessboard**

To select a piece, use the directional buttons to move the cursor over that piece; then push the **X** button to select it. Move the cursor to the destination square and push the **X** button again to move the piece. To rotate or tilt the chessboard, use the left analog stick.

- **The Captured Pieces Tables**

There are two tables, one for the white pieces that were captured during the game and one for the black pieces. If no pieces have been captured, these tables remain empty. The tables show the number of pieces of each type that have been captured; for example, if 3 white pawns have been captured; then x3 will appear in the table next to the white pawn symbol.

- **The Opponents' Names and Pictures**

- **The Timers**

There are two timers, one for each player. As soon as one player has made his move, his timer stops and his opponent's timer starts. You can tell whose move it is by watching the timers, which change to a lighter color when running.

- **The Current Time Control Setting**

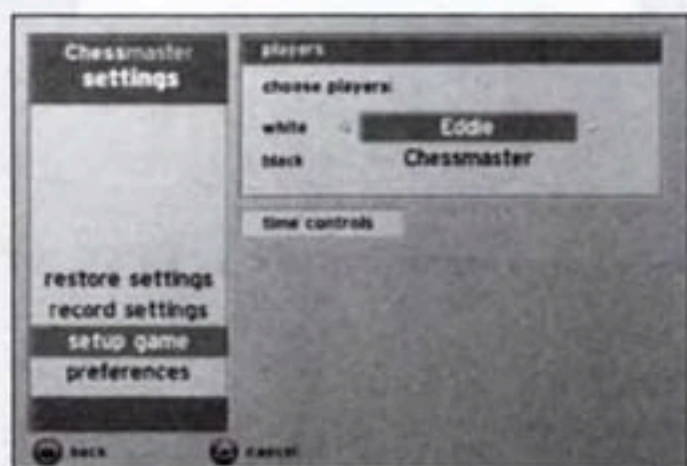
The time control setting establishes the type of time measurement used for the current game. CHESSMASTER supports 6 types of time controls. (See section 5.5. Time Controls.)

- **The Move Lists**

Each player has his own move list, situated under his picture. The most recent move is marked in red. The numbers refer to the pair of moves white/black, and they only appear in the left-side list.

- **The Menu Triggers**

At the bottom of the screen, you can see several pairs of words. The first word, written in black, is the name of a menu. The second word, written in white, is the button associated with that menu. If you press the L1 button, for example, the Settings menu will appear; if you press the SELECT button, the Files menu will appear and so forth. These menu triggers are visible throughout CHESSMASTER.



5.3. Selecting Your Opponent

To select a computer opponent, enter the Settings menu by pressing the L1 button.

Use the up and down directional buttons to navigate the menu, and then press the **X** button to enter Setup Game. Select the Players button by pressing the **X** button again.

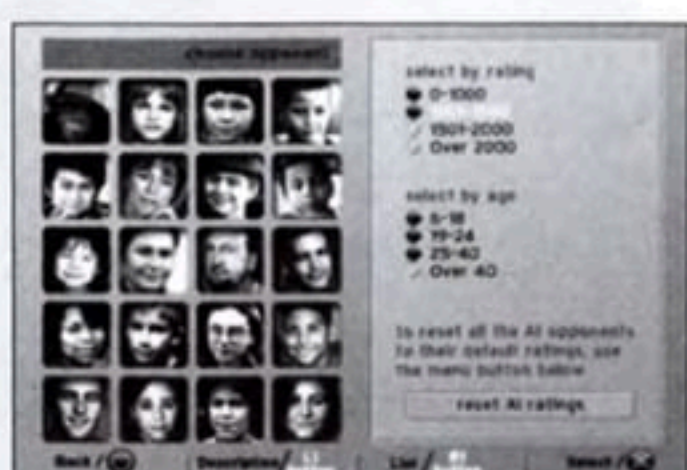
You can now choose your opponent. By default, your name will appear on the button marked as white.

To change your opponent, use the up and down directional buttons to select the opponent's name; then press the **X** button. This will send you to the Choose Opponent menu page.



You can use the directional buttons to navigate through the list of personalities.

To read the complete description of a computer personality, select that personality and press the L1 button (yes, there's a trigger at the bottom of the screen explaining just that: Description / L1 button). You can use the up and down directional buttons to scroll through this text. Pressing the L1 button again will send you back to the list of personalities.



There are more than 150 personalities available; you may want to filter them. Press the R1 button to display the filters. There are 8 filters divided by rating or by age. If you select one of the filters using the **X** button, all the personalities corresponding to the filter will be subtracted from the list. To add personalities back to the list, select the unchecked filter using the **X** button, and all the personalities corresponding to that filter will be added back to the list.

After you decide on your opponent, select it in the personalities list; then press the **X** button. This will send you back to the Settings/Setup Game menu.

If you don't want to select any opponent at this time, press the **○** button, and you'll be sent back to the Settings/Setup Game menu without changing your current opponent.

5.4. Selecting Your Color

By default, you'll play as white when you enter the game. If you want to play as black, use the Settings/Choose Players menu.

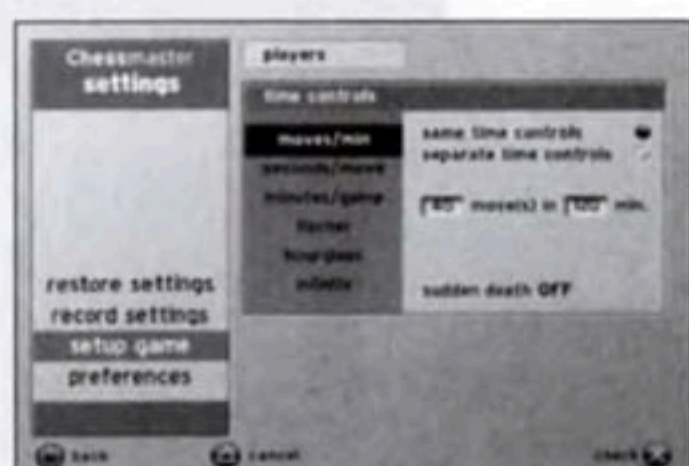
Use the L1 button to get into the Settings menu. Then press the **X** button to get to Setup Game/Players. Can you see the directional buttons framing the player button?

If you select a player and press the left or right directional buttons, the name on the player button will switch between the currently selected computer opponent and the alter-egos hosted on your memory card.

If you want to play black, just change the name on the black player's button to your alter-ego and change the name on the white player's button to your computer opponent.

5.5. Selecting the Time Controls

By default, the time controls used in Quick Game mode allow 10 minutes per game. To change this, press the L1 button and navigate to Settings/Set Up Game/Time Controls.



You can browse the list with the up and down directional buttons. Pushing the **X** button will let you change the default values for each of the time controls available. These are:

- **Moves/Minutes** – Specify the number of moves each player must make in a certain number of minutes. Most chess tournaments are played at this rate.
- **Seconds per Move** – Specify the number of seconds each player has to make a move. This time control is useful

for setting the amount of time it takes for the computer to move. Keep in mind that this is the average time it will take for the computer to move, and it may move more slowly or quickly on an individual move.

- **Minutes per Game** – Specify the number of minutes each player has to complete the entire game.
- **Fischer Style** – Assign each player a specified number of minutes to complete the game, with a certain number of bonus seconds added to the game each time a player makes a move.
- **Infinite Time** – No time limitations for your game.
- **Hourglass** – Each player gets a specified number of seconds per move at the start of the game. As one player uses up time, the other player gains the same amount of time (like an hourglass). So, if you move rapidly, you can force your opponent to do the same.

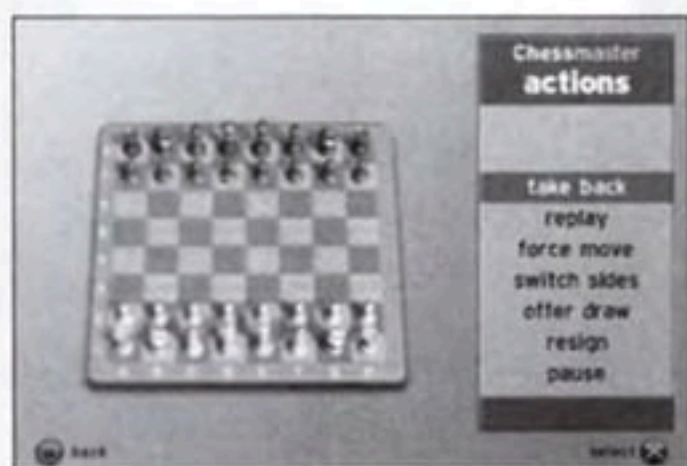
To modify the values, follow the edit box instructions in 3.1. Creating a Player. Select a value using the directional buttons, and then press the **X** button to enter editing mode. While in editing mode, use the left and right directional buttons to move the cursor within the edit box, and change each digit with the up and down directional buttons. You can also delete a digit with the **○** button and insert a digit with the **■** button. When finished, press the **X** button again to exit editing mode.

Some of the time controls have a Separate Time Controls option. When checked, this displays two sets of edit boxes for you to set – one for each player. This is useful if you want more or less time than your opponent, and is a good way of balancing the game between players of different skill levels.

5.6. Playing a Game

The game begins as soon as you or your opponent makes a move. Until then, the timers are stopped. (There is an exception to this rule in Online mode. See section 7. Playing Online.) If you are white, you will move first. If you are black, you must wait for your opponent to move.

To move a piece, first select it by moving the cursor over the piece with the directional buttons and pressing the **X** button. The square under the selected piece will be marked. Next, move the cursor to the destination square; then press the **X** button again. If it's a legal move, the piece will move there. Otherwise, the piece won't move at all.



If you made a mistake, you may take back your move. This action is available only in Quick Game mode, and it can be done in two ways:

- Press the **□** button OR
- Press the START button to get to the Actions menu; then choose Take Back from the menu.

After taking back a move, you might want to replay the move you just took back. This action is available only in Quick Game mode, and it can be done in two ways:

- Press the **△** button OR
- Press the START button to get to the Actions menu; then choose Replay from the menu.

Caution! When you're playing against a computer personality, taking back moves during the computer's turn will interrupt its thinking. You can also use the "resume game" command in the Actions menu. This will **resume the game** at any moment. Be sure to take back moves while it is your turn to move, and then make your alternate move. This will alert the computer and the game will resume.

If you play against a computer personality and your opponent takes too long to move, you may force him to move. To force the opponent to move, press the START button to get to the Actions menu; then choose Force Move from the menu. This action is available only in Quick Game mode.

You may want to play as your opponent from a certain point in the game. You can do that by switching sides. To switch sides, press the START button to get to the Actions menu, and then choose Switch Sides from the menu. This action is available only in Quick Game mode.

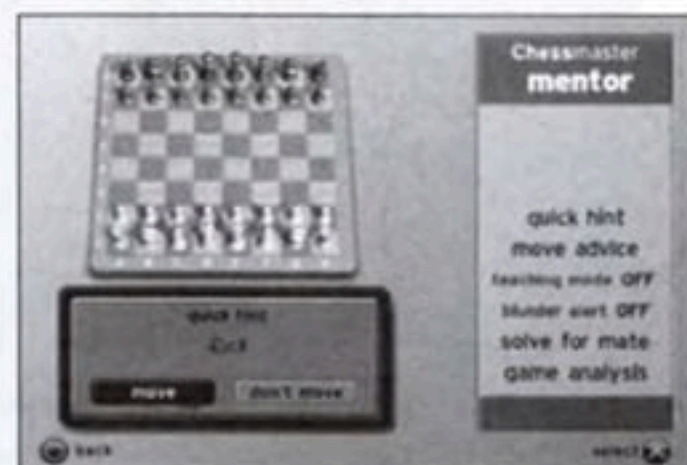
To pause the game, press the START button; then choose Pause from the Actions menu.

You may realize that you can't win and want to yield the game. To resign or yield a game, press the START button, and then choose Resign from the Actions menu.

There might be situations when you feel like neither you nor your opponent will win because you are equally matched. To offer a draw to your opponent, press the START button; then choose Offer Draw from the Actions menu.

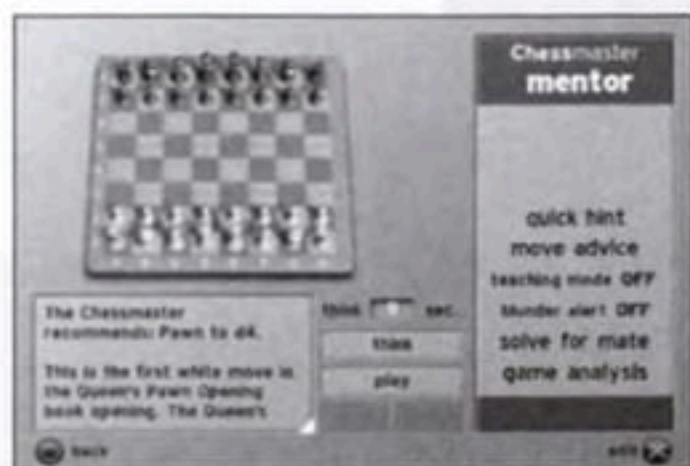
If you simply want to quit the game and get back to the main menu, press the SELECT button; this will display the Files menu section. Choose Quit Game and confirm the action.

5.7. Getting Advice



While playing in Quick Game mode, you can ask CHESSMASTER for advice.

To get a quick hint, press the R1 button to get into the Mentor menu; then choose Quick Hint. This will display a move described in the chess notation that's currently used; to understand it, run the Beginning/Basic Concepts/Algebraic Notation tutorial.



Better move advice can be obtained by pressing the R1 button and then choosing Move Advice from the Mentor menu. Enter the number of seconds you want CHESSMASTER to use to analyze your position and to determine the best move, and then select the Think menu option. CHESSMASTER uses the specified amount of time to think, and then suggests a move. You can then either scroll through the text to read about the suggested move, or

select the Play menu option to hear CHESSMASTER's explanation out loud. During the spoken explanation, you can use the Pause button to stop the explanation and resume from the same spot when you are ready, or you can use the Stop button to stop the explanation and rewind to the beginning.

If you play in one of the teaching modes, CHESSMASTER provides audio and visual tips that will help develop and improve your strategic and tactical playing skills and enhance your awareness of different positions during play.

If you're new to chess or want to improve your skills, you can use the teaching modes to inform you of minor tactics, threatened pieces, and board coverage by highlighting and ghosting the appropriate pieces on the chessboard.



To check the appropriate teaching mode, press the R1 button; then select Teaching Mode from the Mentor menu.

The CHESSMASTER teaching modes are described below:

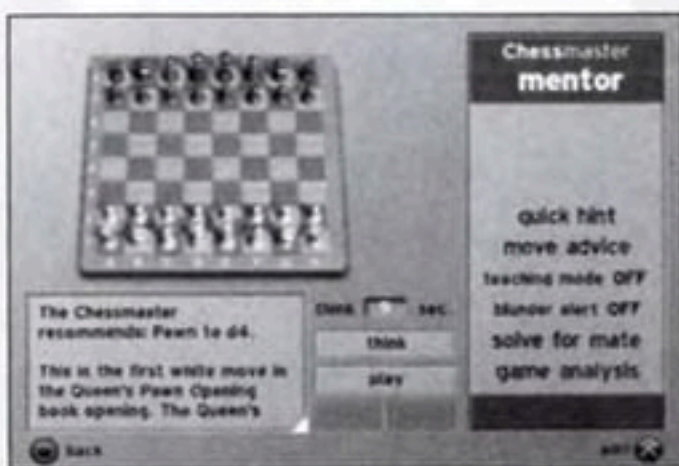
- **Legal Moves** – Shows you the possible moves a selected piece can make. You simply click the piece you want to move, and ghost pieces immediately appear in all the squares to which the piece can move. You can then

drag your piece to make the move. If a destination square is occupied by an opponent's piece, that piece is "ghosted" or opaque, indicating that you can capture it.

- **Possible Captures** – Shows all pieces that can be captured based on the current board position. Use this mode when you are confident that you understand the basic moves of each piece.
- **Threatened Pieces** – Shows all the pieces that can be captured by your opponent in the next move. In other words, it ghosts all the pieces that are under attack for the player who is about to move. Use this mode to help you recognize your opponent's threats.
- **Pinned Pieces** – Shows pieces that cannot or should not move because they're protecting a more valuable piece. The ability to identify pinned pieces is an essential middle-game tactic for any good chess player.
- **Skewered Pieces** – Highlights those pieces that are protecting pieces of lesser value on the same rank, file, or diagonal. The ability to identify skewered pieces is another essential middle-game skill.
- **Isolated Pawns** – Identifies pawns that are not directly supported by another pawn of the same color and are potentially weak.
- **Passed Pawns** – Highlights pawns with no enemy pawns in front of or adjacent to the same file. Passed pawns are considered strong because their path to promotion is clear. The ability to identify passed pawns is an essential endgame tactic.
- **Board Coverage** – Highlights all the squares of the board covered by either white or black pieces. Use this mode to see all the squares protected by your pieces.

Another helpful feature is Blunder Alert, which warns you if you make a move that could result in checkmate, or the loss of significant material. This feature is disabled by default.

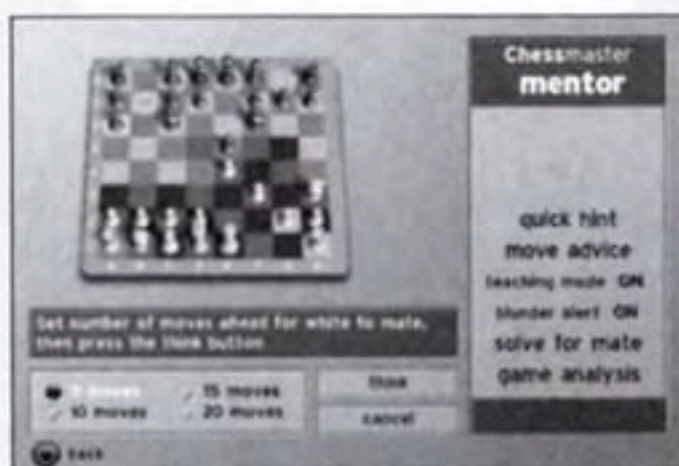
To turn Blunder Alert ON, press the R1 button and check Blunder Alert from the Mentor menu. When you make a disastrous move, Blunder Alert will pop up on the screen.



To find out why CHESSMASTER thinks your move is bad, press the Why? menu option. To hear the spoken explanation, press the Play menu option. To take back your move, press the Take Back menu option. To keep your move, press the Disagree menu option.

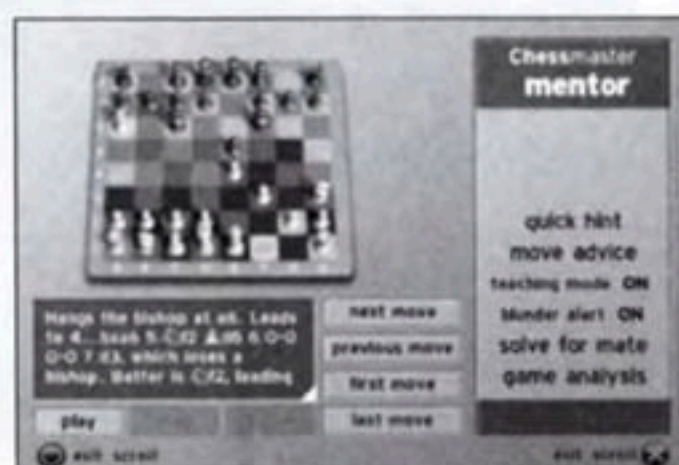
To turn Blunder Alert OFF, check Blunder Alert either from the pop-up window or the Mentor menu.

During the endgames, CHESSMASTER can help you find a checkmate. To find a checkmate, press the R1 button and choose Solve for Mate from the Mentor menu.



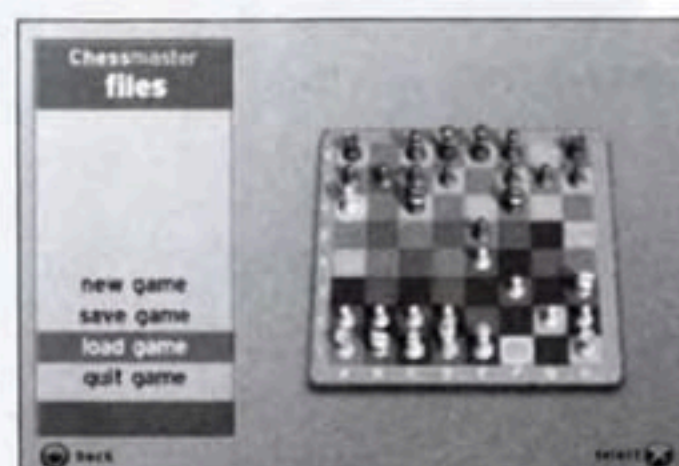
Check the number of moves (between 5 and 20) you want CHESSMASTER to look ahead to solve for checkmate. If you enter more than 5, the search will take a while. Press the Think menu option. When CHESSMASTER finds the checkmate in the specified number of moves, it asks if you want to see the moves.

CHESSMASTER allows you to analyze a game in order to discover your good and bad moves. To analyze a game, press the R1 button and choose Game Analysis from the Mentor menu.



Enter the number of seconds CHESSMASTER should spend analyzing each move; then use the Think menu option. The results of CHESSMASTER's analysis are displayed in the text area; you may listen to the commentary by using the Play menu option. While playing the commentary, you can use the Pause button to halt the commentary and the Stop button to stop it completely and rewind to the beginning. To go to the start of the game, use the First Move menu option.

To go to the end of the game, use the Last Move menu option. To move forward and backward through the game, move by move, use the Next Move and Previous Move buttons.



5.8. Saving and Restoring Games

To save a game, press the SELECT button; then choose Save Game from the Files menu. You'll be asked to choose a MEMORY CARD slot. There are 10 slots available; empty slots are marked with the word "empty." If all the slots are full, you can save a new game over an older one.

To load a game, press the SELECT button; then choose Load Game from the Files menu. The 10 slots available on the memory card will be displayed for you to choose from. Loading games is possible only during the Quick Game and Setup Position game modes.

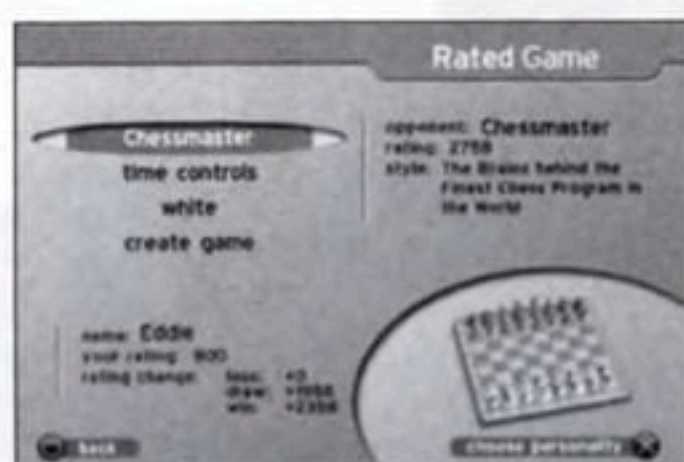
During the Rated Game mode, you can also adjourn a game – that is, suspend it and retrieve it later. Only one game can be adjourned at any time. (See section 5.11. Playing a Rated Game.)

To adjourn a game in Rated Game mode, press the SELECT button; then choose Quit Game from the Files menu. You'll be asked whether you want to adjourn the game or not. If you choose to adjourn, the game will be stored and you will be able to resume it later from the Rated Game menu page. You can also adjourn games during tournaments – both Championship tournaments and those you create. Just follow the steps above. (To learn more about tournaments and CHESSMASTER Championships, see chapter 9. CHESSMASTER Championships.)

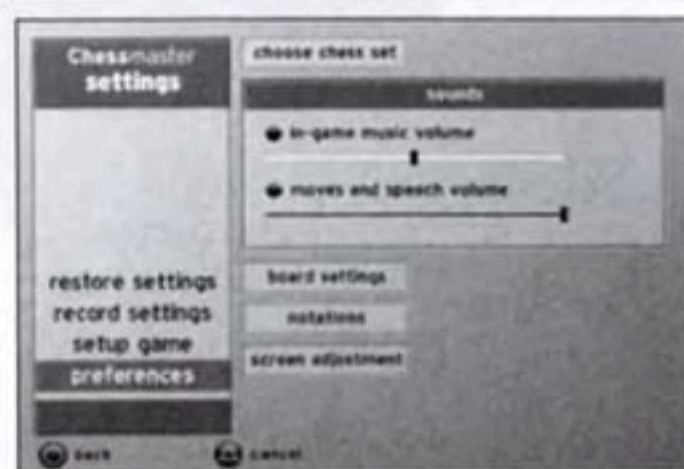
IMPORTANT– The adjourned games aren't saved on your memory card until you save your player.

5.9. Changing the Chess Set

There are more than 20 chess sets available in CHESSMASTER. Every chess set has a thematic environment – changing the chess set will also modify the appearance of the game screen, the background, the captured pieces tables, and the timer backgrounds.



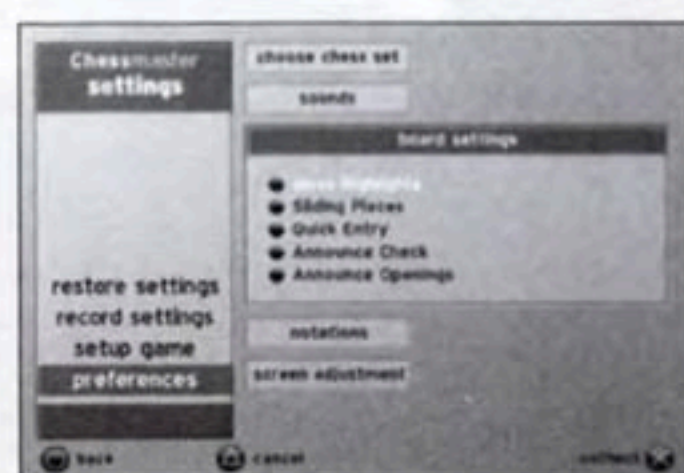
To change the chess set, press the L1 button; then select Preferences/Choose Chess Set from the Settings menu. Use the up or down directional buttons to scroll through the list, and press the **X** button to select a chess set. To scroll faster through the list (one page at a time), press the L2 or R2 buttons.



5.10. Various Settings

All other settings can be found in the Preferences section of the Settings menu.

To turn the in-game music ON or OFF, press the L1 button; then select Preferences/Sounds from the Settings menu. Use the up or down buttons to navigate between elements, and change the In-Game Music toggle. You can also set the volume using the left or right directional buttons on the In-Game Music slider.



To turn the move sounds ON or OFF, press the L1 button; then select Preferences/ Sounds from the Settings menu. Use the up or down buttons to navigate between elements, and press the **X** button to change the Move Sounds toggle. You can also set the volume using the left or right directional buttons on the Move Sounds slider.

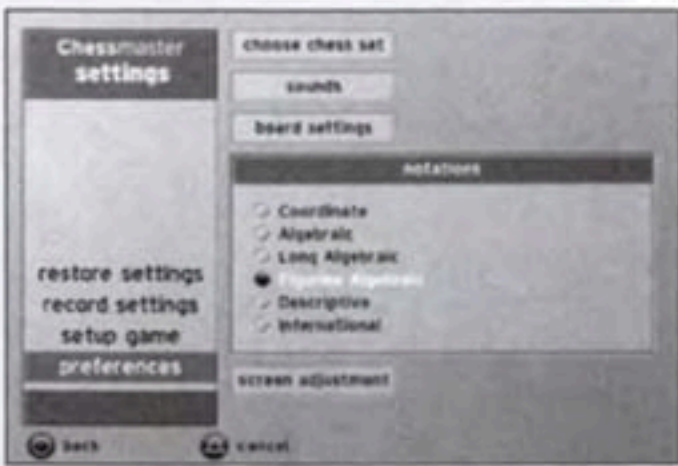
To set the board settings, press the L1 button; then select Preferences/Board Settings from the Settings menu. Use the up or down buttons to navigate between the elements, and press the **X** button to check the settings toggles ON or OFF.

The board settings available are:

- **Move Highlights:** CHESSMASTER reiterates each move by highlighting each piece's original square and then its destination square.
- **Sliding Pieces:** The default value is ON, which causes your opponent's pieces to move across the board quickly. If you turn it OFF, your opponent's pieces will snap to their destination.
- **Quick Entry:** Lets you move a chess piece by clicking its destination square, rather than dragging and dropping it. When Quick Entry is active, and you click a piece that has exactly one legal move, that move is made. If you click a square to which only one

piece can move, that move is made. Quick Entry is off by default.

- **Announce Check and Announce Openings:** CHESSMASTER announces when you are in check and what opening lines you and your opponent are using.



To change the notation system used, press the L1 button; then select Preferences/Notations from the Settings menu. Use the up or down directional buttons to navigate between the elements, and press the **X** button to check the settings toggles ON or OFF. If you are unfamiliar with chess notation, we strongly suggest that you use the Tutorials in the Classroom to learn about the various methods of recording chess games.

To make screen adjustments, press the L1 button; then select Preferences/Screen Adjustments from the Settings menu. Use the directional buttons to reposition the game screen on your TV screen until the game screen is correctly centered.

If you've changed the game settings according to your tastes and want to be sure these settings will stay this way the next time you'll play Chessmaster, don't forget to use the Record Settings menu option in the Settings menu. You can also restore the last settings stored this way using the Restore Settings menu option.

IMPORTANT – The game settings aren't saved on your memory card until you save your player.

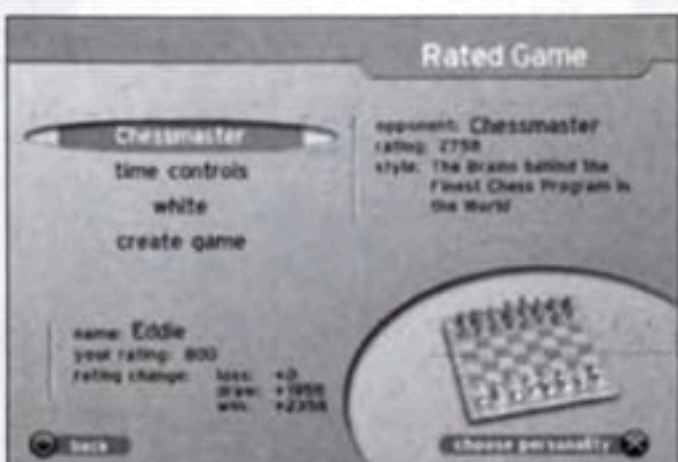
5.11. Playing a Rated Game

After practicing in Quick Game mode, you probably want to know how well you're doing. CHESSMASTER allows you to evaluate your playing strength using the Rated Game mode. During this game mode, the Mentor menus aren't available, you can't take back your moves anymore, and at the end of each game, your rating is modified according to the results. In other words, you're playing for real, and any of your actions on the chessboard will have consequences – just like in real competitions.

When you create your alter-ego (see section 3. Your Alter-Ego), CHESSMASTER computes a starting rating for you, based on your answers to several questions (age and level of chess knowledge). This is only a quick estimation; for your rating to represent your playing strength, you need to play rated games.

During your first 20 rated games, your chess rating is still provisional. The more games you play, the more accurate your rating becomes. After the first 20 games, your rating will evolve much more slowly.

To play a rated game, choose Rated Game from the main menu.



The first button in the new menu lets you choose your opponent; your opponent's name should appear on the button. While this button is selected, you can read a short description of your opponent, including his name, his type (computer personality or human player), his rating and his style (not available for human players), in the upper right area of the screen.

To change your computer opponent, press the **X** button while the Opponent menu option is selected. This will send you to the Choose Opponent menu page. (See section 5.3. Selecting Your Opponent.) Once you return to the Rated Game menu, you'll see that the name of your opponent has changed accordingly.

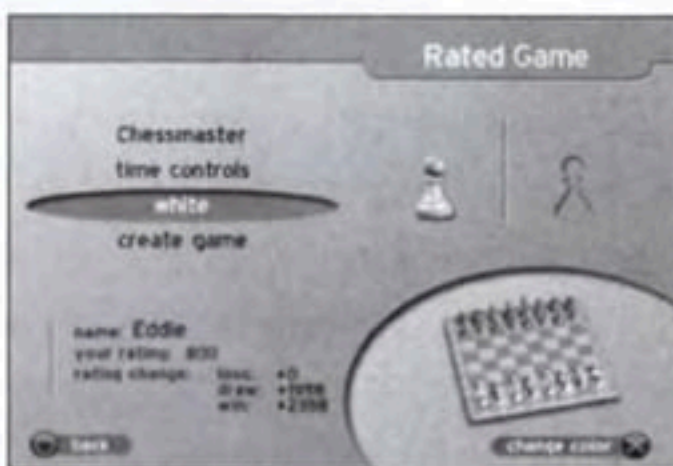
To see how your rating may change if you play the current opponent, read the description in the lower left area of the screen. The description contains your name, your current rating, and the amounts by which your rating will change. For example, "loss: -424, draw: -24, win: +376" means that your rating will drop by 424 points if you lose or by 24 points if you draw, and it will rise by 376 points if you win.

The second button in the Rated Game menu lets you change the time controls. While this button is selected, the description in the upper right area lets you see the type and value of the current time control. To change the time controls, press the **X** button while the Time Controls menu option is selected.



Next, select the type of time controls you want using the up and down directional buttons and the **X** button. After this, navigate between the edit boxes using the directional buttons and change the values as you wish. Press the **X** button on the selected edit box; then use the directional buttons and the **○** and **■** buttons to modify the value. Press the **X** button to exit editing mode. Once you have exited editing mode, you can press the **○** button to get

back to the Time Controls selection list and the Rated Game menu.



To change the color you'll play, press the **X** button on the Color menu option. This button acts as a toggle, switching between white and black. The highlighted pawn in the upper right area will also change.

To create a game, press the **X** button on the Create Game menu option. During a rated game, you can save games and analyze them later in Quick Game mode, and you can adjourn games to resume them later. (See section 5.8. Saving and Restoring Games.)

If an adjourned game exists, a new button appears in the Rated Game menu. To resume a game, press the **X** button on the Resume Game button.

5.12. Setting Up Positions

CHESSMASTER provides a Setup Position game mode that lets you set up a specific position on the chessboard. You can then have it analyzed for you, or play it out yourself.

The Setup Position menu presents you with the chessboard, a series of white and black pieces, and three special buttons.



To clear the chessboard and leave only the two kings, press the R1 button.

To set the chessboard at the starting position, press the L1 button.

To choose a piece from the menu, use the left analog stick to move the selected piece between the chessboard and the Pieces menu, and then move between the pieces with the directional buttons. Once you've selected the right piece, press the **X** button to get back to the board. The piece will remain checked in the menu.

To place a piece on the board, press the **X** button over the square you want. The piece will appear on the chessboard. If you try to place a piece over another one of the same type, the piece already on the board will be erased and the square will remain empty. If you try to place a piece over any other piece, the piece already on the board will be erased and the new piece will appear on that square.

To move a piece to another position on the board, select the hand icon from the Pieces menu. After you've selected it and returned to the chessboard, press the **X** button over the starting position of the piece; then move the cursor to the target position and press the **X** button again.

To erase a piece from the board, select the eraser icon from the Pieces menu. After you've returned to the chessboard, press the **X** button over the piece to erase it.

To determine which side plays first, go to the Pieces menu using the left analog stick and then use the left and right directional buttons on the Color option to change sides.

5.13. Playing Tournaments

You can create a tournament of your own or you can join pre-defined tournaments. Both of these are accessible in CHESSMASTER Championships game mode. Read section 9.3. Creating a New Tournament to learn how to create your own tournament and to compete against computer opponents.

PLAYING AGAINST A FRIEND ON THE SAME CONSOLE

The ultimate challenge in chess, as well as the most rewarding, is to play against other human opponents. CHESSMASTER lets you play a friend on the same console, using the same controller or two different controllers.

To play against a friend, you'll need first to create a new player for your friend. Read section 3.1. if you don't know how to do this. Remember – you can only play against players available in the Login page's game-world players list, and you can name up to 6 players in that list.


6.1. Playing a Casual Game

Select the Quick Game menu option in the main menu; then press the **X** button. You'll be sent to the game screen. Press the L1 button and select Players from the Settings/Setup Game menu. Press the left or right directional buttons on the white and black Player menu options until your name and your friend's name are written on the correct buttons. After you set up the players, press the **○** button until you're back to the game screen. On the game screen, your friend's name will replace your previous opponent's.

6.2. Playing a Rated Game

Select the Rated Game menu option in the main menu, and then press the **X** button. You'll be sent to the Rated Game menu. Press the left or right directional buttons on the opponent player menu option until the name of your friend is displayed. Set up the color and the time controls you want; then press the Create Game button to start the game.

6.3. Setup Position

Select the Setup Position menu option in the main menu; then press the  button. You'll be sent to the Setup Position menu. After you set up the position on the chessboard as you like (see section 5.12. Setting Up Positions), start the game, and then follow the same steps as in section 6.1. Playing a Casual Game.

6.4. Playing Tournaments

To learn how to create your own tournament and to play your friends in a competition environment, read section 9.3. Creating a New Tournament .



PLAYING ONLINE

Maybe your friends aren't interested in chess. Or maybe you've become too good for them and they don't want to play against you anymore. Or maybe they don't have time to play as often as you'd like. In any or all of these cases, CHESSMASTER offers you a way to play another human opponent of your strength, anytime you want. All you need is a network adaptor (Ethernet/modem) (for PlayStation® 2) and an Internet connection.

7.1. Configuring the Network

Before you start playing, you need to be sure that your network is configured correctly. First, you need to have a network adaptor.

Second, you must create a "Your Network Configuration" file using the companion CD-ROM supplied with your network adaptor, and save it either on a memory card (PS2) or on your internal hard disk drive . Make sure you have the memory card containing Your Network Configuration file inserted in MEMORY CARD slot 1 while playing Chessmaster.

To let Chessmaster know how your network is configured, select the Online menu option in the main menu. If this is the first time you've been here, only one option is available: Configure. Press the  button to select this. The next menu screen shows you all available storage locations, either memory cards (PS2) or internal hard disk drives. Select the correct location of the network configuration file you've created and press the  button. Then, select the correct combination (if you have more than one). Chessmaster will now send you back to the first Online menu.

NOTE: If you connect to the Internet through an analog modem not a broadband connection, you'll need to use the Dial option before going further.

7.2. Logging On to Ubi.com

Once you have selected your network configuration file, a new option becomes available in the Online menu: Create Online Account.

Playing online requires each player to create a user account on Ubi.com's server. This is a server hosting all the online games produced by Ubi Soft. If you have already created an account for any other Ubi game, be it a PC or console game, you can use this account.

If you already have an account on Ubi.com, enter your existing user name and password.

If you don't, enter the user name you want (CHESSMASTER will fill this spot automatically with your current player name – feel free to change it as you wish) and password.

After this, CHESSMASTER will connect to the server and set up your account. If your name is already in use, you'll be asked to change it.

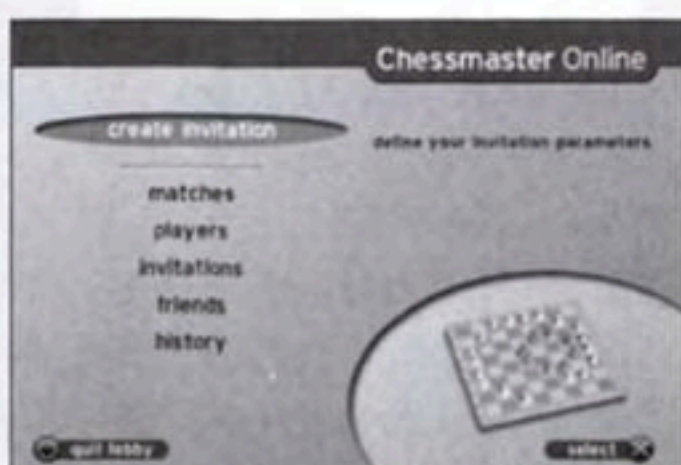
After you successfully create or activate your Ubi.com account, you will be shown your online statistics. By default, all online players start with a rating of 1400; as in the offline games, this rating will change as you play rated games.

Once you've created or activated your Ubi.com account, you will be sent to the Lobbies menu screen.

A lobby is simply a game server; you'll be shown a lobby list, the lobby's name, the maximum number of players supported, and the current number of players. You can browse the lobby list using the up or down directional buttons. To join a lobby, press the **X** button over the selected lobby.

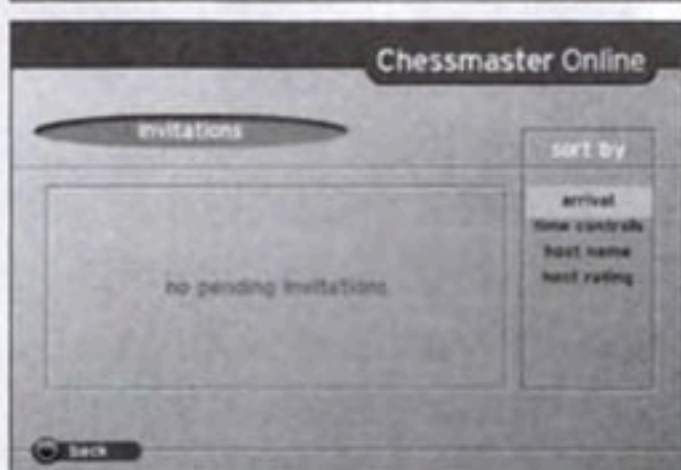
7.3. Playing a Game

After you've configured your network, created a Ubi.com account, and joined one of the lobbies, you will finally arrive at the main Online game menu.






To play an online game, you can either send an invitation to a game or accept somebody else's invitation. For the moment, we'll explain how to accept somebody else's invitation.

Select the Invitations menu option and press the **X** button.



You can now see the list of all the game invitations available. Every invitation button in the list displays the following information:

- Invitation type (private/global). You can read the type in the description line under the invitations list, or you can refer to the symbols displayed alongside the invitation:

-  : Private invitation.
-  : Global invitation.
-  : Rematch.

- The name, rating, and the playing color of the player who sent the invitation (this player is called the "host" of the game).
- The time control type and values.

To accept an invitation, select it using the up or down directional buttons, and then press the **X** button.

If you'd like to sort the list of invitations, use the left or right directional buttons to move between the invitations list and the sort options. Select the sort value you want and press the **X** button. You can sort the list by time of arrival, time controls, host rating, or host name.

After you have accepted the invitation, you'll join the match and be sent to the Online game screen.

7.4. The Online Game Screen







The Online game screen is very similar to the usual game screen you've seen in other game modes – the main difference is in the bottom corners of the screen.






The bottom corners are empty at the start of the game. They are used to display various messages during the game, icons that will warn you about actions that happen during the game, inside the game or outside it. The graphic icons are associated with the R1 or L1 buttons on the DUALSHOCK 2 analog controller, and descriptive texts are displayed next to these icons to help you understand what's going on.

The messages displayed in the bottom left corner of the screen are game-related messages like draw offers, victory announcements, or game disconnections, while the messages displayed in the bottom right corner are lobby-related messages like information messages, invitations received, or rematch invitations. Here are the meanings of these icons:

Game Related Messages

-  Disconnected! / L1 button.
Appears whenever you're disconnected from the game server. Press the L1 button to display a pop-up window and to read more details.
-  Draw Offered / L1 button.
Appears if your opponent offers you a draw. Press the L1 button to display a pop-up window and to accept or reject the draw. If you move, CHESSMASTER considers you to have rejected the draw.
-  Draw Rejected! / L1 button.
Appears if your opponent rejects your draw offer.
-  Draw Accepted! / L1 button.
Appears if your opponent accepts your draw offer.
-  Black Wins! / L1 button.
Announces the winner.
-  White Wins! / L1 button.
Announces the winner.

Lobby Related Messages

-  Rematch! / R1 button.
Appears if your opponent demands a rematch.
-  Lobby Info / R1 button.
Only in Spectator mode. Shows information on the invitations available in the lobby.
-  Invitation! / R1 button.
Only in Spectator mode. Appears when someone sends you a private invitation.

Unlike other game modes, you don't have unlimited time for your first move when playing in Online mode. A timer in the bottom left corner of the screen will count down from 9 to 0; after this, your game timer starts. This allows you to prepare for your first move without giving you an unfair time advantage.

7.5. Watching a Game

To see a list of all the current matches, select the Matches menu option. Every match button in the list displays the following information:

- **Match Type (rated/unrated):** You can read the match type in the description line under the matches list.
- **Spectators Available:** The spectator limit for any match is 10. You can read the current number of spectators in the description line under the matches list, or you can refer to the symbols displayed alongside the match:



Spectator limit not reached.



Spectator limit reached.

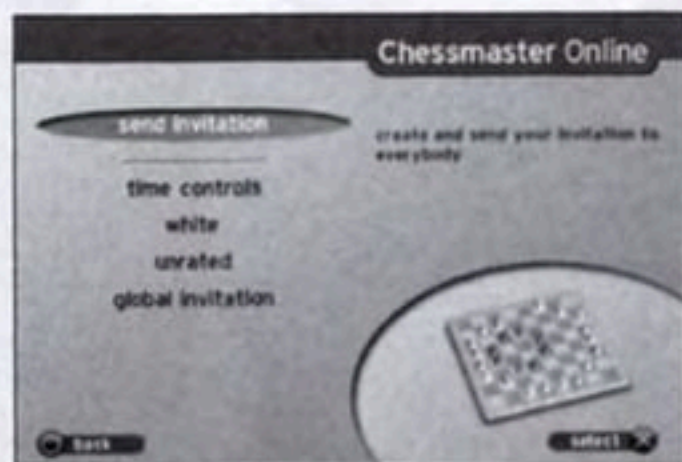
- **The name, rating, and playing color of both players.**
- **The time control type and values.**

To watch a game, select it using the up or down directional buttons; then press the **X** button. To sort the list of matches, use the left or right directional buttons to move between the matches list and the sort options, select the sort value you want, and press the **x** button. You can sort the list by the starting time of the matches, time controls, host rating, host name, guest rating, guest name, or added rating and guest rating.

While you're a spectator in a match, you can still receive private invitations. The lobby messages are displayed in the bottom right corner of the screen; you can press the R1 button at any time to read them.

7.6. Creating a Game

To create a game invitation, select the Create Invitation menu option and press the **X** button. This will send you to the Invitation game menu.



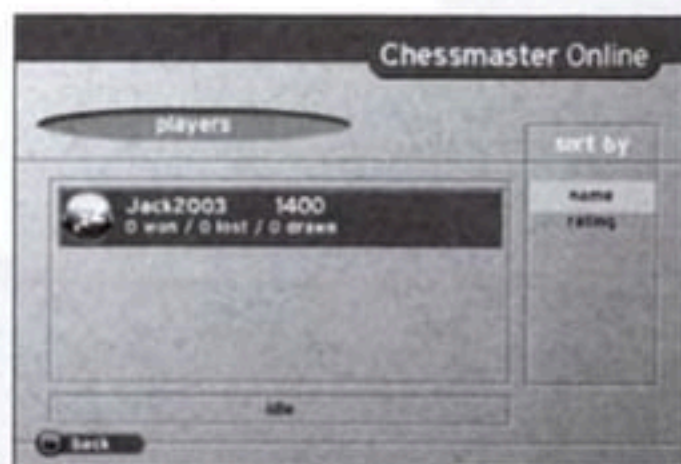
To change the time controls, press the **X** button while the Time Controls menu option is selected. The Time Controls menu is identical to the one used for rated games (see section 5.11. Playing a Rated Game).

To change the color you'll play, press the **X** button on the Color menu option. This button acts as a toggle, switching between white and black. The highlighted pawn in the upper right area will also change.

To change the game type, press the **X** button on the Game Type menu option. This button acts as a toggle that switches between rated and unrated. The description displayed in the upper right corner will also change.

To send your invitation to everybody, set the Invitation Type button to Global Invitation, and then use the **X** button on the Send Invitation button. Your invitation is instantly visible to all of the players currently connected to the same lobby as you are. This way, anybody can answer your invitation, and you'll be able to start your game as soon as possible.

To send your invitation to a specific player, set the Invitation Type button to Private Invitation, and then use the **X** button on the Create Invitation button. Your invitation isn't visible to any player until you select a player from the Players menu in the Online game menu. This list displays all the players currently online.



The following information is displayed for every player on the list:

- Name, rating, and wins/losses/draws statistics.
- Player status (idle/playing/watching, invited/not invited). You can read the player status in the description line under the matches list, or refer to the symbols displayed alongside the player:



Idle.



Playing a game.




Watching a game.


If a small envelope is displayed in the bottom right corner of the symbol, you've already sent a private invitation to that player:




or



To invite a player, select him or her using the up or down directional buttons; then press the  button. You can't invite players who are already playing a match.

You can also send your invitation to all your friends by pressing the  button. To learn more about the concept of friends in Online game mode, read section 7.7. Friends.


To sort the list of players, use the left or right directional buttons to move between the player list and the sort options; then press the  button after selecting the sort value you want. You can sort the list by name or by rating.

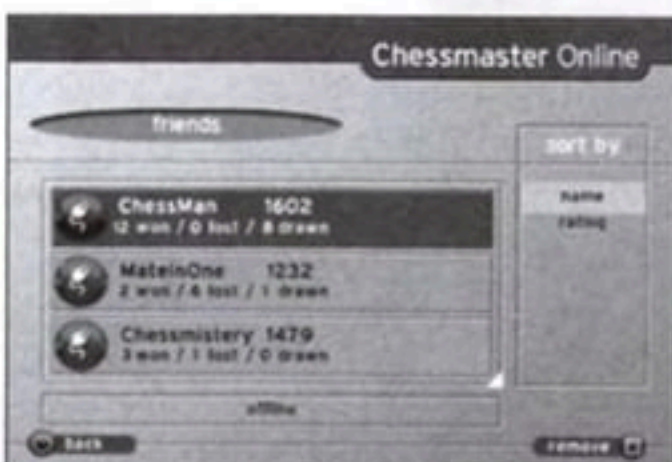
To cancel an invitation, use the Cancel Invitation button that replaced the Create Invitation in the Online game menu.

7.7. Friends

CHESSMASTER offers two advanced tools to help you enjoy your online game sessions.

The first of these is the concept of "friends." A friend is a player you'd like to play again, one you'd care to know if he's online or not, or one you'd like to be able to track and watch his matches.

To add a player to your friend list, go to the player list by selecting the Players menu option. Use the up or down directional buttons to select the player you want; then press the  button. This player is now displayed in your friends list. You can also tell whether a player is your friend or not from the description text at the bottom of the player list.




To see the friends list, select the Friends menu option on the Online menu screen.


Every friend button in the list displays the following information:


- Name, rating and wins/losses/draws statistics.

• Friend status (offline/idle/playing/watching, invited/not invited): You can read the player status in the description line under the matches list, or refer to the symbols displayed alongside the player:



 Offline.


 Idle.

 Playing a game.

 Watching a game.

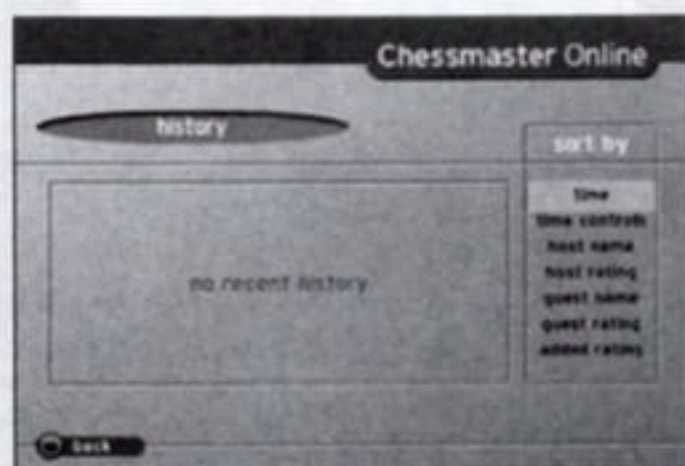
If a small envelope is displayed in the bottom right corner of the symbol, you've already sent a private invitation to this friend:

 or 

To sort the list of friends, use the left or right directional buttons to move between the friends list and the sort options; then press the  button after selecting the sort value you want. You can sort the list by name or rating.

7.8. Session History


The second advanced tool available in Online game mode is the session history. This is a list of all the matches you've played or watched since the beginning of your current online session. It has two main purposes – to let you save these matches and to let you add your opponents to your friends list.




To see the session history, select the History menu button on the Online menu screen.


Every match button in the list displays the following information:


• Your status during the match:

 You've played that game.

 You've watched that game.

- The results of the match, which you can read in the description text under the session history list.
- The name, rating, and playing color of both players.
- The time control type and values.

To save a match that you played or watched earlier, select the History menu option on the Online menu screen, and then browse the matches list and press the  button to save.

To add an opponent to your friends list, select the History menu option on the Online menu screen, and then browse the matches list and press the  button to save.

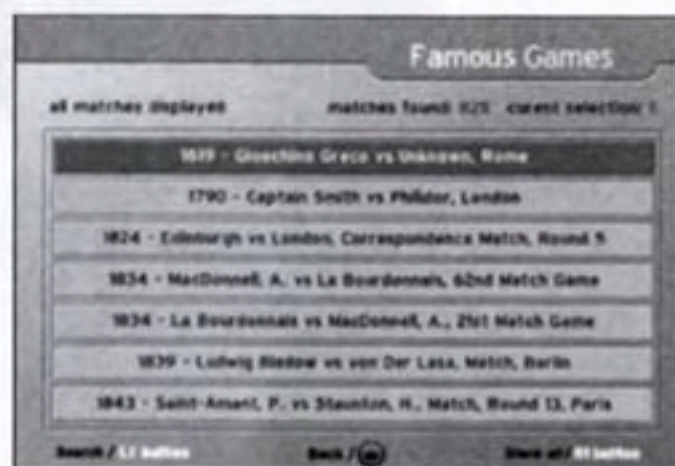
STUDYING FAMOUS GAMES



A great way to study chess is by watching famous games of the past and present Grand Masters. CHESSMASTER offers you a large database of more than 800 games played by the best players in chess history and annotated by GM Larry Evans (among others).

8.1. Watching a Game

The Famous Games menu contains a list of all 825 games in the database.



To scroll through the list, use the up and down directional buttons. You can also scroll through the list one page at a time using the L2 and R2 buttons.

To watch a game, press the **X** button after selecting the game you want from the list. You'll be sent to the game area specific to Famous Games mode.



The game area contains the chessboard and two alternate panels. The Story panel is where all the commentaries are displayed. The Moves panel contains the move list, as well as the navigation buttons: First, Last, Next, and Previous.



To go between the two panels, make sure the panel is selected (the Moves or Story text should be white), and then press the left or right directional buttons.

To go to the first move in the game, go to the First menu option using the directional buttons; then press the **X** button. To go to the last move in the game, navigate to the Last menu option using the directional buttons; then press the **X** button.

To go to the next move, select the Next menu option and press the **X** button.

To return to the previous move, select the Previous menu option and press the **X** button.

When the Moves panel is displayed and a commentary is accessible for the current move, the title of the Story panel will turn red. Keep an eye on this so you don't miss a commentary.

8.2. Searching for a Specific Game

You can filter the games displayed in the Famous Games menu by using the Search tool.

To search for a specific game, press the L1 button. An edit box will appear, and you'll be in editing mode; just use the up and down directional buttons to change the current character, and the left and right directional buttons to move the cursor. You can delete the current character using the **C** button, and insert a character using the **I** button.

Press the **X** button after you've finished entering the search word; the list will refresh, displaying the search results. If there were no results, try using just one part of the word you entered.

To clean up the search and display all of the famous games again, press the R1 button.

CHESSMASTER CHAMPIONSHIPS

CHESSMASTER offers you a simulation of the chess world through Championships – a collection of tournaments grouping opponents of increasing play strength and of various styles.

There are five different championships:

- Apprentices Championship, featuring opponents whose rating is under 1200.
- Initiates Championship, featuring opponents whose rating is between 1000 and 1800.
- Adepts Championship, featuring opponents whose rating is between 1600 and 2200.
- Masters Championship, the strongest one, featuring opponents whose rating is over 2200.
- Style Championship, whose tournaments are based on the opponents' playing style.

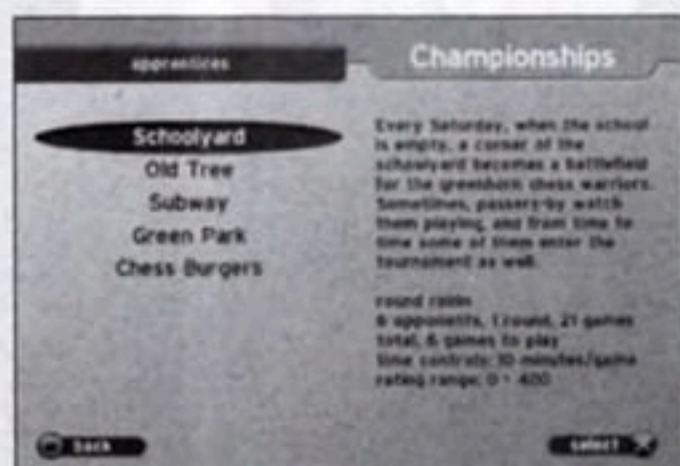
If the 61 available tournaments aren't enough, you can create your own tournament. The only drawback is that, unlike the predefined tournaments, the tournament you create is unrated – your rating and your opponent's rating won't change after each match.

9.1. Playing a Tournament

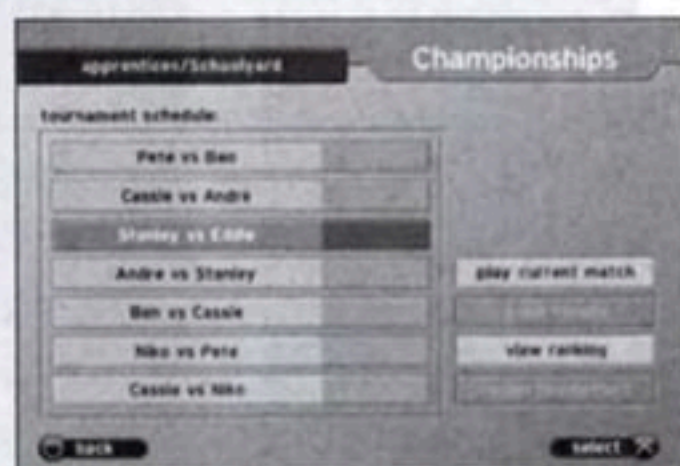
To join a tournament, choose the championship in which you'd like to participate. It's a good idea to start with the Apprentices Championship and work your way up.



You can browse the list of championships using the up and down directional buttons. In the upper right area of the screen, a short description of the championship will display the rating levels covered and the number of tournaments available. Once you've selected a championship, press the **X** button to go to that championship's page.



On each championship's page, you can browse the list of tournaments available and read their descriptions. This time, the descriptions are more complete and include the type of tournament (round robin or swiss), the number of opponents, the number of games, the time controls, and the rating range of the opponents.



When you select a tournament, CHESSMASTER creates a tournament schedule for you.

On the Tournament Schedule menu page, the schedule is displayed as a list. You can browse it one match at a time using the up or down directional buttons, or one page at a time using the L2 and R2 buttons.

To play a scheduled match, browse the schedule to locate that match; then press the **X** button. The selection will go to the four menu options on the right side of the screen. Press the **X** button again on the Play Current Match menu option. You can also get to a group of menu options using the left or right directional buttons.

To view a scheduled match, browse the schedule to locate that match; then press the **X** button. The selection will go to the four menu options on the right side of the screen. Press the **X** button again on the View Current Match menu option. Obviously, you can't view the match in which you are playing.

To get the result of a match without viewing it, browse the schedule to locate that match; then press the **X** button. The selection will go to the four menu options on the right side of the screen. Press the **X** button again on the Quick Results menu option.

To see the current tournament rankings, press the **X** button on any match or use the left or right directional buttons to go to the four menu options on the right side of the screen. Press the **X** button again on the View Ranking menu option.

To yield or resign the current tournament, press the **X** button on any match or use the left or right directional buttons to go to the four menu options on the right side of the screen. Press the **X** button again on the Resign Tournament menu option.

Once you've played or viewed a game in a tournament, CHESSMASTER considers you to have joined that tournament. From this moment onwards, you can't join another tournament unless you finish or yield the current one.

During a tournament match, you can adjourn the game much in the same way as you adjourn a rated game. (See section 5.8 Saving and Restoring Games.) If a game was adjourned, it is marked as adjourned and you can't play or view any other match until you finish it. To resume an adjourned match, browse the schedule list to locate the adjourned match and press the **X** button. Then select the Resume Current Match menu option by pressing the **X** button.

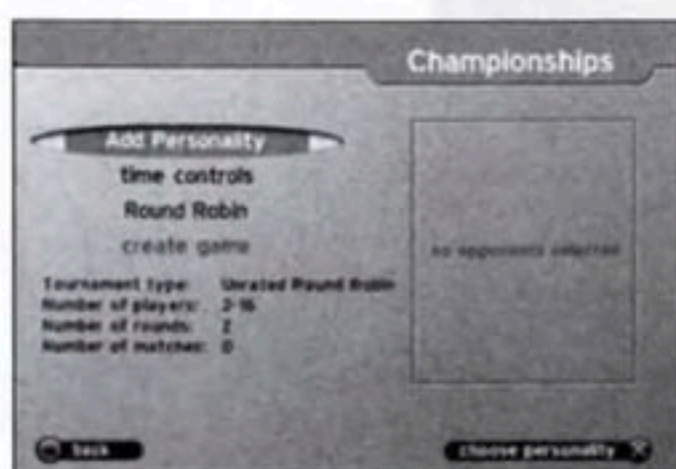
9.2. Unlocking New Tournaments

More than half of the tournaments in CHESSMASTER Championships are hidden. You can face harder challenges as you improve your ranking in each tournament.

To unlock a new tournament, you must place in the first tier in one of the unhidden tournaments. Of course, very few players will be able to unlock every tournament – but the idea behind Championships is to let you realize your own playing ability and push you to surpass yourself.

9.3. Creating Your Own Tournament

To create your own tournament, select the Create New Tournament menu option on the Championships menu page; then press the **X** button. This will send you to the Create Tournament menu page.



On the right side of the screen is the list of opponents that you'll face during the tournament. Initially, this list is empty. To add a computer personality to the list, select the Add Personality menu option and press the **X** button. This will send you to the Choose Opponent menu page. (See section 5.3. Choose Your Opponent.)

To add a human player (including yourself) to the list, select the Add Personality menu option and press the left or right directional buttons to scroll through the player alter-egos you added to the game-world players list in the Login page. Instead of Add Personality, the button will read Add

<name>, with <name> being the name of a saved alter-ego. This way, you can create tournaments to play against your friends.

To remove a player from the list, select the list by using the left or right directional buttons. Browse the list using the up or down directional buttons; then press the **X** button to remove the selected player.

The time controls remain the same for all the matches in a tournament. To change the time controls, select the Time Controls menu option and press the **X** button. Select the time control type you want; then press the **X** button over the edit boxes to enter editing mode. Change the values using the directional buttons, the **O** button, and the **■** button as explained in section 3.1. Creating a Player. Then press the **X** button again to quit editing mode. To get back to the Create Tournament page, press the **O** button.

There are two types of tournaments: round robin and Swiss. In a round robin tournament, each player plays all the other players; in a Swiss tournament, the players are matched according to their progressive scores after each round. To change the tournament type, press the **X** button after selecting the third menu option – the type written on the button will toggle between round robin and Swiss.

To start the tournament, select the Start Tournament button and press the **X** button. The Tournament Schedule menu page will be displayed. You can navigate the schedule, play, or view matches as you do in a Championship tournament. (See section 9.1. Playing a Tournament.)

As in CHESSMASTER Championships, you can only have one user-created tournament running at a time. So, if you adjourn a game in a tournament, you must either finish that tournament or yield before being able to create another one.

The tournaments are adjourned automatically when you have played a game to the end, viewed a game, or adjourned a game. When a tournament has been adjourned, a Resume Tournament menu option replaces the Create Tournament menu option on the Championship page.

To resume an adjourned tournament, select the Resume Tournament menu option and press the **X** button.



CHESS BATTLEFIELD

Originally, chess was meant to simulate battle between two medieval armies; the names and even the shapes of the pieces remind us of this.

The new Chess Battlefield game mode recreates the atmosphere of a fantasy battle played on a checkered battlefield, bringing all the pieces to life and transforming every chess game into a vivid and spectacular confrontation.

The chess sets in this game mode are armies of fantasy creatures fighting each other in realistic 3D environments. You can choose to lead the fearless knights against the bloodthirsty orcs and confront in turn each of the orc leaders, or you might turn the other way around and put an end to the knights' reign. You can play against your friends or just watch the games played by computer opponents.

To enter Chess Battlefield mode, select the Chess Battlefield button in the main menu; then press the **X** button.



10.1. Playing against the AI

To fight a computer opponent, select the single-player mode by using the left or right directional buttons on the game mode menu option. As the game mode changes from single-player to two players or spectator mode, the other menu options will change as well.

First, choose the confronting armies. Use the left or right directional buttons with the corresponding menu options to change the white army and then the black army. You can have any combination of armies you want.

Next, choose the color you want to play by pressing the **X** button on the Color menu option.

It's time to choose your opponent. Press the **X** button on the Opponent menu option; this will send you to a page displaying the 6 different leaders of the opposing army. Use the left or right directional buttons to switch opponents; the description displayed on the right indicates how strong the selected opponent is. When you're done, press the **X** button to select the opponent. You'll be sent back to the Chess Battlefield menu, and the name of the selected opponent will appear on the Opponent menu option.

Finally, select the Fight menu option and press the **X** button to enter the battle.



10.2. The Battlefield Game Screen

The Chess Battlefield game screen keeps the information to a minimum, simulating the feeling of a real battle.

The elements visible on-screen are:

- **The checkered battlefield and the animated chess pieces.** You play chess the same way you do in any other game mode. Place the cursor on the piece you want, select it using the **X** button, and then move the

cursor to the destination square and press the **X** button again.

- **The immediate surroundings of the battlefield.** No matter how badly you want to explore the surroundings, you can't just order your pieces to leave the board. Use the left analog stick to rotate the camera around the board and flip the view to admire more of the landscape.

- **Two war banners containing the opponents' pictures and names.** The current player's banner is highlighted to let you know whose turn it is.

- **A menu trigger.** The symbol of the SELECT button is displayed at the bottom of the screen. If you press the SELECT button during the game, you'll see a menu allowing you to save, load, or quit the game.

There are no timers in this game mode – you can take as much time as you'd like.

To save the game, press the SELECT button; then choose the Save Game menu option.

The game will be saved automatically.

To load a game, press the SELECT button; then choose the Load Game menu option.

The last saved game will be loaded automatically.

To start a new game, press the SELECT button; then choose the New Game menu button. You will start a new game against the current opponent. To quit the current game and go back to the Chess Battlefield menu, press the SELECT button; then choose the Quit Game menu option.



10.3. Playing against a Friend

To fight a human opponent, select the two-player mode by using the left or right directional buttons on the Game Mode menu option.

First, choose the confronting armies. Use the left or right directional buttons with the corresponding menu options to change the white army and then the black army. You can

have any combination of armies you want.

Next, choose the leaders of the two armies. Use the left or right directional buttons with the corresponding menu options to change the leader of the white army, and then the leader of the black army. To be able to select your friend's name, a player with this name must exist in the game-world player list in the Login page. (See section 3.1. Creating a Player.)

Select the Fight menu option and press the **X** button to enter the battle.



10.4. Watching a Battle

You can have a lot of fun watching two computer opponents battling each other.

To watch a battle, select the spectator mode by using the left or right directional buttons on the Game Mode menu option.

First, choose the confronting armies. Use the left or right directional buttons with the corresponding menu options to change the white army and then the black army. You can have any combination of armies you want.

Next, choose the leaders of the two armies. Press the **X** button over the White Leader menu option; this will send you to a page displaying the 6 different leaders of the white army. Use the left or right directional buttons to switch opponents; the description displayed on the right indicates how strong the selected leader is. When you're done, press the **X** button to select the leader; you'll be sent back to the Chess Battlefield menu, and the name of the selected leader will appear on the White Leader menu option.

Change the black army leader in the same manner. When you're done, select the Fight menu option and press the **X** button to enter the battle.



TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems:
<http://support.ubi.com/>

Contact Us by Email

For fastest response via email, please visit our website at:
<http://support.ubi.com/>

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm (Eastern Standard Time). While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:
Ubi Soft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.



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Robin Carr
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PROOF OF PURCHASE



**Chessmaster®
PlayStation®2**

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LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubi Soft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

To order Ubi Soft products in the United States, please call toll free 877-604-6523.

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