



Chess Mates™

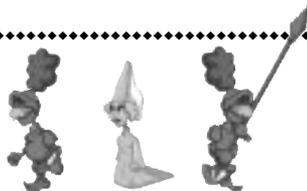
A small illustration of a wizard with a long white beard, wearing a purple robe and a purple hat with a star. He is holding a red die in his right hand and has his left hand outstretched. He is sitting on a red cushion. The wizard is positioned behind the text "Chess Mates™".



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Hello!

Wigby's busy setting up the chessboard and Wanda...well, I don't know WHERE Wanda's gotten to, so this is Rugby here – better known to my friends as "Rugby The Great" – to tell you everything you need to know to get started in Chess Mates. What's that? Yes, I may not say much, but I can type just fine, and I'm every bit as good at chess as Wigby, though he'll never, EVER admit it. Wizards can be very stubborn.





REQUIREMENTS



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PC Users:

To run Chess Mates on a PC, you'll need to have a 486/33 computer or better, Sound Blaster compatible audio card, SVGA monitor, double-speed CD-ROM player, Microsoft Windows 95 or Windows 3.1, a mouse, and at least 8 megabytes of RAM and 4.8 megabytes of hard drive space. Up to 6 megabytes of additional hard drive space may be required at run-time for machines with only 8 megabytes of RAM.

Mac Users:

The Mac version of Chess Mates will run on any PowerMac or 68030 Macintosh or better with at least 8 free MB of RAM, a double-speed CD-ROM drive, 9 MB free disk space, and System 7.0 or later.





Well! You have your Chess Mates CD there, right? Okay. Turn on your computer. When it's finished setting itself up, open your CD drive and place the CD inside. Close the CD drawer. Now, depending on what kind of computer and operating system you have, follow the appropriate set of instructions below...

WINDOWS 95:

If you're on a PC and you have Windows 95, insert the CD. If your system has AutoPlay enabled, wait a few moments for AutoPlay to run. If your system does not support AutoPlay, you can start the AutoPlay sequence by placing the Chess Mates CD into the drive, and double-clicking on the Chess Mates CD-ROM icon. If you do not know where to find the Chess Mates CD icon, look on your computer's desktop. Find the icon that looks like a computer and is named "My Computer"; double-click on this icon. Your CD-ROM icon will be found in the window that opens up. If there is no icon, double-click the 'my computer' icon, and then double-click the CD-ROM drive icon.

The first time you do this, you will be led step-by-step through the installation. Any time after the first one, double-clicking on the CD-ROM icon will run Chess Mates as long as the Chess Mates CD is in your CD-ROM drive. During installation, you can choose a folder to install the program to — or, if you like, Chess Mates will create a folder under your "program files" folder on your hard drive. This path is very simple to use, as you can then run Chess Mates from the "Start" menu bar item from your Windows 95 desktop.



WINDOWS 3.1:

In Windows on a PC, open your File Manager and click to open the CD-ROM drive. That should let you check the contents of your CD-ROM drive – look for a file called SETUP.EXE and click on it once to highlight it. Click "File" on the menu bar and click "Run..." Follow the installation instructions! This will install Chess Mates to your hard drive, though you will still need to have the CD in the CD-ROM drive to play the game. To run Chess Mates after installation, just find the new Chess Mates directory and double-click the "Chess Mates" icon.

MACINTOSH:

On the other hand, if you're playing Chess Mates on a Macintosh, placing the CD in the drive will bring up a window on your desktop labeled "Chess Mates." Find the Chess Mates icon in this window and double-click it to begin installation. Again, any time after the first time you run the installation procedure, you can double-click on the "Chess Mates" icon in the Chess Mates window to run Chess Mates as long as the Chess Mates CD is in your CD-ROM drive.

If you have any trouble with installing, uninstalling, or running Chess Mates on either type of computer, just check the "README" file on the CD for help.

NOTE: Remember, if you're using a PC you'll be using the primary mouse button for all the clicking you'll have to do. Mac users, you already know which button to press, right?



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FINALLY- CHESS MATES



The first screen to pop up after you've begun the program is the electronic registration screen. This doesn't cost you any money – if you fill out the registration card and send it in to let us know that you bought Chess Mates, we can then send you news and tips about our other games!



When the game kicks into gear, Wigby will appear to welcome you aboard. If you're new to Chess Mates – and if you're reading this, you probably are! – just type in whatever name you want to be called. It doesn't have to be your real name, but remember, this is the name that will appear on your progress certificates. Click on "OK" when you're happy with your choice.

(If you've played the game with us before, you'll see your name in the window; just click on your name to highlight it and then click on "OK." Wigby will remember you from the last time you played. He'll keep track of all the puzzles and lessons you have completed to date).





Wigby will welcome you aboard (get it? "a board"...?) and he'll zap up the Main Menu for you. That's the purple banner with the crown on top. This gives you three very important choices:



1. Learn: If you click on Learn, Wigby, Wanda, and I will take you on a grand tour of the game of chess! You'll find out what each piece does and hear some jokes along the way. Mostly groaners from that show-stealing Wanda.

I recommend that you start here, under "Learn," before getting into the puzzles or the game...

2. Puzzle: This is the fun part -- we'll set up tricky bits of games for you to figure out and solve, and we'll let you in on some truly sneaky secret moves that you can use to beat the next adult you challenge to a game of chess. However, you may want to hold off on these puzzles until you've got a good feel for the game of chess. Take your time in the "Learn" section of the game before you tackle these brain-teasers!

3. Play: Finally -- the real thing! Here, you can play a game of chess against Wigby at up to ten different skill levels, or you can set up the board against a friend or someone in your family. Ready to take on the chessboard? We'll be waiting...

Of course, I, Rugby, am the real star of Chess Mates.





THE ALMIGHTY MENU BAR

The menu bar is, of course, your handy-dandy friend at the top of the screen -- you probably recognize it from other games, but we've added our own menus and commands to put Chess Mates (and Wigby!) at your beck and call. The different parts of the menu bar you'll be using are:



New Player (☞N): Chess Mates keeps track of each player's progress -- of course we won't forget you! If someone else just finished playing and you want to get back to YOUR game, this option is very useful; if you've played Chess Mates before, you can just click on your name in the window to get back to your own game. To delete a name from the list in the window, highlight it with ONE click and then click "delete user."

Main Menu (☞M): Choosing this option is just like asking Wigby to bring back the Main Menu -- you know, that "Learn, Puzzle, Play" display, the purple banner with the crown on top? Yes, you remember that, of course. And because you've asked so nicely, that's exactly what he'll do.

Print (☞P): This function is usually "grayed out," which means you really can't use it for anything. However, when you've earned a certificate, you will be able to use the ☞P command to print out that certificate.

Quit (☞Q): When you've finally had enough chess for the night, click here to quit the game. On the PC version, this option is labeled EXIT.

PC users take note: There are no shortcut key equivalents, so you'll have to access the main menu directly.



Most of the commands in here aren't used in this game, but if you're playing Chess Mates on a Macintosh you might want to check at the bottom of this menu for something you'll find useful:

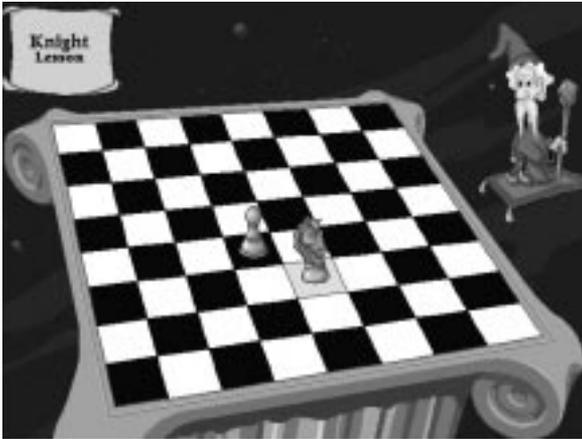
Allow Hidden Menu Bar (H): If you have a Macintosh, you can use this function to hide the menu bar completely. You might want to use this option if the menu bar hides part of the on screen artwork. When you choose this function, the menu bar becomes invisible, but you can make it reappear by scooting your cursor (that's the arrow that moves around when you move the mouse) up to the top of the screen...ah yes, there it is. To check out any of the menus, just click on a word at the top of the screen and -- don't let go of the mouse button! -- drag the highlight down the menu column until the option you want turns black. THEN let go of the button. To make the menu bar visible all the time again, just choose Allow Hidden Menu Bar again.

Volume Control (;): Also on a Mac only, this brings up the Volume window. Toggle the volume up or down by using the mouse to slide the volume bar or by clicking the arrows to either side -- to the right is louder, to the left is softer. Click "OK" when you're done or click "Cancel" to escape without changing anything.





LEARN



Choose "Overview" to explore the tutorial! Eh? What's that you say? "That's what the 'Learn' option in the Main Menu already put me through"? No, no, this is even better! The Learn menu is special because it allows you to choose exactly what you want to learn about.

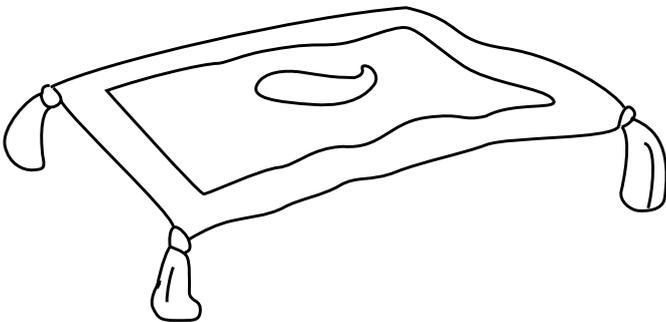
From this menu, you can pick any option to learn about any of the chess pieces in the game. For instance, if you're still not sure about how to use a knight (and who is?) click on "Knight" to ask Wigby to tell you all about how a knight gets around the board. To see how a Knight would capture another piece, you'd click on "Knight Capture." And of course, that applies to ALL of the pieces; they each get their moment in the spotlight, and you can look them up as many times as you like.

You can also brush up on board set-up and those neat specialty moves and conditions: check, checkmate, stalemate, castling, promotion, and en passant. Remember: not every player knows about these moves -- you could really pull a fast one on an adult with one of these little tricks up your sleeve!



You can print out these 2 pages. Then get out your pens, crayons or pencils and turn these drawings of Wigby and the Queen into masterpieces!







PUZZLES



These are those handy strategies and brain-teasers we promised you earlier! Any "grayed-out" choices mean that you can't get to those puzzles right away. But once you've selected the first option (like "Fork learn") and let Wigby explain them to you, you're free to take on the puzzles themselves.

Yes, he DOES talk a lot, doesn't we? I've tried to tell him, but no, he just doesn't listen to the rug. Still, he's a nice guy and he REALLY knows chess...

We've got some clever maneuvers like Fork, Pin, Skewer, removing the Guard, Discovery, Double Check, and the all-important Checkmate all



ready for you to master! Just keep in mind that you will have to play the puzzles in order -- for example, you must figure out Fork Puzzle #4 before you can tackle Fork Puzzle #5.





Some handy basics that you'll need in your new career as a Chess Mates Grand Master:

New Game: Start a new game.

Load: Call up a saved game.

Save: Puts away a copy of your current game to load another day.

Change Background: You can brighten up your game by picking any one of seven colorful backgrounds: Stars (the default for a new player), Ship, City, Column, Maze, Castle, or Tree -- the board itself will remain the same.

*Personally,
I recommend
Castle...unless you're afraid of
heights. Come to think of it, I'm not
overly fond of them myself -- being a car-
pet, I prefer a nice ground-level -- but
being a FLYING carpet in the service of
a wizard, I don't get much choice
in the matter...*





Special Moves - None of these following options work unless you're actually playing a game of chess at the time:

Take Back: Lets you back up a bit by undoing your last move. As you get better, you'll need to do this less and less. In a real chess game, no one takes back moves...but for now, we'll let you get away with it!

Move Now: When you're playing against the computer and it's the computer's turn, this forces your opponent to stop thinking and start moving.

Explore: When selected, a checkmark appears to the left of this option. This means that you can play around with the pieces for both sides without changing your actual game. When Explore is turned off, the game changes back to the way it was when you turned Explore on. You can use Explore to work through a move in advance, as a visual way of testing out your strategy.

Set Up Board: Selecting this will bring up a box of new chess pieces. You can click and drag these pieces onto the board any way you like. In a two-player (no computer) game you can play out this setup. Be careful not to click "clear," as it removes ALL of the pieces on the board and could ruin your game! Click "done" when you're happy with the new set-up. If you want to remove a piece from the board during Board set-up, simply use the mouse to "click" the piece, drag it off of the board, and let go. (The chess pieces hate this!) Again, this is something that you can't do in a real chess game...but it IS fun.

No Opponent: When selected, a checkmark appears to the left of this option. This turns off your computer opponent, allowing you to play against another person or even against yourself...though it's not much fun to try to outthink yourself.

Set Level: Click and pick to make the computer a tougher opponent. The higher the number, the harder the computer opponent will become. Click "OK" to accept your new choice or click "Cancel" to forget about any changes.

See Captures: This pulls the case of "dead" pieces out from under the table if you need a reminder of how many pieces you've captured...or lost.



Honors



THE PROGRESS BOARD:

The Progress Board records what lessons you've been through and what puzzles you've solved; click the round "Done" button to return to your game or lesson.



CERTIFICATES:

Learn, Puzzle, and Play Certificates can only be earned by completing sections and proving your new skills. When you've finished admiring a certificate, just click anywhere on it to put it away. You can also print out a certificate if your computer is hooked up and configured to a printer --just make sure the printer is turned on and online, and press **⌘P** to print out your certificate.



PS: Pssst! I should warn you -- you'll get a Play Certificate only when you win at a level you've not won before, AND if you didn't cheat by using Take Back, Force Move, Change Level, No Opponent, etc. Those are all fine for learning and goofing around, but if you want to take home the gold you've got to win fair and square!

ABOUT...

Click here to see a scrolling list of the "little people" who worked so hard to make Chess Mates so cool -- you know, lights, sound, make-up, caterers...



A FEW NOTES ABOUT PLAYING

See how the cursor turns into a hand when it's over the board? Move this "hand cursor" to any piece (any of YOUR pieces, of course!) and click it to grab it -- the hand will close into a fist. (Here's a free tip: it's easier grab a piece right at the bottom.) Now, without letting go of the mouse button, drag the piece to its new square and let go of the button. The piece will then move itself into its new position. If the move won't work (whoops! you forgot that a rook can't go diagonal?) the piece will just bounce back to its starting point and await your new command.

If you ever need a clue, just click on Wigby and he'll drop you a hint -- the good move he has in mind will light up yellow on the chessboard. You don't HAVE to take his advice, but trust me: he usually knows what he's talking about! However, where you are in the game determines how much info Wigby will let slip. In Learn Mode, Wigby will tell you where to move. In Play Mode, he'll tell you where he thinks you should move. In Puzzle Mode, he'll only give you hints for solving the puzzles. (Otherwise it wouldn't be much of a puzzle, eh?)

As for the rest of your instructions...well, Wigby looks like he's finally about ready for you now.

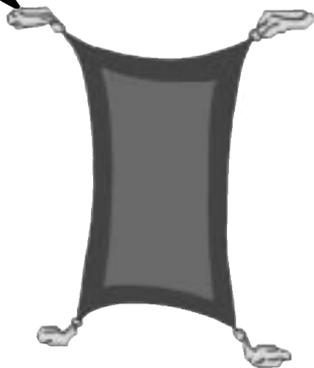




Just

remember who gave you all these great tips and tricks...me, Rugby the Magnificent! Rugby the Marvellous! Rugby the Munificent! Yes, yes – ME, the rug. Confidentially, I taught Wigby everything he knows about chess. You think HE designed those amazing puzzles? No! Who do you think talked both sides of the chessboard into showing up on time, and who do you think fearlessly leapt into the fray to keep the red knights from ganging up on the grey bishop while you went to the kitchen for a snack? Me, that's who. Rugby. The Rug. What do you mean, you don't believe me?!? Hmph. You've been talking to that gossip Wanda again, haven't you? Just because I'm not as big a show-off as SHE is...

Hmmm...come to think of it, you're going to be seeing an awful lot of Wigby, aren't you? Maybe you could put in a good word for me. I haven't had a good shampooing for weeks... Aw, go on now – go learn how to play chess!





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Stepping Stone is a division of Presage

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Mrs. Eva Arington, Teacher

The 5th and 6th Grade classrooms
of Sycamore Elementary School,
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Customer Support



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If you have any questions about this or any other Brainstorm product, you can reach our Customer Service/Technical Support Group at:

Brainstorm, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

America Online, Keyword: **IPTech**

CompuServe, Go To: **Gambpub**



Internet: You can reach Brainstorm by sending Internet E-mail to "support@brainstormfun.com". Many Brainstorm demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to:
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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, Welcome!"

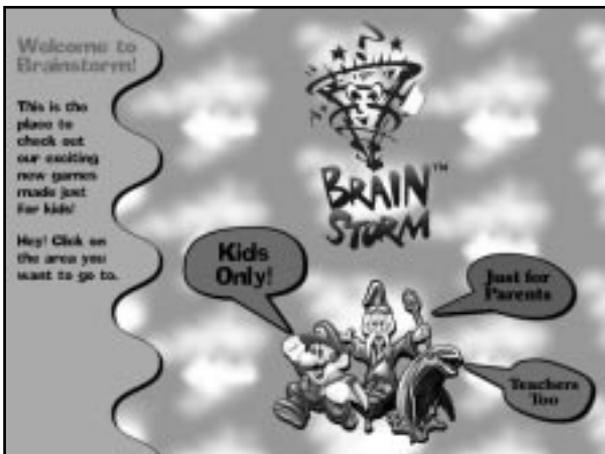
Brian Fargo

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