

Nintendo

GAME BOY<sup>®</sup>

DMG-N5-USA

# THE NEW CHESSMASTER<sup>®</sup>



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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Published by Hi Tech Expressions,  
584 Broadway, New York, NY 10012



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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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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.

- **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.

- 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.

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.



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.

**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.

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.*

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- **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

**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.

**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.*

**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.







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**Printed in Japan**