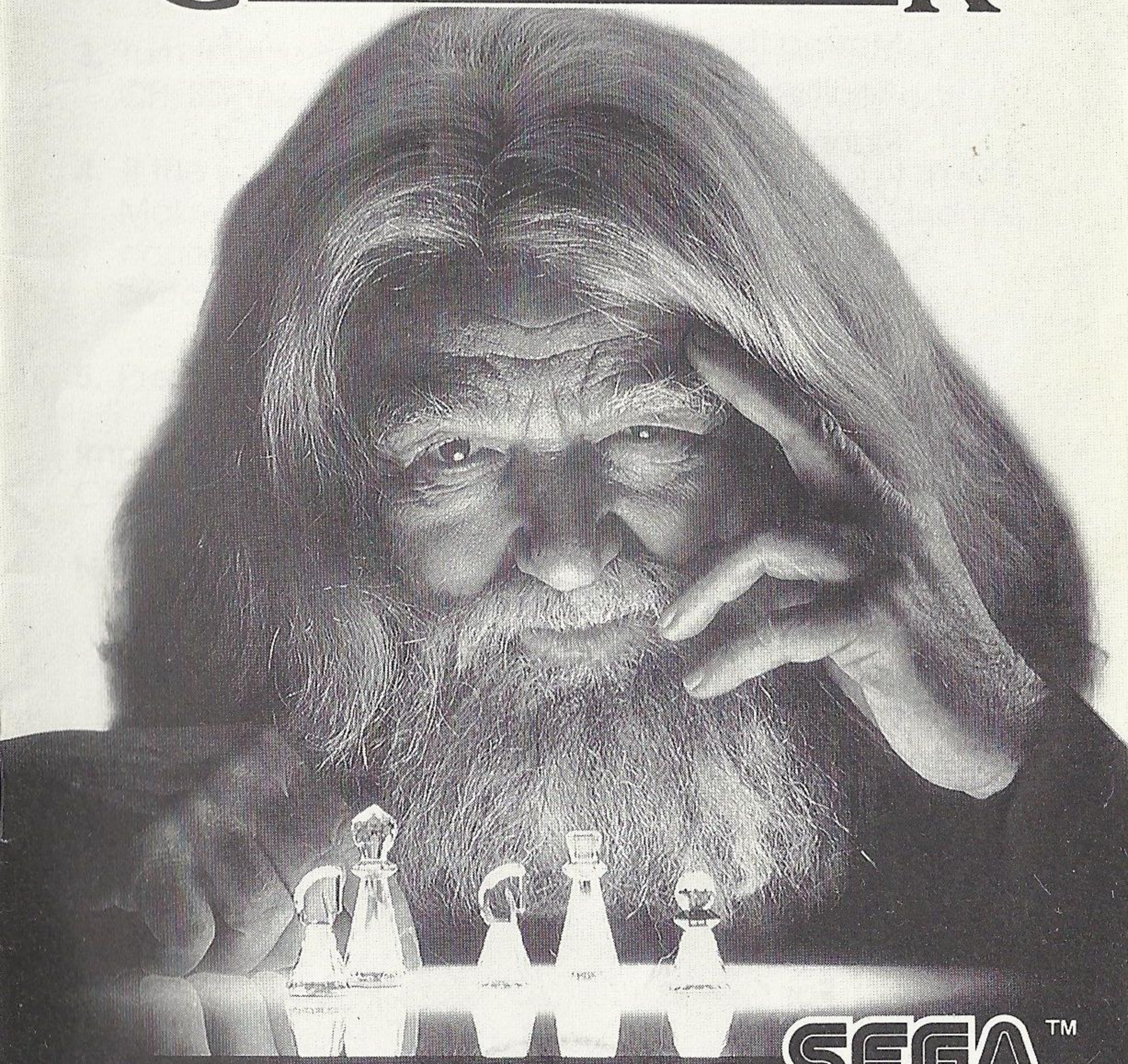
GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

THE CHESSMASTER®



SEGA™

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It's Your Move!

Chess, the ultimate game of strategy, has been played around the world for over 2,000 years. Now you can wrestle with the same moves that have stumped great minds in history from Julius Caesar to Einstein.

Challenge the Chessmaster! He's almost impossible to beat, but he'll help you learn the basics and sharpen your strategy skills. And if you play your pieces right, you could be the next Chessmaster!

For Game Play Assistance, call
1-415-591-PLAY.

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.

2. Make sure the power switch is OFF. Then insert the CHESSMASTER cartridge into the Game Gear unit.

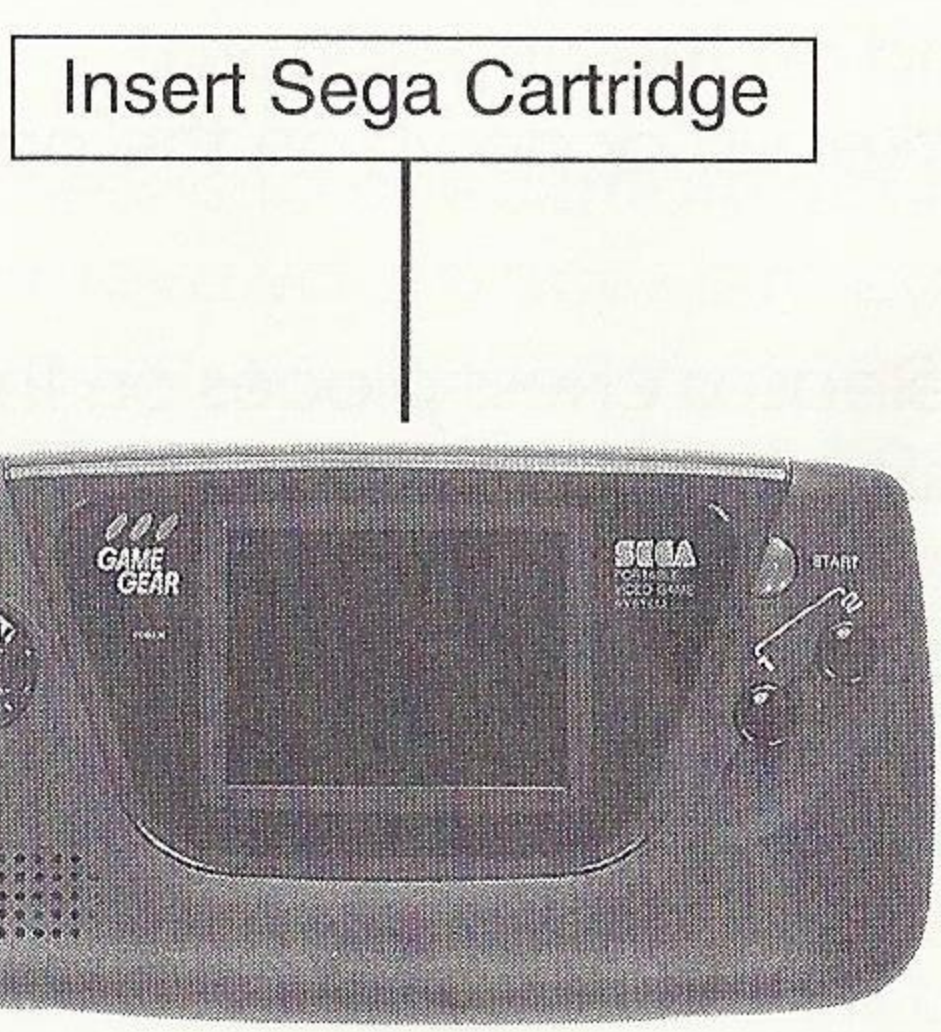
3. Turn the power switch ON. In a few moments, the CHESSMASTER Title and Credits screens will appear.

4. If the screens don't appear, turn the power switch OFF. Make sure your Game Gear is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

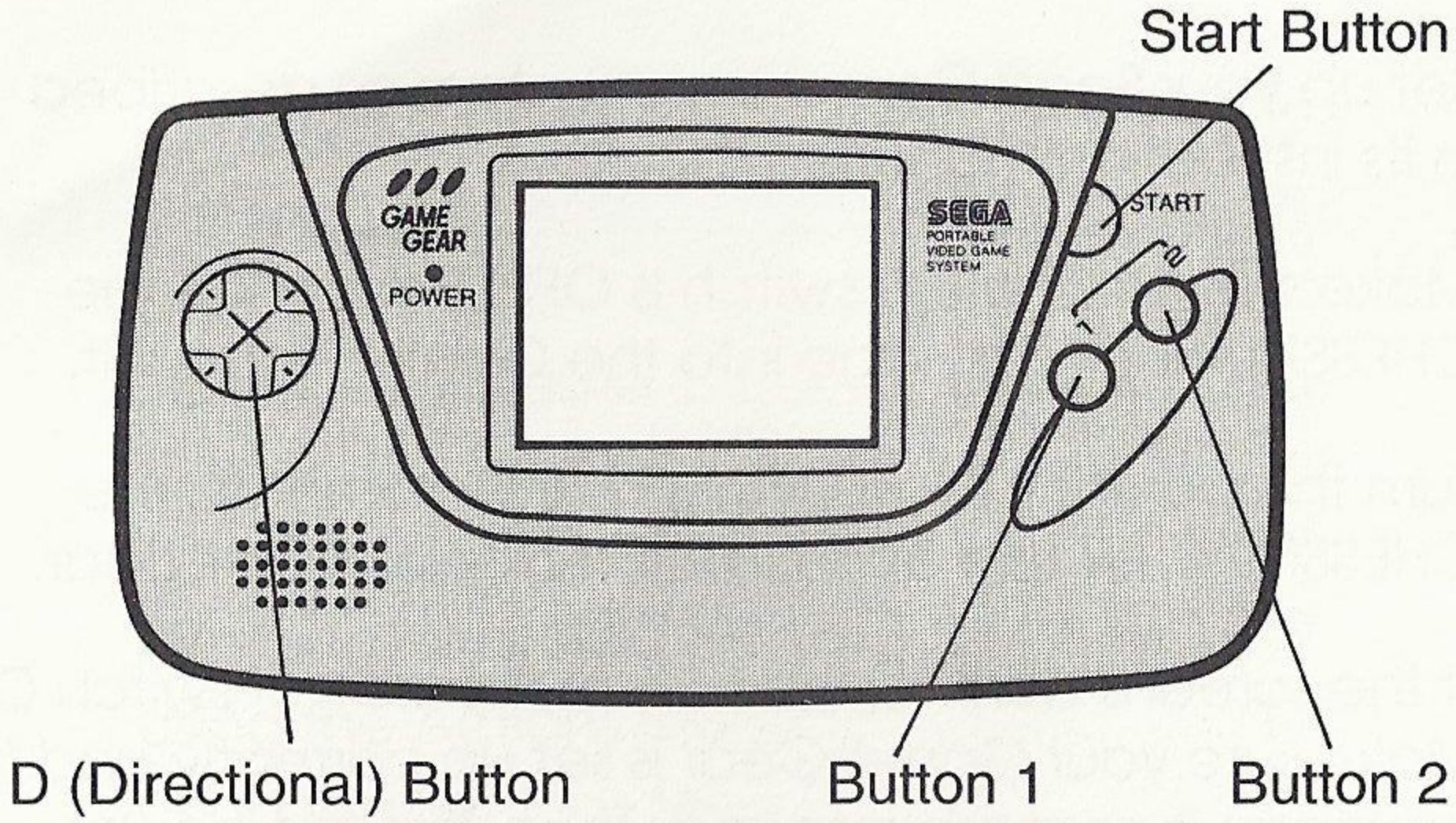
5. Press Start to begin the game.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: CHESSMASTER is for one or two players.



Take Control!



START BUTTON

- Starts the game from the Credits screen.
- Switches between the chessboard and the options menus during play.
- Returns to normal play from Takeback/Replay mode.
- Promotes a Pawn to a Queen during pawn promotion.

D (DIRECTIONAL) BUTTON

- Moves the hand on the chessboard.
- Moves the marker up or down on the options menus.

BUTTON 1

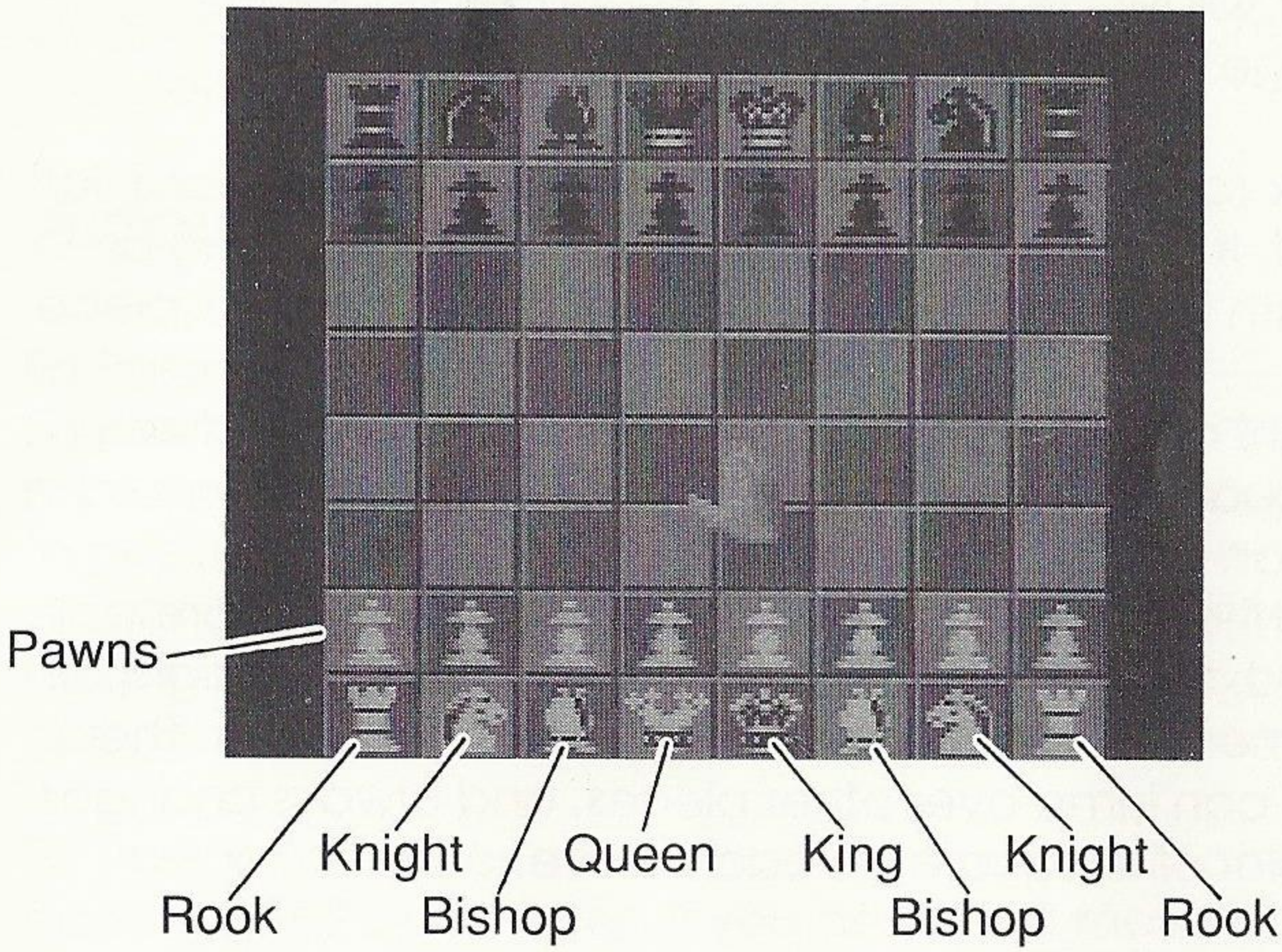
- Picks up and releases chess pieces on the chessboard.
- Closes a message box.
- Cycles through the pieces during pawn promotion. (Press Start to confirm your selection.)
- Selects the setting of a marked option on an options menu, or goes to its subscreen.

BUTTON 2

- Goes to Takeback/Replay mode on the chessboard.

Playing the Game

Press Start at the Credits screen. The chessboard will appear, with all the pieces in place for the start of a new game. Your pieces (White) are at the bottom.



The object of chess is to **checkmate** your opponent's King. You try to move your pieces into position to capture the King, leaving him no means of escape. Meanwhile, you must protect your own King from capture.

Normally, White moves first. Press the D-Button to move the hand, and press Button 1 to pick up and release your chess piece. After you make your first move, the Chessmaster will respond with a move from the Black side of the board. Continue using the D-Button and Button 1 to play through the game.

Moving the Pieces

CHESSMASTER follows classic chess rules for moving the pieces on the board. In Teaching mode, the Chessmaster will show you all the legal moves for the piece you've chosen. (If you try to make an illegal move, the Chessmaster will let you know. Press Button 1 to close the message box, and then move again.)

A **Rook** (or **Castle**) moves straight forward, backward, left or right. It can move any number of squares as long as the path is clear, or until it captures an opponent's piece.

A **Knight** moves in an "L" pattern of two squares plus one square. Its move combines a forward or backward direction with a left or right direction. For example, a Knight can move two squares left and one square forward, two squares backward and one square right, or any other combination that results in an "L" move. The Knight can jump over other pieces, and always changes the color of its square on each move.

A **Bishop** always moves diagonally, backward or forward. It can move any number of squares as long as the path is clear, or until it captures an opponent's piece. A Bishop always stays on the same color squares.

The **Queen** moves in any single direction. It can move any number of squares as long as the path is clear, or until it captures an opponent's piece. The Queen always begins a game "on color," with the White Queen on a white square and the Black Queen on a black square.

The **King** moves in any single direction, one square at a time. The King can never move into **check**, where an opposing piece can capture it on the next move.

A **Pawn** always moves forward. On its first move, a Pawn can choose to advance one or two spaces. After that, it can only move one space at a time. A Pawn captures diagonally, one square to either the left or the right, and then takes the square of the captured piece.

Additional Moves

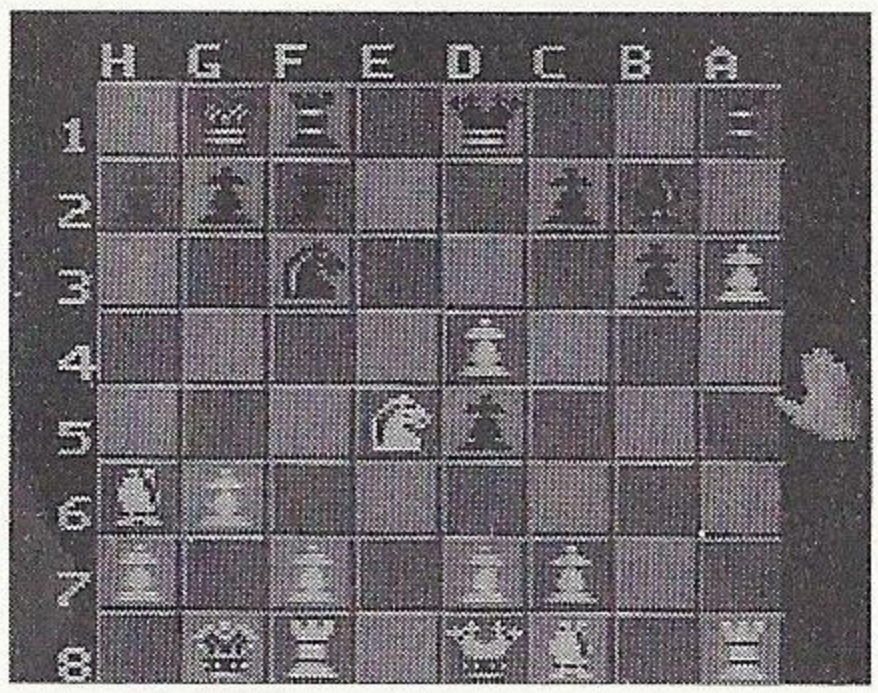
En Passant

En Passant is a Pawn capture, made when your opponent moves a Pawn two squares from the start position to pass your adjacent Pawn. Your Pawn can then move diagonally behind the opponent's Pawn, and still take the piece in capture. The move is the same as if your opponent's Pawn had moved only one square forward.

En Passant captures are only valid immediately after your opponent's Pawn moves. If you decide to move another piece, the En Passant move is no longer legal.



1. Black Rook's Pawn moves two squares forward.

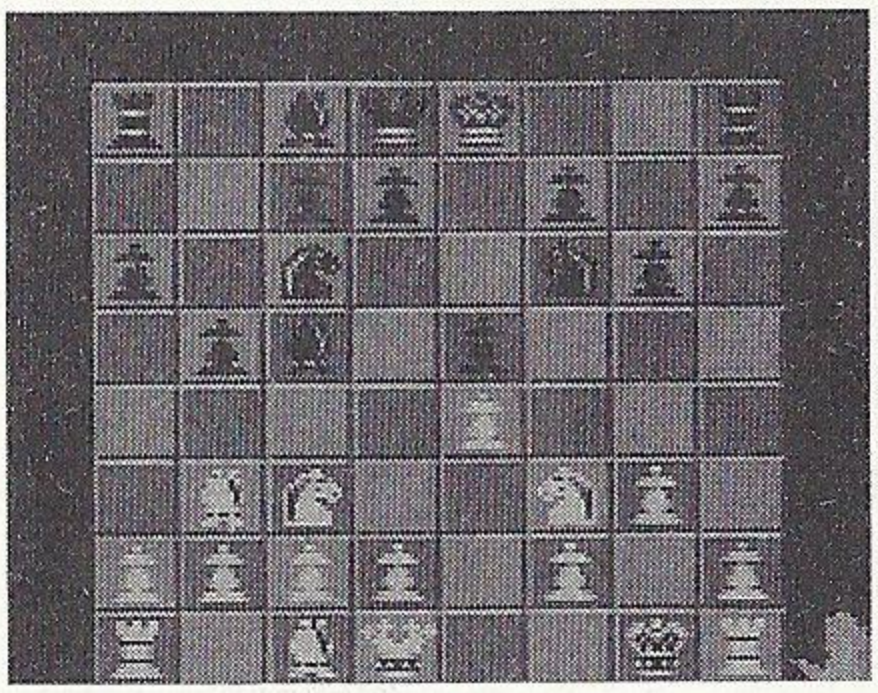


2. White Pawn captures Black Pawn.

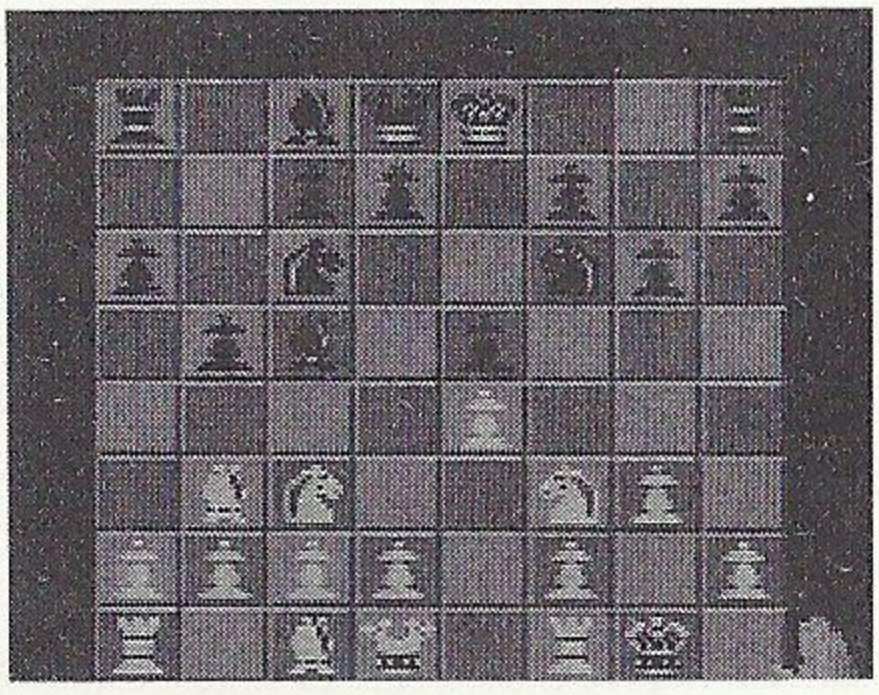
Castling

Castling is a defensive strategy to protect your King. On its first move, place your King two squares toward either Rook. The computer will finish your Castling move by placing that Rook one square on the opposite side of the King. The Rook takes the place that the King would have taken if it had moved only one square.

Castling is legal only when it is the first move for both the King and the Rook, and the path between them is clear. Castling is not legal when the King is in check, or if it moves into check or through check during the move.



1. White King moves two squares right from start, toward the King's Rook.



2. Rook moves one square to the left of the King.

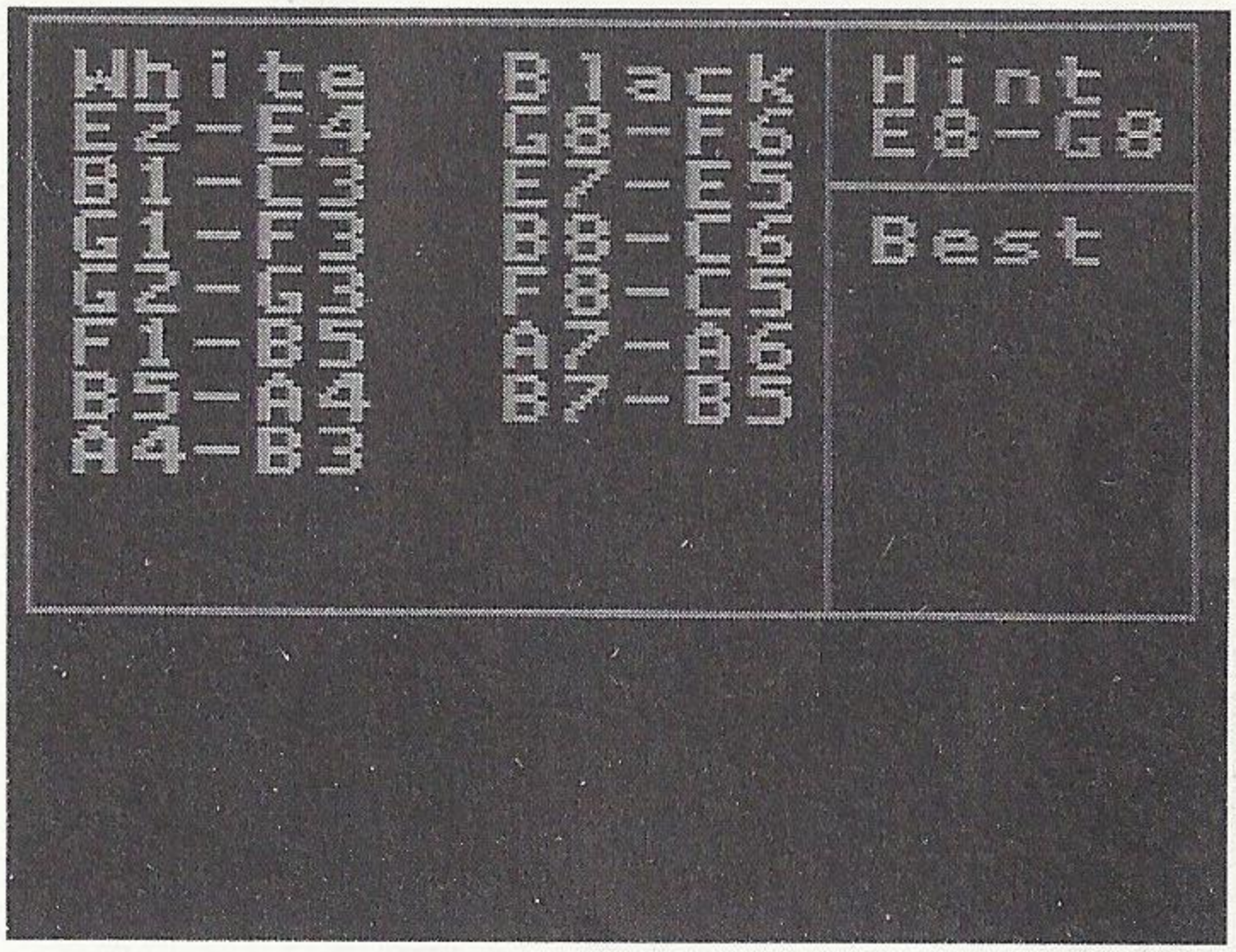
Promoting a Pawn

When one of your Pawns reaches the eighth row, press Start to promote it to a Queen. To promote the Pawn to a lesser piece, press Button 1 until you see the piece you want, and then press Start. (You cannot promote the Pawn to a King.) Depending on the position of your new piece, your opponent's King may now be in check.

Note: Once you promote a Pawn, the Takeback feature (see page 10) will only work for future moves.

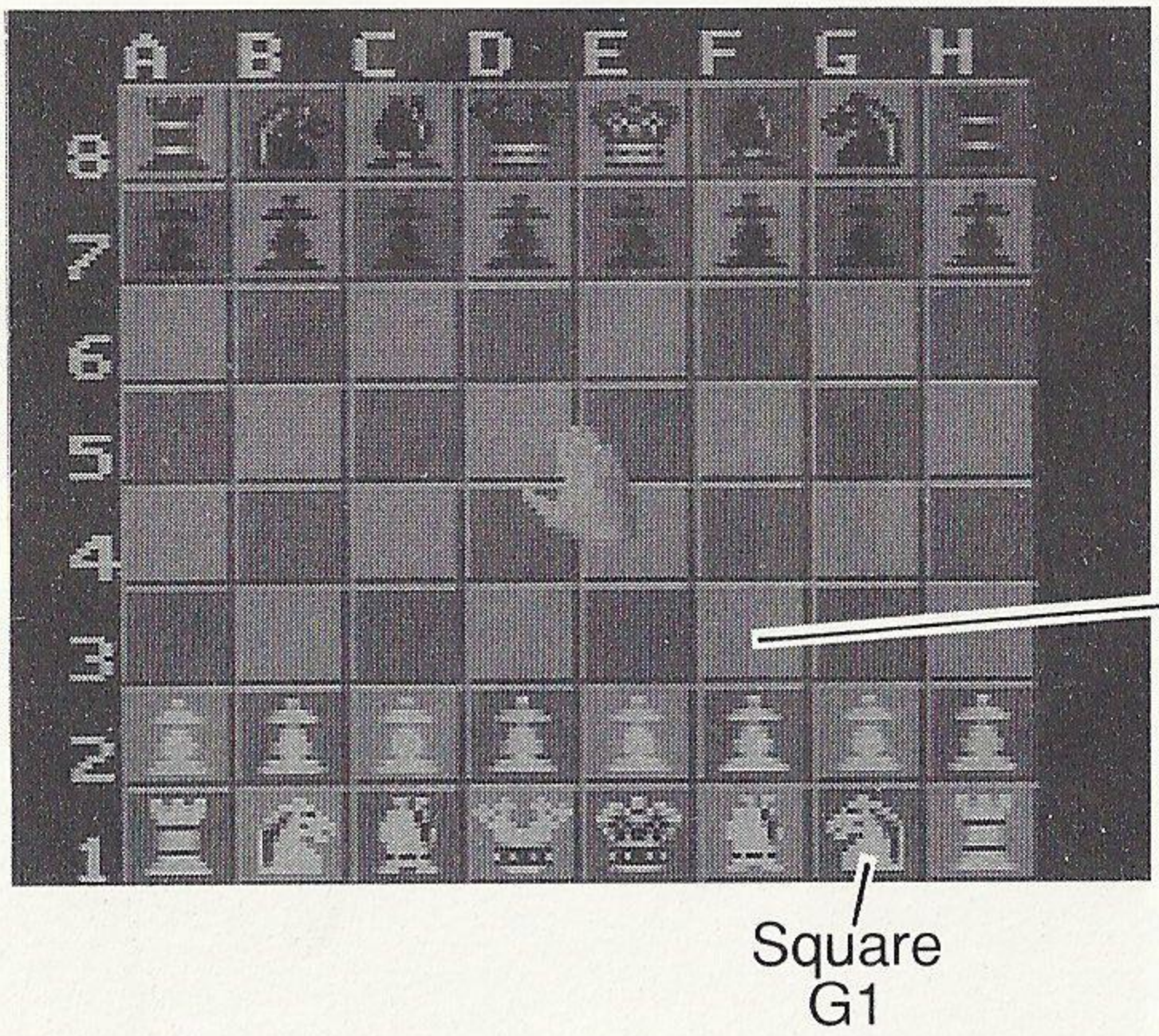
Planning Your Next Move

CHESSMASTER includes a library of over 150,000 classic chess moves. Before you pick up a piece, you can consult the Chessmaster for advice on your next move. Press Start to go to the Advice screen.



On the left, this screen lists all the moves that have been played so far by both sides. On the right, you'll see the Chessmaster's hint for your next move.

The moves are written in coordinates to indicate the squares on the chessboard. The squares from White's left to right are lettered from A to H. A row of left-to-right squares is called a **rank**. The squares from White's first rank to Black's first rank are numbered from 1 to 8. A row of numbered squares is referred to as a **file**.



For example, at the start of a game, the hint **G1-F3** means that the White King's Knight, on square **G1**, should move two squares forward and one square left, to square **F3**.

After looking at the moves, press Button 1 to return to the chessboard. Move a piece, using the D-Button to control the hand, and Button 1 to pick up and release the piece. If you're playing against the Chessmaster, he will respond by moving a piece of his own.

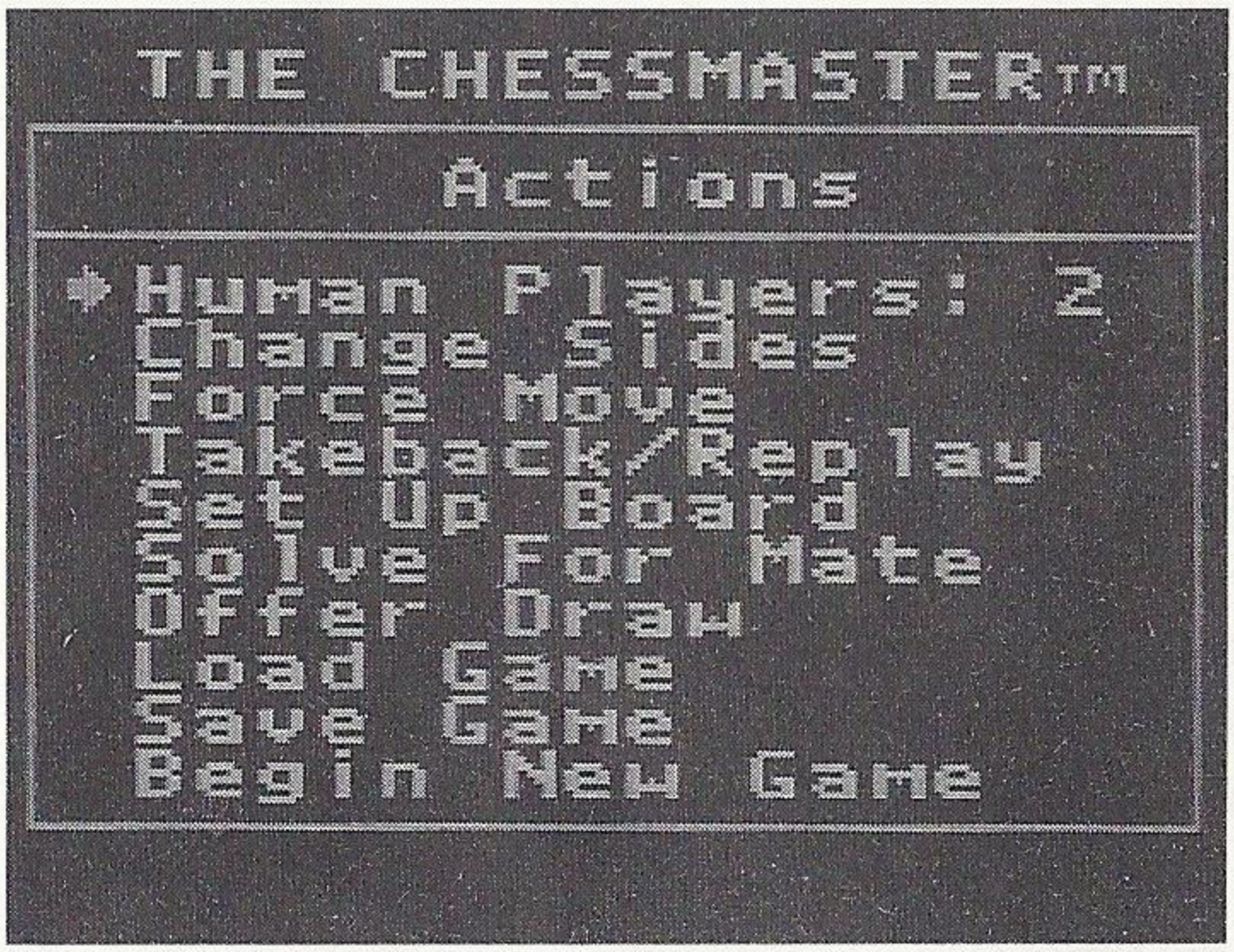
Takeback/Replay Mode

During a game, press Button 2 for Takeback/Replay mode. You can then backtrack, by pressing Button 2 again, to replace pieces in the reverse order they were played. Then replay the same moves by pressing Button 1, or return to normal play by pressing Start.

Using the Actions Menu

CHESSMASTER offers you many different options for enjoying your chess game. Press Start at the chessboard to go to the Advice screen, and then press Start again to see the Actions menu.

Press the D-Button down or up to move the arrow to an option. Then press Button 1 to select the setting of the marked option or go to its subscreen.



Human Players
Choose any one of three settings:

- **0** Watch the Chessmaster play against himself.
- **1** Challenge the Chessmaster.
- **2** Challenge a friend.

Press Button 1 to change the setting, and then press Start to return to the game.

Change Sides
Use this option when playing against the Chessmaster. At the beginning of a game, select it to play the Black pieces instead of the White. During a game, use the option to switch sides with the Chessmaster. To select the option, mark it with the arrow and press Button 1.

Force Move
If the Chessmaster "thinks" too long, use this option to force him to move immediately. Mark the option with the arrow and press Button 1. You can also force his move directly from the chessboard by holding down Button 1 and then pressing Button 2.

Takeback/Replay
Mark this option with the arrow and press Button 1 for Takeback/Replay mode. You can also press Button 2 from the chessboard (see page 10).

Set Up Board
This option lets you set up the chess pieces in any legal arrangement. (See pages 18-19 for instructions.)

Solve for Mate
Use this option when playing against the Chessmaster. It asks him to find a checkmate solution from your current position, within a given number of moves. Set the number of moves from the Settings menu (see page 15). Then mark the Solve for Mate option and press Button 1.

When the Chessmaster finds a solution, he will tell you that a forced mate is possible within the given number of moves. (If he can't find a solution, he'll also tell you so.)

Press Button 1 to close the message box and return to the game. (You can press Start to interrupt the Chessmaster while he is solving for mate.)

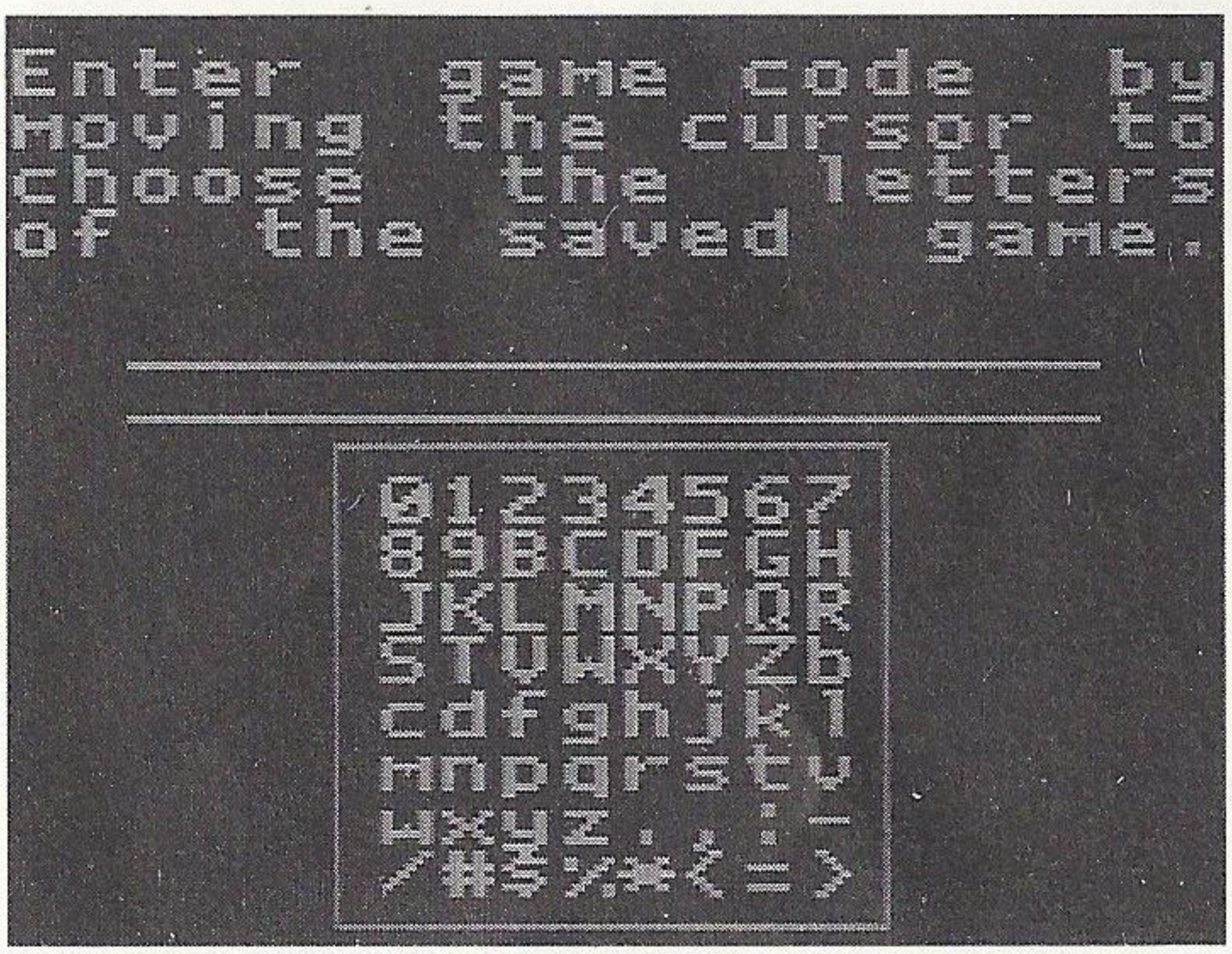
Offer Draw

If it looks like neither you nor the Chessmaster has the advantage, offer him a draw by marking this option and pressing Button 1. The Chessmaster may or may not accept, depending on how he views the game's progress.

Load Game

Press Button 1 at this option to load a game you previously saved with the Save Game option (see page 14).

When the Enter Game Code screen appears, use the D-Button to move the blinking cursor to the character you want. Then press Button 1 to enter that character on the Code line. Press Button 2 to erase one character to the left. After entering all the characters needed, press Start.

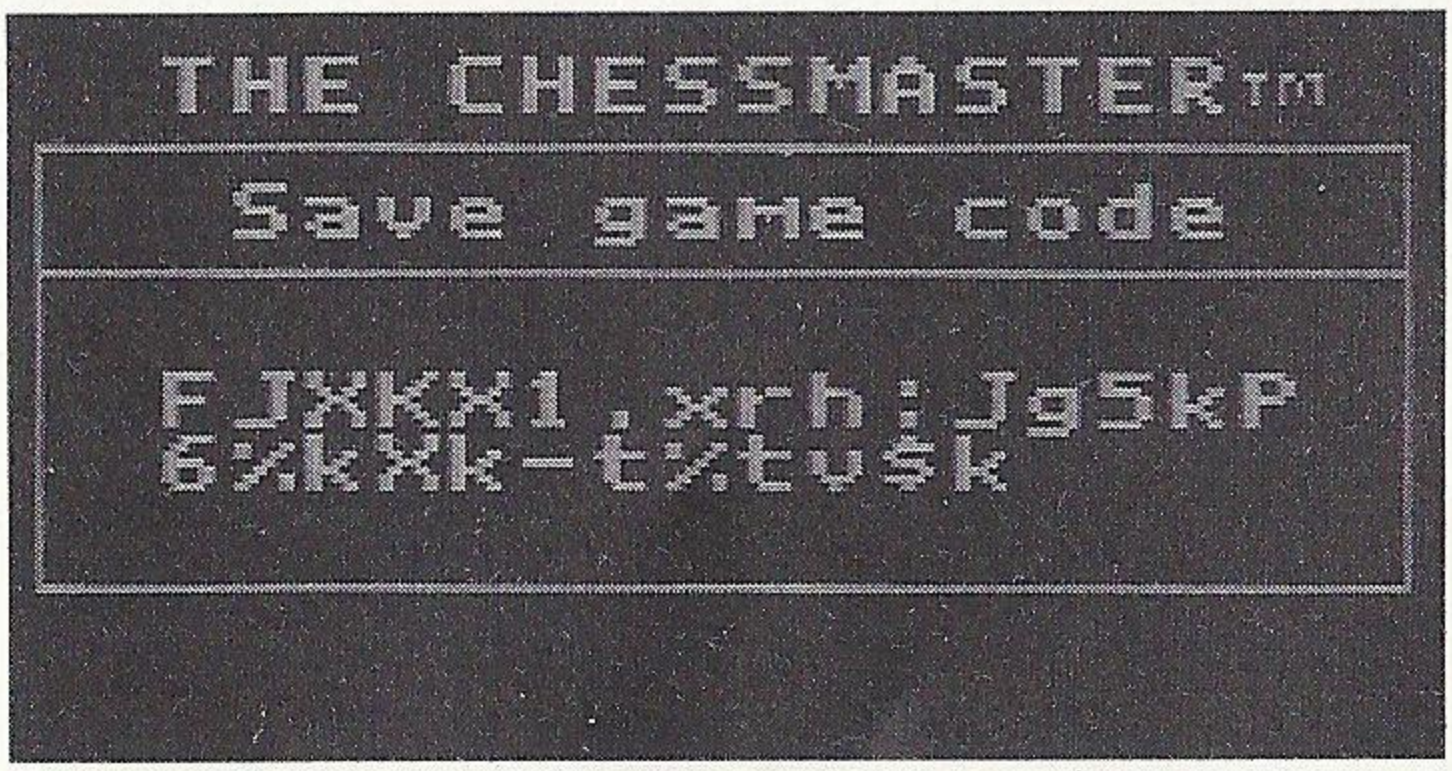


If your code is correct, you'll return to that game on the chessboard. You can now continue playing from the point where you saved the game. If the code is not correct, you can try entering it again, or press Start to cancel the Enter Game Code screen.

Note: Be sure to use the correct upper- and lower-case letters in your code.

Save Game

Press Button 1 on this option to save the current game. Jot down the code that appears, making sure to note whether the letters are upper- or lower-case. Then press Button 1 to return to the chessboard.



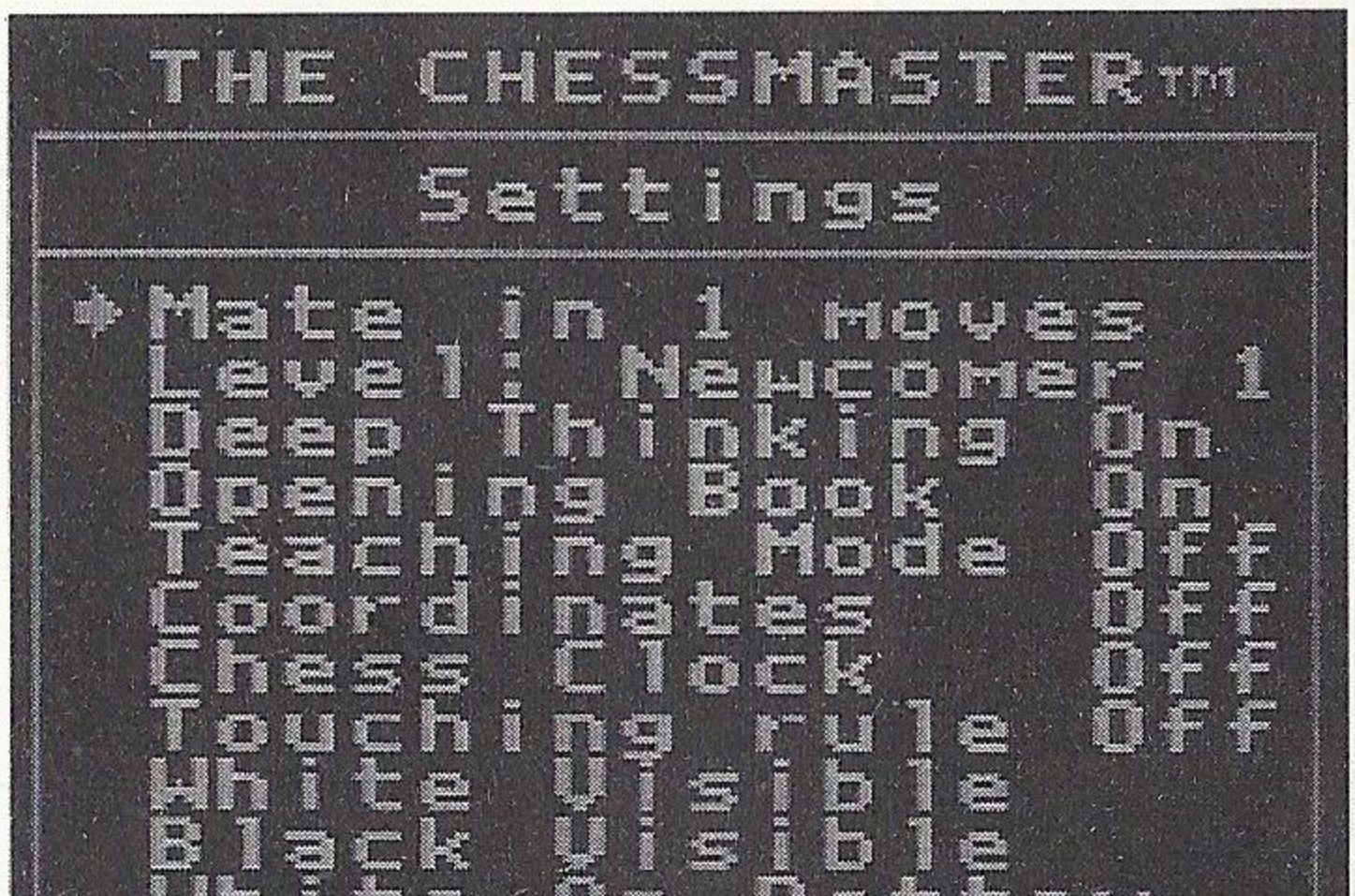
Note: To resume a saved game, use the Load Game option (see page 13).

Begin New Game

Press Button 1 on this option to start the game over from the Title and Credits screens.

Using the Settings Menu

CHESSMASTER has a number of different settings that you can use to increase your chess challenge. Press Start from the Actions menu to go to the Settings menu. Use the D-Button to move the arrow to your selection, and press Button 1 to toggle the setting.



Mate in 1 Move
Select the number of moves, from 1 to 5, that the Chessmaster will use to solve for a forced mate. Use this setting with the Solve for Mate option (see page 12).

Level

Select one of 16 difficulty levels for your game.

- **Newcomer 1 and 2** are the easiest levels.
- **Levels 1 through 13** offer increasing challenges. The numbers next to each level show how many moves the Chessmaster will make in a given time. For example, in **Level 1, 60/5**, the Chessmaster will make 60 moves in 5 minutes.

Level	Difficulty	Level	Difficulty
1	60/5	8	30/60
2	40/5	9	40/90
3	60/10	10	40/100
4	60/30	11	40/120
5	60/45	12	40/150
6	60/60	13	40/180
7	30/45		

- At the **Infinite** level, the Chessmaster will think over his next move until you activate him with the Force Move option (see page 12).

Deep Thinking

When this setting is ON, the Chessmaster will always think ahead about his next move. This gives him more time to develop his strategy. When this setting is OFF, he will only think about his next move when it is his turn.

Opening Book

When this setting is ON, the Chessmaster can consult over 150,000 chess moves to devise his opening strategy.

Teaching Mode

Turn this setting ON to have the Chessmaster show you all your possible legal moves when you pick up a piece.

Coordinates
Turn this setting ON to display the board coordinates 1 through 8 (ranks) and A through H (files). These coordinates are used on the Advice screen to show all previous moves and offer hints about your next move (see pages 9-10).

Chess Clock
Turn this setting ON to display two game clocks, one for each color. The clocks will run in turn, keeping track of each player's time as the move passes back and forth between the colors. White's clock is always on the bottom, regardless of the position of the board. Turn the setting OFF to hide the clocks.

Touching Rule
One of the strictest rules in chess is that you must move a piece you have touched. With this setting ON, the Chessmaster will make sure you keep that rule. Turning the setting OFF lets you release a piece you've already picked up, by pressing Button 1 while the piece is on its original square. You can then move a different piece.

White Visible
Toggle this setting to HIDDEN if you don't want the White pieces to appear on the board.

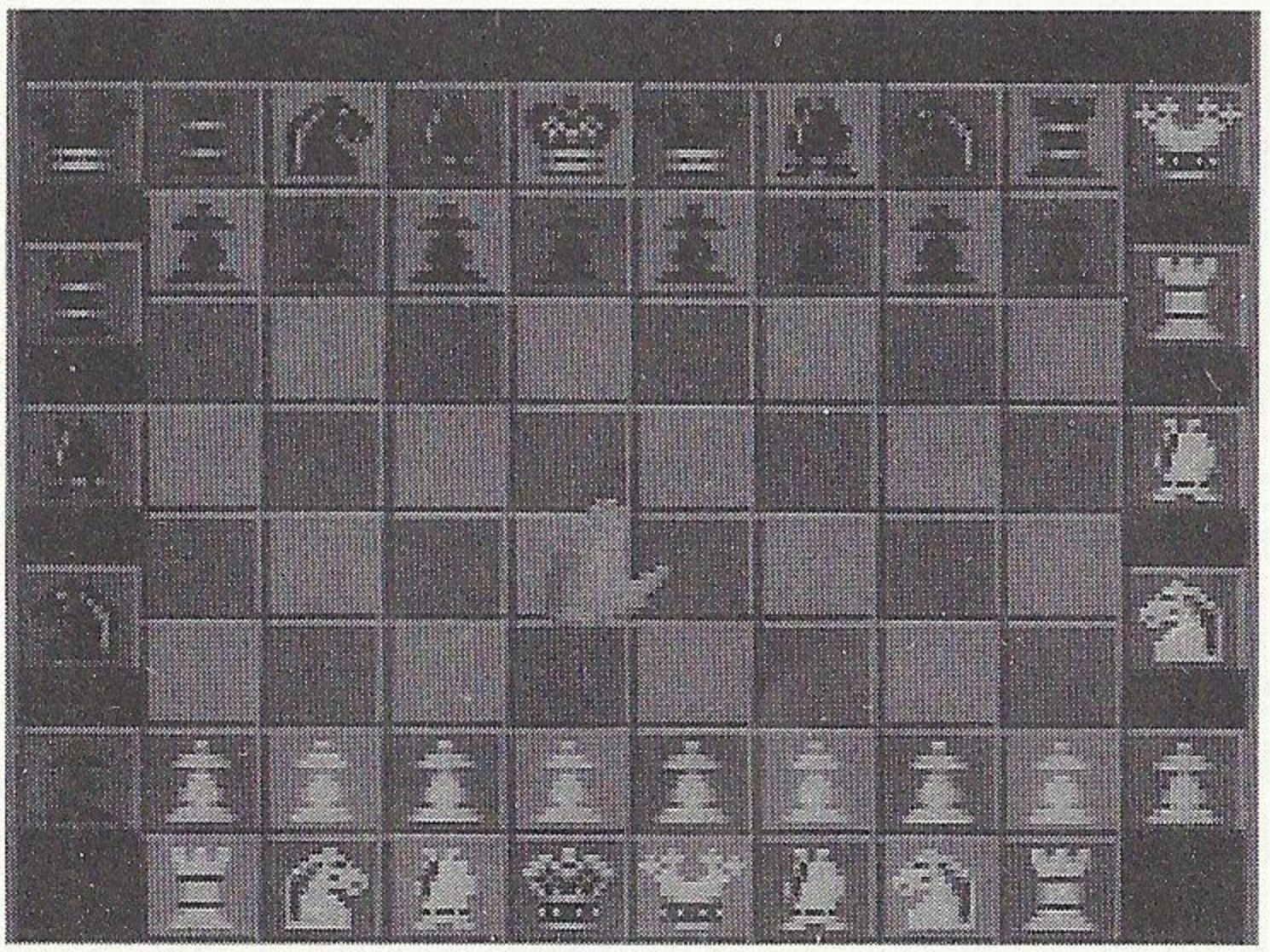
Black Visible
Toggle this setting to HIDDEN when you don't want the Black pieces to appear.

White on Bottom
Use this option to rotate the chessboard. The different settings are BOTTOM, LEFT, TOP and RIGHT.

Using the Set Up Board Option

Use the Set Up Board option to rearrange the pieces on the chessboard. With this feature, you can recreate and study classic chess openings and conclusions. Or, use it to create and solve your own scenarios.

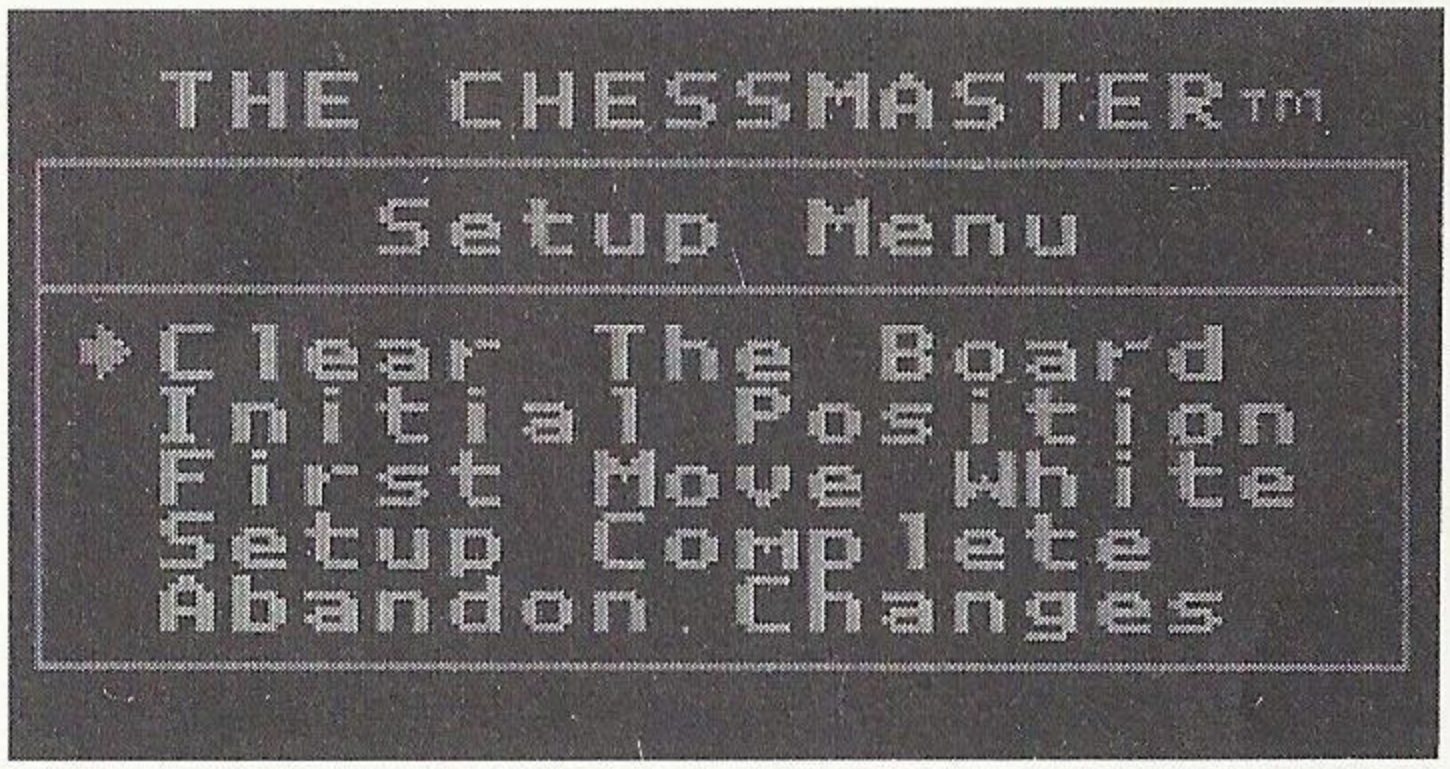
At the Actions screen, mark the Set Up Board option and press Button 1. You'll go to the setup board, which has extra chess pieces arranged along the sides. Use Button 1 and the D-Button to pick up and move any chess piece to a legal position. To add a piece, bring it in from the side. To remove a piece, move it off to the side.



Following the rules of chess, each color can have only one King on the board. Pawns cannot be placed on the first or eighth rank. More than one Queen per color (or two of any other piece) can be added only to replace a missing Pawn, as if the Pawn had been promoted.

Using the Setup Menu

Press Start to go to the Setup Menu. Use the D-Button to mark an option, and Button 1 to select it. (Press Start to go back to the setup board without selecting an option.)



Clear the Board: Use this option to clear the setup board of all pieces except the Kings.

Initial Position: Select this option to position the pieces on the setup board as if for a new game.

First Move White: This option toggles between Black or White having the first move when you return to the game.

Setup Complete: Use this option to return to the game with your new setup in place.

Abandon Changes: Select this option to return to the game without making any changes.

MEMO

MEMO

MEMO

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- 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 break during play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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