Nintendo

GAME BOY®

DMG-N5-USA

THE NEW CHESSMASTER®



INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Thank you for buying The New Chessmaster. Please read this entire booklet for an explanation of the game and helpful playing tips.

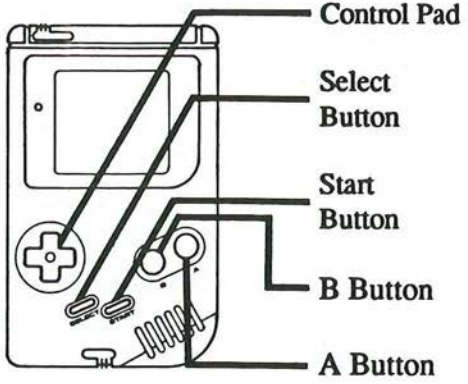
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Chess, the ultimate game of strategy and tactics, has been played around the world for more than 2,000 years. Players from ancient Rome to contemporary China have sharpened their skills to master the game. Now it's your turn to take on The New Chessmaster. He has never been beaten, but he'll help you learn. So, go on...you have nothing to lose. And if you play your pieces just right, you could be the next Chessmaster!

1. Make sure your GAME BOY power switch is off.

2. Insert the New Chessmaster Game Pak as described in your Nintendo Game Boy manual.

3. Turn the power switch ON. The title screen will appear. Press start to begin.



- Use the Control Pad to move the Hand and Selection Arrow.
- Use the Select Button to switch back and forth between the Chessboard, the Actions Menu and the Settings Menu.
- During a game, you can use the Start Button to switch back and forth between the Chessboard and the Data Screen.
- Press the A Button to pick up and release chess pieces and to select items from any Menu.
- Press the B Button to utilize the Take Back/Replay feature of The New Chessmaster.

You can access the Data Screen from the Chessboard by pressing START. The following information will be displayed:

- **Moves:** Shows you the last nine White moves and the last 9 Black moves.
- **Thinking Window:** Lets you know that the Chessmaster is thinking during the game. Moves listed under "Best" represent the best sequence of moves the computer has thought of so far.

- **Hint:** The computer will make suggestions for your next move. Keep in mind, however, that, with experience, you may be able to outmaneuver the Chessmaster and come up with better moves of your own.

- **Captured Pieces Window:** Displays all Black and White pieces captured during play.

The object of Chess is to attack and corner your opponent's King, leaving him no means of escape. This is called a "checkmate" and must be done without leaving your own King vulnerable to capture. Your playing pieces are allowed to move as follows:

KING	Moves one square at a time in any direction.
QUEEN	Moves any number of squares in any direction, as long as her path is not blocked.

ROOK Moves any number of squares vertically or horizontally, as long as its path is not blocked.

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

BISHOP Moves any number of squares diagonally, as long as its path is not blocked.

PAWN Moves one or two squares on its first move. Thereafter, it moves forward (never backward) one square at a time.

Pawns are the only pieces that do not capture in their path of movement. They move forward, but capture diagonally.

Additional Moves

Castling: A defensive strategy in which you move your King two squares towards your Rook. The Rook

will then move automatically one place next to the King towards the center of the board. In order to "Castle," neither the King nor the Rook may have moved previously.

En Passant: An offensive tactic in which a pawn capture is made when your opponent has moved his pawn two squares from the start position to pass your adjacent pawn and avoid capture. In this instance, you may capture the enemy pawn diagonally, as if it had moved one square instead of two. If you do not exercise this option before making another move, the enemy pawn will be safe from En Passant ("in passing") capture.

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

The Chessmaster's default setting pits you against the computer. In this mode, you can begin play immediately. You will play White; the computer takes Black.

The Chessmaster will notify you if you have attempted an illegal move. For example, you will not be allowed to make a non-defensive move if your King is vulnerable to capture ("in check").

When the Chessmaster is "thinking," the Hand will turn into a Light Bulb.

Beginners may wish to select the Teaching Mode within the Settings Menu. This mode displays all legal moves for any piece you pick up.

If you wish to change any of the default settings before starting a game, press SELECT to get to the Actions and Settings Menus. Use the Control Pad to move the arrow to the desired selection and press the A Button to make your choice. You will automatically be returned to the Chessboard Screen. For menu options that offer multiple choices, use the A Button to make your selection, then press SELECT to resume play.

Human Players: Choose 0 to watch the computer play against itself. Choose 1 to play against the computer. Choose 2 to play against a friend.

Change Sides: Lets you take the Black side instead of White when playing against the computer.

Force Move: Lets you force the Chessmaster to move immediately, while it is thinking.

Takeback/Replay: Press the B Button to take back any or all of your previous moves. Press the A Button to replay a move. Press SELECT to terminate this option and return to regular play.

> **Note:** *While in this mode, the Hand will change to a circled T/R symbol.*

Set Up Board: Lets you arrange the pieces on the board. The Chessboard will be displayed with a set of pieces (the "grab bag") along the outer edges of the board.

To remove a piece from the board, use the Control Pad to position the Hand over the piece, press the A button to pick up the piece, move the piece off the board and release it by pressing the A Button again. To add a piece to the board, pick up a piece from the grab bag and drop it over the desired square.

Note: *There are restrictions as to how the board can be set up. A pawn may not be placed on rows 1 or 8. Also, the number of Queens, Rooks, Knights or Bishops that may be placed on the board depends on the number of missing pawns.*

While in Set Up mode, you can access the Set Up Menu by pressing SELECT. To exit the Set Up Menu, press SELECT again. The following options are available from the Set Up Menu:

- **Clear the Board:** Clears the board of all pieces except the Kings.
- **Initial Position:** Places the pieces in position for a new game.

- **First Move White/Black:** Indicates whose turn it will be when you return to the game. Activate this selection to switch between Black and White.

- **Set Up Complete:** Returns you to the game.

- **Abandon Changes:** Returns you to the game and ignores your set-up commands.

Solve For Mate: Asks the computer to examine the current position and determine whether or not a forced mate exists in a given number of moves. You must be

playing against the computer to use this selection. If the computer finds a solution, the corresponding moves are appended to the Move List in the Data Screen and you will be put into the Takeback/Replay mode. You may then view the solution by pressing the A Button as many times as necessary. To interrupt the computer while it is solving for a forced mate, press SELECT.

Mate in 1 Move: Used with the Solve for Mate action. Indicates the number of moves that the computer will use to solve for a forced mate. The setting can range from 1 to 5.

Offer Draw: You may offer the computer a draw, which it will accept or reject. Especially useful when one side is being beaten.

Begin New Game: Starts a new game at any time.

Save Game: Lets you save the current board setup to resume play at a later time. The computer will ask you to enter a password.

Load Game: Lets you retrieve a previously saved game by entering the corresponding password.

Level: Determines the level of game difficulty: There are 16 levels: Newcomer 1, Newcomer 2, Levels 1-13 and Infinite. On Levels 1-13, you will see two numbers that indicate how much time it will take for the Chessmaster to make a certain number of moves. For example, Level 1 is 60 moves in 5 minutes, or 60/5. On the Infinite level, the computer will think about its best move until you activate the Force Move option.

Warning: *DO NOT change the level within a game. The level should be raised or lowered before beginning a new game only.*

Deep Thinking On/Off: When this option is ON, the computer thinks ahead during your turn. When this option is OFF, the computer thinks about its move only during its own turn.

Opening Book On/Off: When this option is ON, the computer will quickly consult its library of over 75,000 moves during the early part of the game.

Teaching Mode On/Off: When this option is ON, the computer displays all legal moves for the pieces you select.

Coordinates On/Off: Lets you display or hide board coordinates along the edges of the Chessboard.

Touching Rule On/Off: Gives you the option of adhering to the strict rule of Chess that states once you touch a piece, you must move that piece.

White Visible/Black Visible: Lets you play "Blindfold Chess" with either Black or White pieces visible.

White on Bottom: The Chessboard may be rotated on the screen so that the White pieces are on the bottom, top, left or right side.

90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

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

   HI TECH EXPRESSIONS
   Attn: Customer Service Department
   584 Broadway, New York, NY 10012

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

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