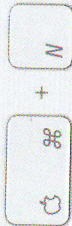
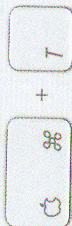


SHORTCUT COMMANDS

Gameplay Shortcuts



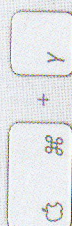
New Game



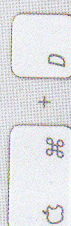
Takeback Move



Replay Move



Playback Move



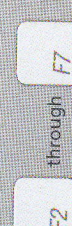
Switch Sides



Force Move

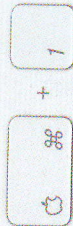


Flip Board



Preset viewing angles

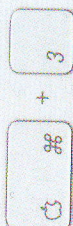
Floating window Shortcuts



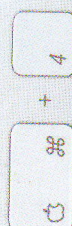
Shortcuts



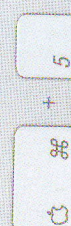
Game Status



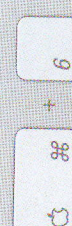
Annotation



Captured Pieces



Visual Thinking



Thinking Lines



Player Profile



Toggle Windows

MANUAL



CHESSTM[™]
9000

TEACHER
MENTOR

ULTIMATE OPPONENT



Published for the Mac by



www.feralinteractive.com



Introduction

Chessmaster is the world's best-selling chess program. Whether you're new to chess software, or a Chessmaster veteran, you'll find that **Chessmaster 9000** is the most comprehensive chess program available on the Mac.

This manual is a quickstart guide to playing **Chessmaster 9000**, providing step-by-step guides for the following:

- Installation and uninstallation.
- Playing Chessmaster for the first time and configuring the playing area.
- Room-by-room walkthrough.

Chessmaster is organized into a series of rooms. This manual introduces each room and the main features associated with it.

For more detailed information on any area of the game, please refer to the PDF manual located inside the "Chessmaster 9000" folder, which is installed on your computer during the **Chessmaster 9000** installation process.

Contents

System Requirements	4	The Library	11
Installation	4	Studying Chess Openings	
Playing Chessmaster 9000	4	The Kids' Room	11
Login Screen	5	The Database Room	12
Puzzle of the Day		Displaying Game Details	
Viewing Player Information		Using the Opening Moves Section	
To view the statistics for a given player		Searching for Games	
Defining Your Room Environment	5	The Chessmaster Live Room	13
How to Design Your Playing Area		To start CM Live using a LAN	
Setting Up Sounds, Voice, and Effects		To start CM Live using a TCP/IP	
Activating Narrated Features		Starting a CM Live session using GameRanger	
Recording Moves with Algebraic Notation		Accepting a Challenge	
		Using the Chat Window	
The Game Room	7	Glossary of Chess Terms	15
Quickstart		Credits	17
Setting Up Game Details		Customer Support	18
Saving and Opening Games		Warranty	19
The Classroom	9	Shortcut Commands	20
Specify Your Level of Instruction			
Practicing Your Openings			
The Tournament Room	10		
Playing a Rated Game			
To create a tournament and save it			
To schedule a tournament			

System Requirements

Minimum	Recommended
Mac OS: Mac OS 10.2	Mac OS 10.3
Processor: 700MHz	1GHz
Memory: 256MB RAM	512MB RAM
Graphics Card: 16MB VRAM	16MB VRAM
Hard Disk: 1.3GB	1.3GB
Controls: Keyboard & Mouse	Keyboard & Mouse
Drive: DVD	DVD

Installation

1. Insert the Chessmaster 9000 DVD into the DVD drive and wait for the "Chessmaster 9000" icon to appear on your desktop.
 2. Double click on the "Chessmaster 9000" icon to open it.
 3. Before doing anything else read the file called "ReadMe", found in your country's flag folder.
 4. Double click on the "Chessmaster 9000 Install" icon.
 5. Follow the on-screen instructions to install the game to your hard disk.
 6. Once installation is complete, the "Chessmaster 9000" folder will open on your desktop.
- Installation is a one-time process that will only take a few minutes.

Uninstall

If, for whatever reason, you should wish to uninstall Chessmaster 9000, simply drag the folder called "Chessmaster 9000" from your hard drive to the Trash and from the Finder menu select Empty Trash.

Playing Chessmaster 9000 for the first time

1. Place the Chessmaster 9000 DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the "Chessmaster 9000" application icon. The game will launch.
2. The opening movie will play. You can skip this video by pressing any key or clicking the mouse. When the movie is over, the Player Login window appears.
3. To begin using Chessmaster 9000, you must register as a player. Click New Player and the Create New Player window appears.
4. The first time you play Chessmaster 9000, you will be allowed to set the level of play. If you know your chess rating, enter it now. This will determine the level of your opponents. If you do not know what your rating is you will be assigned a default rating.
5. In the Player Name box, type the name you wish to use.
6. Click Create. The Chessmaster 9000 Lobby appears with seven icons, or "doors" that lead you into the seven Chessmaster rooms – the Library, Classroom, Tournament Room, Game Room, Database Room, Kids' Room, and CM Live.

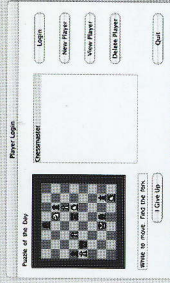
Playing Chessmaster 9000 after the first time

1. Place the Chessmaster 9000 DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the "Chessmaster 9000" application icon.
2. When the Player Login window appears, select your name from the list and click Login. The Chessmaster Lobby screen will become active.
3. Click on one of the seven room icons to enter the room of your choice.

Login Screen

Puzzle of the Day

Before you log in to Chessmaster, you can challenge yourself right away by trying to solve this puzzle. This will change every time you start Chessmaster 9000.



Viewing Player Information

Chessmaster 9000 keeps a profile for each player added to the Player Login window. This tracks the wins, losses, draws, overall ratings, number of tutorials completed and several other statistics.

To view the statistics for a given player

1. Select a player and click the View Player button in the Player Login window, or once inside a room, select Player Profile from the Window menu.
2. Click the appropriate tab to access the statistics you want to view.

Defining Your Room Environment

The many powerful features of Chessmaster 9000 are organized into seven different rooms: The Library, Classroom, Tournament Room, Game Room, Database Room, Kids' Room, and CM Live. Each Chessmaster room provides a set of features that lets you alter its layout.

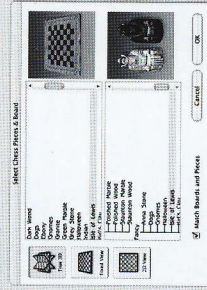
How to Design Your Playing Area

The playing area consists of the chess set, the chessboard, and the Chessmaster 9000 windows that appear in a given room.

You can design the layout of the playing area with any or all of the Chessmaster 9000 features you want. Alternatively, you can use one of the pre-defined layouts that Chessmaster provides. If you choose to design your own custom layout, you can save it to a file and then use it again later.

To design the layout of the playing area

1. Select Options from the menu bar in any room.
2. Select Chess Set. The Select Chess Pieces & Board window will appear.
3. Select the chessboard you want from the top window and the pieces from the bottom window and then click OK. Chessmaster displays the chess set you selected.
4. Click anywhere on the border (or frame) of the chessboard and then drag it to the location you want within the window.
5. If you have chosen a True-3D chess set, you can resize the 3D chessboard. To zoom it in and out, hold down the Alt key and drag the middle of the board, or if your mouse has one use its scroll-wheel.
6. From the Window menu, you can select the windows you want to display in the playing area.
7. At quit Chessmaster automatically saves the current layout of your playing area until you customize it again or replace it by opening an existing layout.



Flipping Your Chessboard

At any time you can flip the chessboard to see it from your opponent's perspective. Simply select Flip Board from the Options menu or press Command-B.

Note: A list of shortcut commands is given on the back of this manual.

Setting Up Sounds, Voice, and Effects

Chessmaster 9000 includes a wide range of audio features that you can control, such as the sound the chess pieces make when you move them on the board or capture another piece and whether or not certain features are narrated. Sound changes are made by selecting Options from the menu bar in any room, then choosing Sounds and making any desired changes. The sounds your pieces make depends on the option you select from the Piece Movement tab in the Chessmaster Sounds window. Click OK to save the changes and return to play.

Activating Narrated Features

Chessmaster 9000 provides a variety of narrated features. You can activate or deactivate these features using the Voice tab from the Chessmaster Sounds options:

Auto-Annotation - Will autplay any Game Analysis or Advice audio to accompany what's currently being displayed in the Game Status and Annotation windows.

Natural Language Advice - Provides spoken advice for your next move.

Illegal Move Commentary - Tells you when you make an illegal move, and why.

Blunder Alert - To listen to this feature's spoken narration, press the Play button after pressing the Why? button to find out why Chessmaster thinks you are making a big mistake.

Recording Moves with Algebraic Notation

Algebraic Notation is the most common method of recording moves in a chess game, combining symbols for the piece and its destination square. Major pieces are uppercase letters (K, Q, B, N, R), while Pawns are referred to only by rank and file — files are lowercase letters "a" through "h", and ranks are numbers 1 through 8. Here is an example: Be5 is Bishop to file e, rank 5, and e5 is Pawn to file e, rank 5.

Algebraic notation records captures with an x (for example, Bxe5), check with a plus sign (+), checkmate with a double plus sign (++) or #, castling Kingside with a O-O, and castling Queenside with a O-O-O. To describe a move in algebraic notation, first indicate the letter of the piece that is moving: K for a King, Q for a Queen, R for a Rook, B for a Bishop, and N for a Knight. If you're moving a Pawn, indicate the file (a - h) and rank (1 - 8) of the piece's destination square.

When a move causes checkmate, this is indicated with a ++ at the end of the move, such as, Rh7++. Checkmate can also be indicated with a number sign (#) in Chessmaster 9000.

In addition to the standard Algebraic notation, Chessmaster 9000 also provides Coordinate, Long Algebraic, Figurine Algebraic, Descriptive, and International notation. Simply choose the type of notation you wish from Notation in the Options menu.

Note: If you are unfamiliar with chess notation, it is recommended that you use the Tutorials in the Classroom to learn about the various methods of recording chess games.

The Game Room

The Chessmaster 9000 Game Room gives you an incredible range of tools in order to play and learn about chess. It is the place to play Unrated games for fun, to hone your skills and to improve the different aspects of your game. In this room, you can take advantage of Chessmaster 9000's sophisticated Blunder Alert feature and set the level of advice you want from Chessmaster's analysis features.

QuickStart

If you want to jump right in and play chess, simply click on the QuickStart Button in the Shortcuts window and Chessmaster 9000 will set up an Unrated game for you, based on your current chess rating.

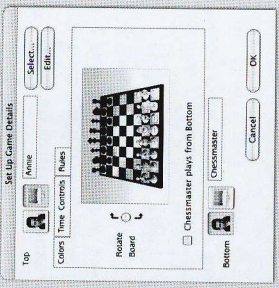
Setting Up Game Details

If you want to modify the details of your game, you can also play an Unrated game by selecting New Game from the Game menu or choose the New Game shortcut button.

Chessmaster 9000 offers more than 150 unique opponents from beginner to Grandmaster level, each with their own distinct playing style. You can also play against a real player, or create a customised personality.

To Play an Unrated Game in the Game Room

1. From the Game menu, choose New Game.
2. To setup a game against a computer player:
 - a. Click the Computer button next to the left of the Top opponent text box, and then click the Select... button.
 - b. Scroll through the list to view the available personalities. Use the Filters tab to specify the criteria for your opponent.
 - c. Click on the Info tab to view the biography and playing style of the current opponent.
 - d. Select the opponent you want to play and then click OK. The name of the opponent you selected appears in the Top opponent text box of the Setup Game window.



Or, to specify a human player as your opponent:

- a. Click the Human button to the left of the Top opponent text box.
 - b. Type the name of your opponent in the Top opponent text box and click OK.
3. Click on the Time Controls tab and then select a time control method to determine how much time is given for individual moves and/or the entire game.
 4. Click on the Colors tab to specify your chess piece color and the side on which you want to play. If you are White, you need to make the first move. If your opponent is White, you must wait until your opponent moves.
 5. Click OK and the Setup Game Details window will close and you will return to the main game screen.
 6. Move the cursor over the chessboard. Once it is over a chess piece the cursor changes to a hand. Click the chess piece you want to move and hold down the mouse button to drag the piece to its destination square. Release the mouse button to place the piece on the desired square. This is the default way to move pieces.

7. You can also choose the Two-Click Moves option, which lets you move pieces by clicking once to pick up the piece, and clicking again to drop the piece on its destination square. To access this option, go to the Options menu, select Chess Board and click the Function tab.
8. If you make an illegal move, Chessmaster returns the piece to its original square. Turn on the Illegal Move Commentary to hear why the move is illegal.
9. If you make a mistake in the Game Room, you can choose Takeback Move from the Actions menu.

Saving and Opening Games

Chessmaster 9000 lets you save the current game (completed or not) to a Chessmaster Game (CMG) file or to a Portable Game Notation (PGN) file.

Use PGN if you want to open the game in a text application, or another chess program, as the PGN format is the recognized standard for saving a chess game.

To save a game

1. From the File menu, choose Save Game.
2. From the Save As window, specify the folder where you want to save your game.
3. From the Format pop-up list, choose a file type for your game. Select Chessmaster Game if you want to open the game later in Chessmaster 9000. Select PGN Game if you want to open the game to another chess application.
4. In the File Name box, type a name for the game you're saving. You can use the default (based on players and the date) or type your own.
5. Click Save.

To open an existing game

1. From the File menu, choose Open Game.
2. From the Open window, specify the folder that contains the game you want to open.
3. Select the game you want to open and click Open.
4. Chessmaster then opens the selected game on the chessboard.

For more details on the features of the Game Room please refer to the full PDF manual located in the "Chessmaster 9000" folder.

The Classroom

Whether you're a beginner, intermediate, or advanced player, you'll find the tools you need to improve your chess game in the Chessmaster 9000 Classroom. There are tutorials on everything from the basics of moving the pieces, to the intricacies of pawn structure and how to set up a Kingside attack.

Specify Your Level of Instruction

1. Click on the Beginning, Intermediate, Advanced or Josh tab in the Classroom Curriculum window.
2. Select a specific area of instruction.

If you're a beginner, you can choose from a number of tutorials or drills. As an intermediate player, you can choose from more complex tutorials and drills, take the Larry Evans Endgame Quiz, challenge yourself with a rating exam, or practice your openings. If you're an advanced player, you can try more advanced drills, and check out special features such as Bruce Pandolfini's Match the Masters, or John Nunn's Chess Puzzles.

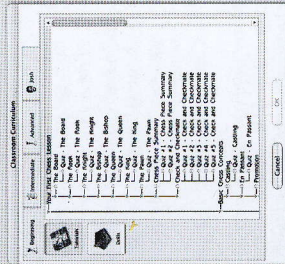
Practicing Your Openings

Opening moves in chess have been studied and improved upon for hundreds of years. Chessmaster 9000 recognizes over 2,200 opening book lines, and you can practice any of these openings in the Classroom.

To practice an opening book sequence

1. Click the Intermediate tab in the Classroom Curriculum window.
2. Click Practice Openings, and then click OK.
3. Click the arrows to expand and collapse openings and variations.
4. You can search for a specific opening by entering a word such as "Indian" or "Gambit" into the Search box and clicking the Search button. This brings up a list of opening books that have that word in their name.
5. Select the practice opening you want, and then click OK.
6. You are then instructed in the selected opening.
7. At any time, click on Hint, and Chessmaster will advise you on the next move in the sequence.
8. Chessmaster lets you know when the practice is finished.
9. Click on New to select a new opening book to practice.
10. Click Cancel to return to the Classroom.

For more details on the features of the Classroom please refer to the full PDF manual located in the "Chessmaster 9000" folder.



The Tournament Room

In the Tournament Room, you can set up tournaments and play Rated games. Unlike Unrated games in the Game Room, Rated games affect your overall chess rating. So, everything counts - there's no taking back moves, no advice, no coaching and no hints. It's just between you and your opponent.

Playing a Rated Game

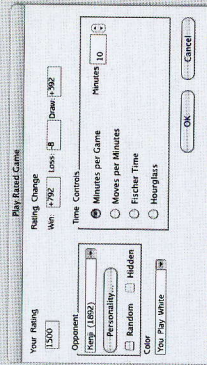
1. Click on the Rated Game button in the Shortcut window, or select Rated Game from the pull-down menu.
2. Choose your opponent from the list.
3. On the upper right are three numbers, showing the effect on your rating should you win, lose, or draw against the selected opponent.
4. Click Personality to view the details for each opponent.

Note: Until you have played 20 Rated games, your chess rating is "provisional" and you can only challenge opponents within 400 points of your score in an upward direction. You can challenge any lower-rated opponents you like.

5. Select a time control (Minutes per Game, Moves per Minutes, Fischer Style)
6. When you play a Rated game, Chessmaster doesn't assign you a default colour. You can either specify a colour, or ask Chessmaster to randomly assign you a colour.
7. When you are happy with your settings click OK to start the game.
8. If you are white move a piece to start the game, otherwise wait for your opponent to make the first move.

To create a tournament and save it

1. From the Game menu, choose New Tournament... or select Tournament from the Shortcuts Window.
2. Select the Tournament Type
 - In a Round Robin tournament, each player plays all the others.
 - In a Swiss event, the players are matched according to their progressive scores after each round.
3. Chessmaster 9000 displays the maximum number of participants allowed in each type of tournament.
4. Check the Rated Tournament check box, if you want the tournament results to affect the human participants' overall rating.
5. Specify a time control. This will be followed for every game in the Tournament.
6. Click Next and then choose the tournament participants.
7. From the right column, select the opponent you want to add as a participant and click the arrow pointing left. The selected opponent appears in the left list of tournament participants.
8. Repeat this step for every opponent you want to add.
9. If you want to remove a participant, click the arrow pointing right.
10. If you want to check out the playing style, or biography on each available opponent, click the Personality button. Afterwards, click Next.
11. To add random computer players type the average rating into the Rating text field and use the rocker switch to set the number of Random players. Click Next >



12. Now add any human players (such as yourself) to the tournament list of participants, using the same procedure outlined in step 7. Then click Next again.
13. In the # of Rounds box, type a number. Chessmaster displays the number of games in the tournament, depending on the tournament type and number of rounds you specify. Then click Finish.
14. In the Save As window, specify a location and name for the saved tournament. Then click Save. Chessmaster saves the tournament as a CMT (Chessmaster Tournament) file with your specifications.

To schedule a tournament

1. Normally, you will see the Tournament Schedule immediately after you create a tournament and save it.
2. If the Tournament Schedule isn't open, choose Schedule Tournament from the Game menu.
3. If the tournament includes human players, click Select, which requires that you manually start all the rounds in the tournament. When a round ends, the Tournament Schedule reappears, prompting you to select the next round.
4. If the tournament includes only computer players, click Auto and Chessmaster will schedule and play the tournament rounds for you.
5. Once you click either Select or Auto, the selected round begins. White moves first.
6. Once all rounds of the tournament are complete, the Tournament Results will appear, displaying wins, losses, draws, total game points for each round, and the overall score of each participant.

For more details on the features of the Tournament Room please refer to the full PDF manual located in the "Chessmaster 9000" folder.

The Library

Chessmaster 9000 provides a library of more than 800 classic games, which span four centuries of master-level chess. Many of these games are annotated by five-time US Champion GM Larry Evans, so that you can learn from and enjoy games played by the best players in chess history.

To view a Classic Game click on the Classic Games button in the Shortcut window.

Studying Chess Openings

An Opening Book is a repertoire of opening moves and counter moves. Opening Book theory has been improved upon by great chess masters for hundreds of years, and these files are available for you to study in Chessmaster 9000 for your own chess development.

Chessmaster has compiled a single-master Opening Book Reference, which you can think of as an encyclopedia of known opening moves. To get the most out of the Opening Book Reference, you should use it in conjunction with the Game Status window and Annotation window. The Game Status window lets you scroll through the moves in the Master Opening Reference using the VCR buttons. The Annotation window lets you review and listen to annotations on each individual move.

To use the Opening Book Reference

1. From the Openings menu, choose Chessmaster Book Reference... or select Opening Book Ref. from the Shortcuts Window.
2. Use the Opening Moves window at the bottom to review the possible opening moves and counter moves. The chessboard updates as you select different moves in the tree.

For more details on the features of the Library please refer to the full PDF manual located in the "Chessmaster 9000" folder.

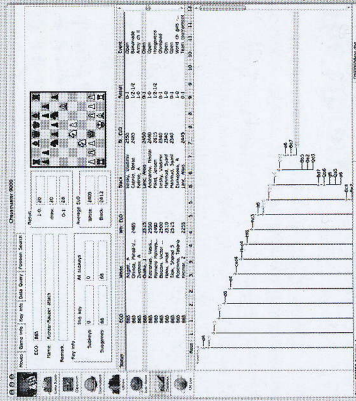
The Kids' Room

The Chessmaster 9000 Kids' Room has been designed to help children learn chess easily and improve their playing skills quickly. In the Kids' Room you can do a little of everything that Chessmaster 9000 has to offer. You can learn chess basics and practice what you have learned using the simplified chess drills; you can play chess against computer opponents; and you can earn Master Class points for the lessons you complete and the opponents you beat.

For more details on the features of the Kids' Room please refer to the full PDF manual located in the "Chessmaster 9000" folder.

The Database Room

The Database Room contains a huge database of over 500,000 chess games, including Grandmaster-level games from 2001 and 2002. When you're in the Database Room, you can perform simple or complex searches for chess games played throughout history, and even create your own database of games. You can use the database to view detailed information on each game, including the move list, game results, events and player ratings. You can also analyze game openings, add and delete games, export games and search for games by opening line, board position, or multiple search criteria.



Displaying Game Details

The Database Room consists of a menu bar and five tabs: Moves, Game Info, Key Info, Data Query, and Position Search. Each tab is divided into three sections:

The top section changes according to the tab you select. For example in its top section the Moves tab displays a moves list and chessboard for the currently selected game in the Game List section. The moves list always uses Algebraic notation. You can use it to view the corresponding moves on the chessboard.

The middle section, called the Game List section, appears the same for all tabs. It lists all the games in the current database. (The Chessmaster 9000 game database is the default.)

The bottom section, called the Opening Moves section, also appears the same for all tabs. It shows a tree of possible moves for the opening selected in the Game List section.

Using the Opening Moves Section

The Opening Moves section displays the opening moves for the game selected in the Game List window. If the currently selected game has an ECO rating, the moves highlighted in pink indicate the moves that were actually played; all other moves in the opening tree are displayed in black. The column titles indicate the move number for each player. For example, "1." represents White's first move and "1..." represents Black's first move. "2." represents White's second move and "2..." represents Black's second move. The number of highlighted moves is usually no more than twelve.

Searching for Games

Chessmaster lets you search for games by setting up a specific board position, or by performing queries that define game criteria and game parameters. Before you perform a search, make sure the Chessmaster database is open. If it's not, use Open Database in the File menu to open it.

For more details on the features of the Database Room please refer to the full PDF manual located in the "Chessmaster 9000" folder.

The Chessmaster Live Room

You can play chess online with other Chessmaster 9000 owners over the Internet or via LAN.

To start CM Live using a LAN

1. From the Room menu select CM Live. The Create Chessmaster Live Session window will appear.
2. Click the LAN button then do one of the following:
 - To host a session, type a name in the Game Name box, click Host and then wait for an opponent to join you.
 - To join a session, select the game you want to join from the Active Games Found list and then click Join. (The Active Games Found list displays all the games currently being hosted on the local network.) Chessmaster then connects you to the hosted game.

To start Chessmaster Live using TCP/IP

1. From the Room menu select CM Live. The Create Chessmaster Live Session window will appear.
2. Click the TCP/IP button then do one of the following:
 - To host a session, type a name in the Game Name box, click Host and then wait for your opponent to join you.
 - To join a session, type the IP address of the host in the Host IP Address box and then click Join. You will be connected to the host's game.

Starting a CM Live session using GameRanger

GameRanger is a Mac utility that allows you to find other Chessmaster games over the internet. To play Chessmaster using GameRanger you need to have a copy of GameRanger installed on your computer. You can download a copy free at <http://www.gameranger.com>. When playing a GameRanger game you need to decide on which machine will be the server (also known as "host"). You should choose the most powerful machine as the server as it has more work to do than the client computers.

1. Before opening Chessmaster, launch GameRanger.
 - a. Server Instructions - to host a game
 - b. Click on the "Host" button. The "Host Game" window will appear.
 - i. Game - Select Chessmaster 9000 from the drop-down menu.
 - ii. Max Players - Select the maximum number of players you wish to host.
 - iii. Description - Write the name of the game.
 - iv. Ladder - Competition Option (GameRanger Membership Required).
 - v. Password - Enter a word or phrase if you want to password protect the game you are hosting.

- vi. Allow Late Joiners - Allow people to join after the game has begun.
 - vii. Allow Buddies Only - Only allow friends in your Buddy list to join.
 - viii. Allow Premium Members Only - Restrict players to GameRanger Premium Players only.
 - c. Wait for people to join your game.
 - d. When enough people have joined click on "Start" to start game.
 - e. **Chessmaster 9000** will automatically launch. Click on Login and the CM Live Room will appear.
- 2b. Client Instructions - to join a game
- a. Look through the list of games for a **Chessmaster 9000** game.
 - b. Once you have found a game, double-click to join it.
 - c. Once the host player is ready he will select "Start".
 - d. **Chessmaster 9000** will then open automatically on your Mac.
 - e. Click on Login and the CM Live Room will appear.

Trouble Shooting GameRanger Networking

If you are having trouble hosting a game, this might be because you are behind a firewall, (a firewall is a security feature on some networks that blocks access to the internet over unauthorised port numbers). **Chessmaster 9000** needs port 2302 open on the TCP protocol. For more information on hosting over the internet using GameRanger go to their help page: <http://www.gameranger.com/help/hosting/>

Accepting a Challenge

You can either accept a challenge that another player sends you, or you can accept a standing challenge posted by another player. When another Internet player sends you a challenge, a message appears notifying you of the parameters of the game.

To accept a challenge from another player

1. In the You Are Being Challenged dialog, click Accept and start playing. Click Decline if you don't want to accept.
2. If you are White, you must make the first move. If your opponent is White, you must wait for him or her to make the first move.
3. Standing challenges appear in the Online Information window under Challenges.

To accept a standing challenge

1. If the Online Information window isn't open, choose Online Information from the Window menu or press Command-I.
 2. Ctrl-click the challenge in the list, and then click Accept Challenge. If you do not meet the rating requirements of a challenge, or you have chosen to ignore the challenger, you will not be able to select that challenge. For more detailed information, see the "Using the Online Information Window" section.
- He then has the choice to accept or decline a game with you.

Using the Chat Window

Chessmaster provides a Chat window in the CM Live Room that lets you send and receive messages from other CM Live players.

For more details on the features of the CM Live Room please refer to the full PDF manual located in the "Chessmaster 9000" folder.

Glossary of Chess Terms

Active: (i) Description of a move which is aggressive or developing; (ii) Description of a piece which is mobile, i.e. not passive.

Adjournment: The postponement of play in an unfinished game.

Advanced Pawn: Any pawn on the opponent's half of the board.

Annotation: Commentary on a Chess game which attempts to explain the game in terms of tactics, strategy, psychology and the like and which points out errors, evaluates the position throughout the game, discusses important moves not actually played and often refers to other games where similar positions have occurred.

Blitz: Chess played very quickly. Each player is given a small amount of time, commonly five minutes, in which to play the entire game.

Blunder: A bad move that results in mate, the loss of material or a seriously weakened position.

Castling: A single move involving both the king and a rook. Castling king-side moves the king from e1 (e8 for Black) to g1 (g8 for Black) and the rook from h1 (h8 for Black) to f1 (f8 for Black). Castling queen-side moves the king from e1 (e8 for Black) to c1 (c8 for Black) and the rook from a1 (a8 for Black) to d1 (d8 for Black).

Check: An attack on the opponent's king by either a piece or a pawn. When in check, a player must do one of the following: (i) move the king out of check; (ii) interpose a piece or pawn; or (iii) capture the checking piece. See also Checkmate.

Checkmate: When a king is in check and cannot make any move to get out of check. The king is said to be checkmated (or simply mated) and the game is over.

Blindfold Chess: Chess played without seeing the board or pieces.

Development: The movement of pieces from their initial squares.

Draw: A completed Chess game in which there is no winner. There are several ways for a draw to result: (i) by agreement of both players; (ii) by stalemate; (iii) by the declaration and proof of one player that the same position has appeared three times (with the same player to move); (iv) by the declaration and proof of one player that there have been 50 moves during which no piece has been taken and there have been no pawns moved; (v) by adjudication; (vi) by the falling of one player's flag when his opponent has insufficient material to perform checkmate.

En passant: French for "in passing". The capture of a pawn that has moved two squares forward by an opponent's pawn on the fifth rank. This move can only be made immediately following the move of the pawn two squares forward. The capturing pawn moves diagonally forward one square and "captures" the pawn as if it had moved only one square forward. An en passant capture is sometimes recorded with "e.p.", e.g.: exd5 e.p.

Endgame: Also called the ending, this is the final state of the game, characterized by the relatively few Chessmen on the board. The king is typically used more aggressively in the ending than in the opening or middle-game. One of the most common concerns in the endgame is promotion of pawns.

Exchange: The capture of a piece or a pawn while giving up material of equal strength. When capturing a rook while giving up only a bishop or a knight, one is said to "win the exchange".

File: Any of the eight columns on a Chessboard, denoted by its algebraic notation letter, for example "the a-file".

Fork: An attack on two enemy Chessmen at the same time.

Gambit: Any opening that contains a planned sacrifice of material, usually to promote rapid development or control of the centre.

Isolated Pawn: A pawn whose adjacent files contain no pawns of the same color. An isolated pawn is weak because it and the square in front of it cannot be defended by other pawns.

Middle-game: The part of a Chess game that follows the opening and comes before the endgame.

Opening: The beginning part of a Chess game, during which the players develop all or most of their pieces. The opening is followed by the middle-game.

Passed Pawn: A pawn that has no enemy pawn opposing it on its own file or on any immediately adjacent file.

Pin: A piece or pawn which is immobilized because it stands between its king (or other piece) and an opponent's piece which would otherwise be attacking the king (or the other piece).

Rank: Any horizontal row on a Chessboard.

Sacrifice: To deliberately give up material to achieve an advantage. The advantage gained might be an attack, gain in tempo, greater board control, creating an outpost, etc.

Skewer: An attack on a piece which results in the win of another, less valuable piece which is on the same rank, file, or diagonal, after the attacked piece is moved.

Stalemate: Situation where a player on the move is not in check but cannot make a legal move. For over 100 years, this has been deemed a draw. Before that, stalemate was treated differently in different places; for example, it has been held to be a win, a loss, and illegal, among others.

A full glossary of Chess terms is available in the game from the Help menu.

Credits

Developed and Published by

Ubi Soft Entertainment
U.S. Vice President,
Development

Bret Berry

Producer

Terry Coleman

Lead Programmer

John Merlino

Software Design and Programming

Ben Ceschi

John Merlino

Art Director

Jeff Griffith

Lead Artist

Jan Sleeper

U.S. Group Brand Manager

Karen Corioe

U.S. Brand Manager

Iena Lawry

Public Relations Managers

Sean Kauppinen

Chantal Cloutier

European Group Brand Manager

Thomas Petersen

European Brand Manager

Delphine Desalle

Rémi Perreault

UK Product Manager

Phil Brannelly

Paperparts Localisation Manager

Marie-Luce Roux

Elphie Drogon

Chess Engine

The King v3.23

By Johan de Koning

Chess Consultants

IM Josh Waitzkin

GM Larry Evans

FM Bruce Pandolfini

Additional Programming

Jim Stoddard

Dave Cobb

Don Laabs

Additional Art

Anna Hennequet

Voice Talent

Denny Delk

Jeanne Reynolds

Video Introduction

Jan Sleeper

Jeff Griffith

Video Processing

John Merlino

Chess Tutorials

FM Bruce Pandolfini

GM Yasser Seirawan

Becca Martinson

GM Larry Evans

Install Programmers

John Merlino

Deirdra Hendricks

Manual Writer

Terry Coleman

Tutorial Scripting

Chris Carr

John Merlino

Terry Coleman

Localization Manager

Loc Jacolin

Promotions Manager

Jag Kanda

VP of US Marketing

Tony Kee

Director of Operations

Rich Kubiszewski, Jr.

Webmaster

Joe Toledo

Community Manager

Kurtis Buckmaster

UBI SOFT QUALITY ASSURANCE

Worldwide QA Manager

Eric Tremblay

QA Manager

Christian Guglea

Lead Tester

Emil Gheorghe

QA Testers

Adrian Mircea Iacob

Octavian Manole

Mircea Nutu

Marius Tudorel Potirniche

Razvan Rotunjanu

Till Boos

Oliver Blanck

Christian Johnsen

SPECIAL THANKS TO

Seattle Chess Foundation

Laurent Detoc

Christine Burgess

Serge Hascoet

Fred Monot

Isabelle Mallet

Virginie Gringarten

Jay Cohen

Alexis Godard

Jennifer Groeling

Jorgen Johansson

Tim Mann

Dr. Robert Hyatt

Frank Quinsky

Dann Corbit

Odd Gunnar Malin

Thanks to all the knowledgeable posters at www.talkChess.com and the many chess club members and other amateurs whose assistance was invaluable.

Chessmaster 9000 © 2002-2004

Ubi Soft Entertainment

Chessmaster® is a registered

trademark of Ubi Soft

Entertainment.

About the Chess Engine

The King

In 1987, Johan de Koning (de

Koning is Dutch for "The King")

started writing chess programs

From its early beginnings using a

69000 processor, the King has

been rewritten for today's much

more powerful microprocessors,

but has always shown an

attractive and enterprising playing

style. Unlike many other

computer programs, The King

actively seeks attacking

possibilities and is ready to

sacrifice material not only on

tactical, but also on positional

grounds.

MACINTOSH CREDITS

Published for the Mac by

Feral Interactive Ltd.

Developed for the Mac by

Zonic Ltd.

Testers

Edwin Smith

George Kelton

Kirk McElhearn

Customer Support

Every effort has been made to make **Chessmaster 9000** as compatible with current hardware as possible. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A Game Report .txt file, this contains:
 - An Apple System Profiler Report of your Mac
 - Any Crash logs that exist for **Chessmaster 9000**
 - List of all the files in the **Chessmaster 9000** game folder

All the information required can be obtained by opening **Chessmaster 9000** and clicking on the Support tab in the **Chessmaster 9000** Options window. In the Support tab click on the "Generate Report" button; this will grey out and a progress wheel and status message will appear below it. Once the report is generated it will appear as a file on your desktop. Now click on the send e-mail button. Remember to attach the report called "**Chessmaster 9000** Report.txt" to your e-mail.

In your email please include a brief description of the problem you have experienced with **Chessmaster 9000**.

Our Customer Support Contact Details

Web address: <http://www.feralinteractive.com>

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

If you cannot find an answer to your question on the website:

e-mail: chessmaster9ksupport@feralinteractive.com

Remember to include a report from the Profiler with your e-mail.

If you are in the UK:

Tel: 0208-875-9787 Fax: 0208-875-1846

If you are outside the UK:

Tel: +44 208-875-9787 Fax: +44 208-875-1846

PLEASE DO NOT CONTACT FERAL'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

Warranty

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to:

Feral Returns
3 St. George's Court
131 Putney Bridge Road
London, SW15 2PA
United Kingdom

together with this manual if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase.

You may also exchange the multimedia product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk.

The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Feral Interactive Ltd. rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product.

As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

OWNERSHIP

The User recognises that all of the rights associated with this multimedia product and its components, its manual and packaging, as well as the rights relating to the trademark, royalties and copyrights, are the property of Feral Interactive Ltd. and Feral Interactive Ltd.'s licensors, and are protected by UK regulations or other laws, treaties and international agreements concerning intellectual property.

Documentation should not be copied, reproduced, translated or transferred, in whole or in part and in whatever form, without prior written agreement of Feral Interactive Ltd.