Chessmaster 10th Edition Hotkeys

Common Actions

Pause:	CTRL+P
Help:	F1
Quit:	ALT+F4

Windows

Shortcuts Bar:	CTRL+1
Game Status:	CTRL+2
Annotation:	CTRL+3
Captured Pieces:	CTRL+4
Navigation Bar:	CTRL+7
Hide/Display Windows:	CTRL+TAB

Training Mode – Actions

Quickstart Game:	CTRL+Q
New Game:	CTRL+N
Save Game:	CTRL+S
Load Game:	CTRL+L
Take Back Move:	CTRL+T
Replay Move:	CTRL+R

Force Move:	CTRL+F
Wake Up:	CTRL+W

Training Mode – Mentor

Quick Hint:	CTRL+H
Advice:	CTRL+A
Chess Coach:	CTRL+C
Hide/Display Chess Coach Hints:	SPACE
Display Chess Coach Hints for the Opposing Side:	TAB

Online

Get Game:	CTRL+G
Lobby Chat:	CTRL+L
In-Game Chat:	CTRL+H
Competition List:	CTRL+M
Player List:	CTRL+Y
Web Site:	CTRL+W
Offline Messages:	CTRL+O

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CHESSMASTER 10th EDITION®

TEACHER, MENTOR, ULTIMATE OPPONENT

U.S. CHESS CHAMPIONSHIP
San Diego
Presented by CHESSMASTER

USER MANUAL

EVERYONE
E
CONTENT RATED BY
ESRB

PC CD-ROM SOFTWARE
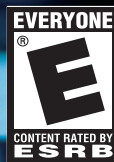
UBISOFT

Table of Contents

Introduction

Welcome to Chessmaster® 10th Edition!

Whether you're new to chess programs or a Chessmaster veteran, you'll discover that Chessmaster 10th Edition is the most comprehensive chess software available. Old friends will quickly realize that the 10th Edition is one of the most important updates of the franchise in both graphics and content.

Here are the most important new or revised elements:

- A brand-new, clean, clear, and easy-to-navigate user interface.

- A full-featured online chess module, allowing players to communicate, compete, and learn from each other.

- The new Chessmaster Academy, where International Master Josh Waitzkin will introduce players to the world of chess.

- More than 30 full-3D chess sets, including the first animated chess sets in a Chessmaster PC game.

- A large selection of game modes for greater replay value.

- The updated version of The King – the chess engine behind Chessmaster.

If you want to learn more about what Chessmaster 10th Edition has to offer, take a look at the Game Modes section of this manual.

If you want to jump right into the game, make sure you read the Quick Guide to Chessmaster section before you proceed.

Getting Started

System Requirements

Supported OS: Windows® XP (only)

Processor: Pentium® III 450 MHz or AMD Duron™ 600 MHz

RAM: 128 MB (512 MB recommended)

Video Card: 4 MB (for 3D gameplay see supported list*****)

Sound Card: DirectX® 9 sound device optional

DirectX Version: DirectX 9 (included on disc)

CD-ROM: 4x CD-ROM or better

Hard Drive Space: 540 MB

Multiplayer: 56 Kbps or better for Internet or LAN play (broadband recommended)

*Supported Video Cards at Time of Release

GeForce™ 1/2/3/4/FX families
ATI® Radeon™ 7500/8000/ 9000 families

These chipsets are the only ones that will run this game in 3D. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: http://support.ubi.com.

Notice: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installing Chessmaster 10th Edition

You must use the setup program to install Chessmaster 10th Edition. You cannot install it by copying the software from the CD to your hard drive.

Insert Disc 1 in your CD-ROM drive. If you're installing Chessmaster 10th Edition for the first time, Chessmaster's Autorun screen appears. Clicking Install will launch the setup program. Follow the instructions on-screen, choose the installation folder, and select the features you want. Chessmaster's minimum space requirements are about 540 MB; installing all the features takes about 1.7 GB.

To start Chessmaster, insert Disc 1 in your CD-ROM drive. The Autorun screen appears. Click Play to launch Chessmaster.

You can also start Chessmaster using the appropriate shortcut in the Windows programs menu.

When you start Chessmaster for the first time, you will be asked to create your alter ego first. Read the Your Alter Ego section for details.

After logging in using your newly created alter ego, the Main Menu will be displayed.

Tobegin your Chessmaster experience, click any of the Play, Learn, or Fun categories.

Uninstalling Chessmaster 10th Edition

To uninstall Chessmaster, insert Disc 1 in your CD-ROM drive. The Autorun screen appears. Press Uninstall to remove Chessmaster from your computer.

You can also remove Chessmaster using the appropriate shortcut in the Windows programs menu.

Game Modes

Play: Training

If you want to start playing right away, just enter this game mode. It puts you in the game as White, facing either a random opponent (if this is the first time you've played) or the last opponent you have played against.

This game mode is where you can hone your skills playing any opponent you want while analyzing your game using the tools available. It's also one of the two game modes where you can take back your moves or get hints and advice.

Play: Ranked Play

If you want to play "for real," this is the game mode to use. Your rating is affected by every victory or defeat while in this game mode, so be careful.

This game mode tries to be as close to the "real" chess experience as possible, and it's geared toward more advanced players. A minimal setup is necessary, as the player must choose his or her preferences (opponent, color, time controls) before starting the match. Also, to correctly measure the player's performance, no advice tools are available.

Play: Setup Position

If you want to copy problems from books and use Chessmaster to solve them, or if you want to reproduce a famous position and see if you can do better than famous players, this is the game mode for you.

After building the position, the player may continue in the game, having at his or her disposal all the advice tools available.

Play: Tournaments

What if you want to play in a tournament? Well, this game mode offers a series of increasingly difficult tournaments, allowing you to test your playing strength in a competition environment. With more than 50 tournaments overall, this game mode will certainly require a long time to complete.

However, for players who need more freedom, this game mode also allows the creation of new tournaments.

Play: Online

Playing against computer opponents is fine, but the real challenge is to play and win against other people. The Online game mode lets you do just that – see who's playing on the ubi.com™ Chessmaster servers, make friends and exchange messages in the Chat area or in the Forums, challenge people from all over the world in rated or unrated games, play in tournaments, ladders, or simultaneous exhibitions, watch other people's matches, or – if you feel like sharing your knowledge with others – set up your own chess lessons.

Play: LAN

You don't have to be connected to the Internet in order to share a good time with the friends in your network. This game mode offers you most of the Online mode features, but in a computer network – chat, voice chat, rated or unrated games, simultaneous exhibitions, and Teaching mode games.

Learn: Academy

The new Chessmaster Academy features an extensive course on the basics of chess as taught by IM Josh Waitzkin. An additional set of games, based on the attacking chess concept, are commented on by Grand Master Larry Christiansen. Also, all the content collected from previous editions of Chessmaster is still available.

The following famous chess players are at your disposal: British GM John Nunn, U.S. Champions GM Larry Evans and GM Yasser Seirawan, U.S. Junior Champion IM Josh Waitzkin, and renowned chess teacher NM Bruce Pandolfini. The Chessmaster series content includes valuable information for beginning, intermediate, and advanced players. The beginners' section includes tutorials and drills, while the intermediate area includes an additional End Game Quiz and Exam Rating sections. Advanced players will benefit from both the Match the Masters section and Nunn's Puzzles.

Learn: Openings

This game mode tries to train you in one of the most important parts of the game of chess – the opening. It uses a new and intuitive graphical system.

Learn: Database

The Database game mode allows you to browse a chess game database containing more than 530,000 entries, including grandmaster-level chess games from 2002 to 2004. If you feel intimidated by the complex searching tools available, you can switch over to a simple "who/when/where" search form.

Learn: Famous Games

More than 800 famous chess matches played between 1619 and 2004 await you in this fully searchable database. You can watch them move-by-move, reading the commentaries made by famous chess players. In our opinion, this is perhaps the most addictive of all the game modes – some of the games are more tension-filled than an action movie!

Fun: Play

These game modes allow kids and absolute beginners to play chess games against low-level opponents – with the help of simplified tools – using funny animated chess sets in a colorful and easy-to-use interface.

Fun: Puzzles

If you don't feel like playing a full game, then you can just have some fun trying to solve the puzzles proposed in this game mode. You can try as many times as you want, and you can get another puzzle at any moment.

Fun: Learn Basics

The Learn section offers lessons on the basics of chess and simplified drills. On top of that, when beginners complete lessons they will earn Master Class points and can print Chess Certificates.

Quick Guide to Chessmaster

If you don't feel like reading the whole manual before starting to play, this section is just for you – it's the bare minimum you need to know in order to be able to explore Chessmaster on your own.

Operating the Chessboard

To resize it, use the mouse wheel or the Page Up/Page Down keys.

To move it around, click and drag it by the border (the cursor changes when dragging is an option).

To rotate it, use the left and right arrow keys.

To tilt it, use the up and down arrow keys.

Right-Click

In any game mode, right-clicking over the wallpaper or the chessboard displays most (if not all) of the actions available. Use this shortcut to speed up your Chessmaster operation.

In the Online mode, all the lists support specific right-click contextual menus. Right-click on any element of any list to see the available actions.

Double-Clicks

Use double-clicks extensively in the Online mode to speed up operations: challenging players, joining open games, viewing games. Double-clicking an idle player sends him or her a challenge, while double-clicking a challenge accepts it.

Interface

Learn to use the navigation bar. Don't forget that clicking on the Main button sends you back to the Main Menu.

Use the shortcuts bar. If you're not sure what a button does, leave the cursor over the button for a second. A text hint will appear.

Online

Make sure the Player List and Competition List are visible. You can display them using the icons in the shortcuts bar; these lists are very important when you're not playing, as they allow you to interact with others.

To chat with your fellow players, first make the Lobby Chat and/or the In-Game Chat windows visible.

To use the voice chat, make the In-Game Chat window visible, then click on the Speaker icon. Communication is possible after both players have activated the voice chat.

Use the Chess Coach during Training games – it will help you better understand the situation. Use Tab to switch between White's view and Black's view.

Your Alter Ego

In order to be able to track your evolution as a chess player, Chessmaster needs to know who you are.

That's why the first thing you need to do when starting Chessmaster 10th Edition is create a fictional player who will take your name and reside on your computer. This will be your alter ego in the world of Chessmaster.

Creating a Player

When you start the game for the first time, Chessmaster automatically opens the Player Login window and asks you to create an alter ego. You can't proceed without creating one, so click the New Player button.

You must first choose a name for your player, then answer a couple of simple questions (age, chess play experience) meant to determine your starting chess rating.

After answering those questions, Chessmaster will compute a chess rating and ask you if you want to log in using the newly created player.

You can also choose an avatar (a graphical representation of yourself) from more than 30 available images. Read the Tweaking Chessmaster's Interface section for details.

Log In Using a Player Already Created

If you've previously created a player, you can use it to log in anytime. Display the Player Login Window by clicking on the appropriate button in the Main Menu, then select the player from the list and click on Login. To confirm the change, the name of the new player will be displayed in the lower left corner of the Main Menu, next to the Change User button.

Deleting a Player

To delete a player, select it from the player list in the Player Login Window and click the Delete button. A confirmation is necessary in order to avoid accidentally deleting a player. Also, you can't delete the currently logged-in player – you must log in as another player before deleting it.

The User Interface

Chessmaster's interface was designed to be as clear and intuitive as possible. However, there are a few new concepts introduced in Chessmaster 10th Edition that might confuse beginning players or those familiar with older versions of the Chessmaster series. As such, please browse through this section and make yourself comfortable with the new tools available – the navigation bar, the shortcuts bar, and the right-click menu.

Take a look at the Tweaking Chessmaster's Interface section for more on the user interface.

The Main Menu

The Main Menu is divided into three main categories: Play, Learn, and Fun. Each category has several subsequent game modes/icons that appear when you move the cursor over the main buttons. If you're not sure of an icon's meaning, keep the mouse cursor over it for a second and the name of the button will appear.

Don't forget, the Main Menu is the only place where you can bring up the Login window, using the small Change User button from the lower left corner.

The Navigation Bar

Click here to change categories.

Click here to return to the Main Menu.

Click here to expand the game mode selection.

The navigation bar displays the same icons used in the Main Menu to help the player easily recognize where to go. The largest icons are Play, Learn, and Fun. Clicking on these sends the player back to the Main Menu.

The player can switch from one category to another by left-clicking on the vertical arrow.

To display all the game modes associated with the selected category, the player can use the horizontal arrow.

Click here to retract the game mode selection.

Click on a button to go to the corresponding game mode.

Left-clicking the horizontal arrow expands a menu, allowing the player to select another game mode.

Mouse over a button to highlight it and display its name. If you change your mind, retract the menu using the same horizontal arrow, which is now pointing left.
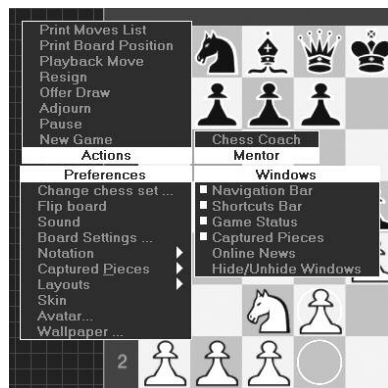
The Right-Click Menu

In the Training and Ranked Play game modes, right-clicking anywhere on-screen displays a menu that summarizes most (if not all) of the actions available to the player.

Training Mode

Ranked Play Mode

In the Online game mode, the right-click menu is available only when clicking on the background or on the chessboard. That's because the Competition List and Player List windows have their own distinct behavior when right-clicked – they display specific menus (see the Playing Online section for details).

Because of space constraints, the components of the drop-down File and Edit menus aren't available in the right-click menu. If you want to save your games or copy moves and paste them in other game modes, you'll have to use the drop-down menu situated under the taskbar.

The Shortcuts Bar

All the play modes (Training, Ranked Play, Set Up Position, LAN, Online, Fun: Puzzles, and Fun: Play) display a small shortcuts bar in the lower right part of the screen. These shortcuts bars help the player easily retrieve the most common actions available.

Managing Windows

Most of the windows in the game can be closed by pressing the X icon in the upper right corner. To display the window again, use either the right-click menu (look for the Windows section; visible windows are checked) or the drop-down menu. If a window lacks the X icon, it means it can't be closed and must remain on-screen.

Some of the windows also display a small triangle icon next to the X icon. Clicking on the triangle will usually minimize the window. To revert the window to the previous state, click the triangle again.

Learning to Play

Chessmaster provides the most comprehensive teaching tools available in any chess program. Whether you're a beginner, an intermediate, or an advanced player, you'll discover many ways to improve your game using Chessmaster – tutorials covering all the areas of chess, drills that make you apply what you've learned, tests to check out your strength.

To learn how to play, select the Learn/Academy menu button in the Main Menu.

Running a Tutorial

The Learn/Academy section is divided into three areas. If you're new to chess, please start with the IM Josh Waitzkin's Academy. It will take you gradually through the fundamental principles of chess, all the way to basic chess strategies. Advanced players might want to browse GM Larry Christiansen's Attacking Chess course, featuring a set of famous examples of attacking games. Also, Chessmaster 10th Edition contains all the tutorials previously featured in the Chessmaster series.

After selecting the area you want to visit, a specific area window will appear. The large buttons at the left are the chapters; each chapter contains one or more topics.

To run a tutorial, press the button corresponding to the chapter you're interested in. This will open all the topics contained in that chapter. Click on the + or - icons to expand or collapse the topics, then select the tutorial's name from the list. Finally, press the Select button and the tutorial will start.

Tutorials are divided into pages; you can use the Next and Back buttons to navigate, or you can simply type the page number you want, then click Go.

If a tutorial asks you a question, you have to click on the correct answer, click on the appropriate board square, or make the move on the board. All tutorials provide instructions on-screen. Moreover, you can experiment; if you're not supposed to move a piece, you won't be able to grab it – it's as simple as that.

To hear the current explanation again, press Replay.

To get back to the list of available tutorials, just close the current tutorial's window by clicking on the small X icon in the upper right corner. (In some skins it might become a circle, but you get the idea – it's the classic Windows-style behavior.)

After you complete a tutorial, it will be marked with a small red check icon in the tutorial list.

Academy's Shortcuts Bar

The shortcuts bar available in every section of the Academy has the following structure:
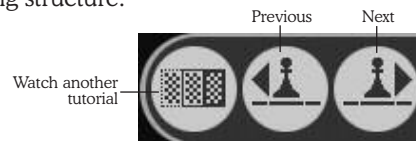
The Watch Another Tutorial icon closes the current tutorial and opens the previous area window (be it Josh's Academy, Larry's Attacking Chess, or Chessmaster Series).

The Next icon displays the next page (for tutorials or drills) or takes the player to the next set of moves (for commented matches).

The Previous icon displays the previous page (for tutorials or drills) or takes the player to the previous set of moves (for commented matches).

Solving a Drill

To solve a drill, just follow the on-screen instructions as you did in the Tutorials section. All the menu elements work in the same way.

Chessmaster records how long it takes you to finish each drill. The best times are displayed in the Drill Records window, available from the Windows/Drill Records menu.

After you complete a drill, it will be marked with a small, red check icon in the drill list.

Commented Matches

The interface changes slightly when you're watching commented games. You can browse the game using the Move List window, while the commentary can be read in the Annotation window.

In the Move List window, you can see that a whole group of moves is highlighted. That's because most of the time the commentary applies to several moves, not to only one. You can move within the game using either the shortcuts bar or the small icons over the list of moves. The meaning of the small icons is: Beginning, Previous, Play/Stop (when the audio commentary is played, this icon changes to Stop), Next, End.

Taking Exams

After you've learned how to play chess and feel confident in your skills, maybe it's time to see how good you actually are. A great way to test yourself is to take the two available exams, both geared toward intermediate users.

The first exam is Bruce Pandolfini's Diagnostic Rating Exam; it can be found in the Chessmaster Series/Intermediate/Rating Exam chapter. Read the introduction; then choose any of the 10 available tests.

You will be asked a series of questions. For each question, you'll need to either move a piece on the board or select an answer.

After you have answered all the questions, Chessmaster will rate your performance. The rating given at the end of the exam is just a way to display the results, and it won't affect your player-strength rating. Your best results in the rating exams are displayed in the Rating Exam Scores page.

The second exam is CM Larry Evans' Endgame Quiz, available in the Intermediate/Larry Evans' Endgame Quiz chapter. Each of the 50 questions in this quiz will give you an endgame position on the chessboard, taken from famous games or composed game studies.

Each question has only one correct answer. After each question, you are told if you were right; then you must use the Next button to go on to the next question.

After you have answered all the questions, Chessmaster will rate your performance. Just as in the previous exam, the rating given at the end of the quiz is just a way to display the results. It won't affect your player-strength rating.

Learning from IM Josh Waitzkin

One of the best ways to learn and improve your play is to study with a master-level player. Chessmaster offers you the next-best thing by including a number of features from International Master Josh Waitzkin. Whatever your skill level, these features – including situations taken from Josh's own games – provide you with precious information you won't find anywhere else.

Josh's features are presented in the new Josh Waitzkin's Academy training area. Each chapter has a progressive level of difficulty, from the Introduction all the way up to the Psychology of Competition course and the Annotated Games chapter.

The recommended order of reading is: Introduction, Arsenal, Strategy, and then the remaining chapters. Please note that the first three chapters mentioned above are entirely new additions to Chessmaster's pool of knowledge.

Practicing Openings

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

To do so, you must reach the Learn/Openings section. The four options available to you are:

- Practice Openings, where you can watch any of the available openings, then try to learn and reproduce them.
- Opening Book Reference, where you can browse Chessmaster's opening database.
- Opening Book Editor, where you can modify existing opening books.
- New Opening Book, where you can create your own opening book.

To practice an opening, browse the opening list and select one of the openings, then press the OK button. Some openings have a number of variations; if this is the case, press the + and - icons to expand or collapse the variations.

In the Opening Selection window you can search for an opening instead of just browsing the opening list. The search isn't case sensitive, and applies to the complete name of the opening. Searching for "g," for example, will bring up results including "Alapin's Opening" and "Guimard."

To clear the search results and reset the opening list to the default values, click the Clear button.

While practicing openings, after choosing the opening to watch, you can either click the Play button to watch the opening first (all the moves are commented), or you can click the Practice button to try and reproduce it. During practice, you can click the Hint button and you'll be shown the move to make; however, this will ruin your accuracy rank, so use it only as a last resort.

While browsing for an opening in the Opening Book Reference, you can see the most commonly used pieces in openings (the three-points circle is the symbol for the most common piece, while the empty circle is the symbol used for the least common piece; pieces without symbols are not used in the opening branch selected).

You can browse the openings by either using the openings tree (click on the + and - icons to expand/close the branches) or simply moving the pieces on the board. When you grab a piece and lift it off the board, if there are any possible destinations for that piece that are parts of the current opening, the respective squares are marked with symbols. This helps you develop a visual understanding of the game flow during openings.

The above system is used in the Opening Book Editor as well; when the player strays from existing openings, the newly created pattern is added to the database and appears in the tree structure.

Solving Puzzles

Chessmaster provides two puzzle-solving areas.

The first is Fun/Puzzles, which proposes an unlimited number of puzzles you can solve when you don't feel like playing a full game. To solve a puzzle, just read the description in the Puzzle Info window, then make the correct move. If you're stuck, click the Solve Puzzle button. If you want another puzzle, you can choose between the eight puzzle types then click the Another Puzzle button. Otherwise, you can always use the New Random Puzzle button.

The Fun/Puzzles section has its own shortcuts bar:

The second puzzle-solving feature of Chessmaster is a collection of brain-teaser chess puzzles assembled by the British GM John Nunn. They're available in the Learn/Academy/Chessmaster Series/Advanced/Nunn's Puzzles chapter. This collection is both harder and more rewarding than the Fun/Puzzles area, as all the puzzles are commented. The drawback is that there are only 50 of them.

For each puzzle, you'll have to make the correct move or select the correct square on the board.

Playing Against the AI

One of the best features of Chessmaster is its versatility – it's the only chess program in the world that allows you to play over 190 different computer opponents. This way, no matter what your playing strength is, you'll be able to find someone to play against (and beat).

Jumping Right into the Game – The Training Mode

To play straight away, just select the Play/Training Mode button in the Main Menu. This will send you directly to the game screen. If this is the first time you've played, Chessmaster will choose your opponent automatically, according to your rating. From the second match onward, you will face the last opponent you played against. Of course, you can change your opponent anytime.

The Game Screen

This is where you'll spend most of your time in Chessmaster. The elements visible on-screen are:

The Chessboard

To grab a piece, click on it and keep the left mouse button pressed. When you move the cursor over a piece, the cursor changes to a hand. Also, watch the colored square – it helps you see exactly which piece you'll be grabbing.

To move a piece, drag and drop it onto the destination square.

To rotate the chessboard, use the left and right arrow keys.

To tilt the chessboard, use the up and down arrow keys.

To zoom in/out, use the mouse wheel or the Page Up/Page Down keys.

To flip the board, use the Preferences/Flip Board command.

The Captured Pieces Window

There are three possible displays of the captured pieces: Fixed Position, displaying symbols for every piece type and the number of captured pieces of that type; Order of Capture, displaying all the captured pieces in the order in which they were captured; and finally Piece Value, displaying all the captured pieces in order of piece value (queens first, etc).

To change the display format, click on the small icon next to the Minimize icon, or use the Preferences/Captured Pieces menu.

The Game Status Window

This window displays the most important information about the current game: the names, pictures, ratings, color of play, current timers, and time controls for both opponents, as well as the list of moves.

The meaning of the small icons above the list of moves is: Beginning, Play Backwards, Previous, Stop, Next, Play, End. During Ranked Play Mode (rated) games, these icons are grayed (can't be used).

As soon as one player has made a move, his or her timer stops and the opponent's timer starts. You can tell which player may move by watching the timer – it's not only running, but it also changes color.

The Chess Coach

The Chess Coach is a visual hint collection. Most of the hints are available only in Training mode; however, Openings is available during Ranked Play mode games as well.

Four types of visual hints are available:

Moves

Displays various types of moves as arrows. Blue arrows are legal moves, red arrows are captures, green arrows are defense moves, dotted red arrows are pin or skewer moves, and mauve arrows are check or checkmate moves. Players can check multiple hints at once, even if the board might become overcrowded.

Pieces

Displays specific piece hints – passed or isolated pawns are rendered semitransparent.

Board

Displays various board information by highlighting squares. Green squares are safe, red squares are dangerous. Legal Moves also displays all legal moves for the selected piece.

Openings

Displays the available opening moves for the current position, using the dotted-circle symbols familiar from the Learn/Opening game mode. (See the Practicing Openings section.)

Show Hints

Displays the hints for either White or Black. The Tab key duplicates this setting for easier access – pressing Tab will display the currently selected visual hints, but for the other side, be it White or Black. This is very helpful, because it shows possible opponent retaliations.

In fact, our recommended use of the Chess Coach is to take the piece and move it to the target square (while still keeping it over the table), then click Tab to verify that moving there won't lead to disaster.

More details on the Chess Coach tool are available in the Getting Advice section.

The Shortcuts Bar

The shortcuts bar appears in every game mode. The shortcuts structure for Training mode is:
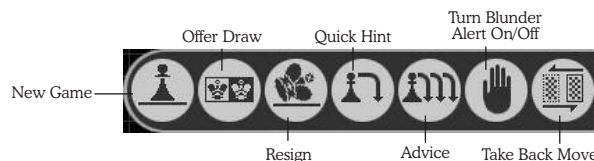
The New Game icon displays the New Game window and lets you set up a game with the parameters you want (opponent, color to play, time controls, etc.).

The Offer Draw icon can be used only during your turn and lets you request a draw. Your opponent can accept the draw or reject it. If it is rejected, you can't ask for a draw the same turn.

The Resign icon allows you to resign the game immediately.

The Quick Hint icon displays on the board the move Chessmaster thinks you should make. There are three steps to the Quick Hint: clicking the icon once displays a highlight over the target square (you must figure out what piece to move yourself). On the second click, the piece to move is highlighted as well. On the third click, Chessmaster displays the move in algebraic notation and offers to make the move for you.

The Advice icon gives you a more detailed advice, after you've set up the time Chessmaster can think about the position.

The Turn Blunder Alert On/Off icon activates or stops the Blunder Alert tool.

The Take Back Move icon allows you to take back the last move you made.

The Ranked Play mode's shortcuts bar contains only the New Game, Offer Draw, and Resign icons.

Setting Up the Game

To set up the game and choose the opponent, color, and time controls, simply click the New Game icon in the shortcuts bar or choose Game/New Game (from the drop-down menu) or Actions/New Game (from the right-click menu). This will display the New Game Details window.

To define the opponents, first choose whether they're human (click on the silhouette icon) or AI (click on the computer icon). To change the opponent, click the Select button. A list of all available AI opponents is displayed. You can browse the list and read your opponents' bios or filter opponents by type, age, or rating. Press OK after selecting the AI you want.
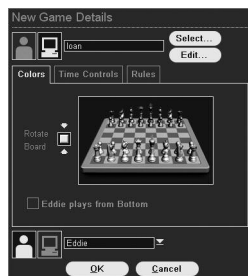
To set up the color to play, use the Rotate Board button (if you can't see it, make sure the Colors tab is selected).

To set up the time controls for the game, select the Time Controls tab. There are six time controls available:

- **Moves/Minutes:** Specify the number of moves each player needs to make in a certain number of minutes. Most chess tournaments are played at this rate.

- **Seconds per Move:** Specify the number of seconds each player has to make a move. This time control is useful for setting the amount of time it takes for the computer to move. Keep in mind that this is the average time it will take for the computer to move, and it may move more slowly or quickly on an individual move.

- **Minutes per Game:** Specify the number of minutes each player has to complete the entire game.

- **Fischer Style:** Assign each player a specified number of minutes to complete the game, with a certain number of bonus seconds added to the game each time a player makes a move.

- **Infinite Time:** No time limitations for your game. Using this time control will make your AI opponent wait a lot before moving, so make sure to use the Force Move command extensively. (See Playing a Game in the Playing Against the AI section for details on the Force Move command.)

- **Hourglass:** Each player gets a specified number of seconds per move at the start of the game. As one player uses time, the other player gains the same amount of time (like an hourglass). So, if you move rapidly, you can force your opponent to do the same.

Some of the time controls have a Separate Time Controls option. When checked, this displays two sets of time values for you to set – one for each player. This is useful if you want more or less time than your opponent, and it is a good way of balancing the game between players of different skill levels.

Finally, you can decide to alter the rules of the game by giving one of the players fewer pieces (this is called Set Up a Handicap) or by playing blindfold chess. Both options are visible after displaying the Rules tab.

Playing a Game

The game begins as soon as you or your opponent has made a move. Until then, the timers are stopped.

If you are White, you will move first. If you're Black, you must wait for your opponent to move.

To move a piece, drag and drop it on the target square. If it's a legal move, the piece will move there. Otherwise, the piece won't move at all and you'll hear a warning that will be also displayed on the status bar.

If you make a mistake, you may take back your move. This action is available only in the Training and Set Up Position game modes, and it can be done in two ways:

- Click on the Take Back Move icon in the shortcuts bar.

- Use the Actions/Take Back Move menu item from either the drop-down menu or the right-click menu.

After taking back a move, you might want to replay the move you just took back. As with taking back a move, this action is available only in the Training and Set Up Position game modes, and it can be done using the Actions/Take Back Move menu item from either the right-click or drop-down menus.

Attention! When you're playing against a computer personality, taking back moves when it's the opponent's turn to move will interrupt the computer's thinking. In this case, you must wait until it's your turn to move, then take back your move. When you make a new move, this will awaken the computer and the game will resume.

If you play against a computer personality and your opponent takes too long to move, you may force the move. To force the opponent to move, use the Actions/Force Move menu from either the right-click or the drop-down menu. This action is available only in the Training and Set Up Position game modes.

You may want to play as your opponent from a point of the game onwards. You can do that by switching sides. To switch sides, use the Actions/Switch Sides menu from either the right-click or the drop-down menu. This action is available only in the Training and Set Up Position game modes.

To pause the game, use the Actions/Pause menu or the keyboard shortcut Ctrl+P.

You may realize that you can't win and want to end the game faster. To resign a game, either click on the Resign icon in the shortcuts bar or use the Actions/Resign menu.

There might be games where you feel like neither you nor your opponent may win, as the situation is equal and likely to stay this way. To offer a draw to your opponent, either click on the Offer Draw icon in the shortcuts bar or use the Actions/Offer Draw menu.

If you simply want to quit the game and get back to the Main Menu, click on the large section icon in the navigation bar. However, you can also use the navigation bar to go quickly to another game mode without going back to the Main Menu – make sure you've learned how to get the most out of this tool. (See The Navigation Bar in the User Interface section.)

A new element in Chessmaster 10th Edition is the Memo Board – a secondary chessboard available for experimentation during training games. When the Memo Board mode is activated, the player can move in turns for both White and Black, visually developing variations of the current position. This tool is aimed at beginning players who need to see the moves played on the board.

Essentially, the Memo Board is a virtual copy of the chessboard. While the opponent is thinking, a player can switch to the Memo Board mode and build variations. To make manipulations simpler, we kept a single board visible, while there are in fact two virtual boards available: the Game mode chessboard and the Memo Board mode chessboard.

Using the Windows/Memo Board menu option, from either the drop-down or right-click menu will activate the Memo Board. The meanings of the various options are:

- Auto Switch: Automatically switches to the Game mode chessboard if the opponent has moved.
- Update: Copies the current situation from the Game mode chessboard to the Memo Board mode chessboard.

- Auto Update: changes the Memo Board as soon as the opponent has moved.

Pressing the big button toggles the board between the normal Game mode and the Memo Board mode (the text on the button changes to reflect this).

The Post-Game Analysis

After each game, Chessmaster displays the Post-Game Analysis window, containing a short text that summarizes the game and suggests (or not) a new opponent.

The text displayed contains:

- A general appreciation of the game.
- A classification of the game by type:
  - Dominated (when the winner never lost advantage).
  - Blunder (when the victory/defeat was caused by a blunder).
  - Balanced (when more than 40% of the game was about even).
  - Disputed (when the advantage went in turn to both opponents).
- The opening used.
- The suggested opponent.
- The rating modification (for Ranked Play/rated games).

You can see a graphic chart of the game using the Game Chart button. The X-axis marks the moves and the Y-axis marks the overall situation after each move, as noted by Chessmaster. Positive values are good for White, negative values are good for Black. To see the exact value of each move, keep the cursor over the graphic's vertices. The values are displayed under the graphic.

To play against the suggested opponent, click the Play Suggested Opponent button.

You can also analyze the game from the Post-Game Analysis window using the Analyze Game button.

Once closed, the Post-Game Analysis window can't be brought back on-screen, so take care.

Getting Advice

While playing in the Training or Set Up Position modes, you can ask Chessmaster for advice.

To get a quick hint, click on the Quick Hint icon in the shortcuts bar or use the Mentor/Quick Hint menu.

Using the hint tool will display on the board the move Chessmaster thinks you should make. There are three steps to the Quick Hint: clicking the icon once displays a highlight over the target square (you must figure out what piece to move yourself). On the second click, the piece to move is highlighted as well. On the third click, Chessmaster displays the move in algebraic notation and offers to make the move for you.

Better move advice can be obtained by clicking on the Advice icon in the shortcuts bar or by using the Mentor/Advice menu. Enter the number of seconds you want Chessmaster to take to analyze your position and determine the best move, and then select the Think menu button. Chessmaster uses the specified amount of time to think and then suggests a move.

During the spoken explanation, you may use the Pause button to stop the explanation and resume it later from the same spot, or you may use the Stop button to stop it completely and rewind it at the beginning.

Chessmaster provides a very useful Chess Coach – a set of visual tips that will help develop and improve your strategic and tactical playing skills and enhance your awareness of the different positions during play.

To display the Chess Coach, use the Mentor/Chess Coach menu item from either the right-click or drop-down menus.

The Chess Coach options are:

- **Moves/All Legal Moves:** Shows you all the possible moves for the side at move, using blue arrows.

- **Moves/Capture Moves:** Shows all capture moves using red arrows: thin arrows for exchanges, and fat arrows for captures leading to material advantage. Defended pieces and their defenders are displayed using green arrows.

- **Moves/Pin Moves and Skewer Moves:** Shows all moves that pin or skewer pieces. Pinned pieces cannot or should not move because they're protecting a more valuable piece. Skewered pieces are protecting pieces of lesser attack value on the same rank, file, or diagonal. The ability to identify pinned and skewered pieces is an essential middle game skill.

- **Moves/Check Moves:** Shows all check moves. A check is a direct attack on the opponent's king.

- **Pieces/Isolated Pawns:** Exposes pawns that are not directly supported by another pawn of the same color and are potentially weak.

- **Pieces/Passed Pawns:** Highlights pawns with no enemy pawns in front of or adjacent to the same file. Passed pawns are considered strong because their path to promotion is clear. The ability to identify passed pawns is an essential part of endgame tactics.

- **Board/Legal Moves:** Highlights the possible destination squares for the selected piece using green for safe squares and red for dangerous squares.

- **Board/Danger Zones:** All the dangerous squares (controlled by the opposite side) are highlighted in red.

- **Board/Safe Zones:** All the safe squares (not controlled by the opposite side) are highlighted in green.

- **Board/Board Coverage:** Highlights all the squares of the board covered by either side, using green or red highlights according to the controlling side (green for the currently selected side, red for the opponent). Use this mode to see all the squares protected by your pieces.

Another helpful feature is *Blunder Alert*, which warns you if you make a move that could result in checkmate or the loss of a significant chess piece. This feature is disabled by default.

To turn Blunder Alert on, click on the Turn Blunder Alert On/Off icon in the shortcuts bar or use the Mentor/Blunder Alert menu.

When you make a disastrous move, Blunder Alert will pop up on the screen. To find out why Chessmaster thinks your move is bad, click on Why? Then you can hear the spoken explanation of the move if you press the Play menu button. To take back your move, click on I Take It Back. To keep your move, click Disagree.

To turn Blunder Alert off, click on the shortcuts bar icon, use the Mentor/Blunder Alert menu, or uncheck the checkbox in the pop-up window.

During endgames, Chessmaster can help you find a checkmate. To find a checkmate, use the *Mentor/Solve for Mate* menu item from either the right-click or the drop-down menu. Set the number of moves you want Chessmaster to look ahead to solve for checkmate, then press Think. If Chessmaster finishes its search, clicking the Move button adds the moves one by one to the Move List.

One of the most interesting advice tools in Chessmaster allows you to analyze a game in order to discover your good and bad moves. To analyze a game, use the Mentor/Game Analysis menu command from either the right-click on the drop-down menu. First, enter the

number of seconds Chessmaster must spend analyzing each move, then use the Think menu button. The Annotation window is automatically displayed.

To hear the commentary, click on the *Play* button. To see the comments for each move, use the Move List: just click on the move to display or use the First Move, Next, Previous, Last Move icons.

Saving and Restoring Games

To save a game, use the *File/Save* menu item from the drop-down menu. This action isn't available in the right-click menu.

To load a game, use the *File/Load* menu item from the drop-down menu. This action isn't available in the right-click menu.

During Ranked Play mode games, you can't save games unless the game is over. However, you can adjourn a game – that is, suspend it and retrieve it later. To adjourn a game in Ranked Play mode, use the Actions/Adjourn menu item. You'll be asked whether you want to adjourn the game. If you choose to adjourn, the game will be stored and you will be able to load it later. In Ranked Play mode you can load only adjourned rated games.

Various Game Settings

All the game settings can be found in the Preferences menu, accessible both from the right-click menu and the drop-down menu. There are two sections: game-related and interface-related settings. To learn about the interface-related settings, go to the Tweaking Chessmaster's Interface section.

To change the chess set used, simply go to the *Preferences/Chess Set* menu. This will display the Select Chess Pieces and Board window, where you can browse the list of chess sets. There are three types of chess sets: 2D, 3D, and animated 3D. Some of the chess sets are locked and can be used only after fulfilling certain conditions (of the "Win N rated games" category).

To flip the board and see the game from your opponent's perspective, use *Preferences/Flip Board*.

To turn the moves sound on or off, use *Preferences/Sound* to display the Chessmaster Sounds window. Click on the Piece Movement tab to display the radio buttons, then choose one of the options: No Sounds, Thematic Sound Sets (different sounds for different chess sets), or Spoken Move Announcements (instead of hearing the pieces hit the board, a neutral voice will dictate the moves).

In the same window you can set up the use of voice by clicking on the Voice tab, or you can set up various window and online announcements sounds (buddy login, chat, challenge) by clicking on the *Effects* tab.

To choose the board settings, use Preferences/Board Settings.

- **Move Highlights**: Chessmaster reiterates each move by highlighting the piece's original square and then the destination square. The highlights can be square selections or arrows traced from start to destination.

- **Piece Movement** defines the handling of pieces. The default method is drag and drop and the alternative is two-click move, where you first click on the piece, then on the target square.

- **Quick Entry** lets you move a chess piece by clicking its destination square rather than dragging and dropping it. When Quick Entry is active, and you click a piece that has exactly one legal move, that move is made. If you click a square to which only one piece can move, that move is made. Quick Entry is off by default.

- **Sliding Pieces**: The default value is on, which causes your opponent's pieces to move across the board quickly. If you turn it off, your opponent's pieces will snap to their destination.

The Global Visual Settings affect the overall look of Chessmaster:

- **Antialiasing** sets the level of antialiasing used while rendering the 3D chess sets.

- **Board Visual Settings** defines various effects like the use of reflections, bump mapping or the animated board transitions while loading a new chess set.

- Finally, **Shadows** defines the type of shadows used.

To change the notation system used, use the *Preferences/Notation* menu. The selected option is checked. If you are unfamiliar with chess notation, we strongly suggest that you use the Academy/Chessmaster Series tutorials to learn about the various methods of recording chess games.

To change the engine settings, use the *Preferences/Engine* menu to bring up the Engine Settings window.

Warning: Change these at your own risk.

- The **Blunder Alert Threshold** sets the awareness level for the Blunder Alert tool.

- The **Transposition Table Memory** sets the amount of memory used to store analysis results in order to avoid evaluating identical positions twice.

- **Chess Engine Priority** sets the balance between the CPU percentage allowed for the chess engine and for the rendering and interface.
- **Blunder Alert Priority** sets the balance between the CPU percentage allowed for the PGA engine and for the rendering and interface.

Tweaking Chessmaster's Interface

The new Chessmaster interface can be customized at will. You can build your own layout, play using one of the 36 chess sets available, and choose any one of the graphical skins available (or even build your own).

The layout of the playing area contains the chess set, its position, the interface skin used, the wallpaper background, and the position and size of any window displayed. To save the current layout, click on the *Preferences/Layout* menu then choose *Save*. Take care not to overwrite the default layouts.

To load a previously saved layout, click on the Preferences/Layouts menu then choose Load. If you want to restore the default layout, click on Preferences/Layouts/Restore Default.

To change the background of the playing area, use the *Preferences/Background* menu. You can choose between using a bitmap and using a color gradient. Note that all chess sets have predefined backgrounds; to avoid using the set's background, uncheck the check box from the *Preferences/Chess Set* menu.

To change the interface skin, use the *Preferences/Skin* menu. At the beginning, only two of the four skins are available: Casual and Expert. To unlock the other two, you need to win enough rated games. Loading a skin might take longer on weaker systems.

To change your current avatar, use the *Preferences/Avatar* menu. There are 30 images to choose from.

To add your own picture to the game, replace one of the bitmaps in the *Data/Avatars* folder. Make sure your picture is in bitmap format, 76x97 pixels, in 24-bit depth, and has the same name as the bitmap you're replacing.

Playing a Rated Game

After you've spent some time in Training mode, you'll probably be curious to see how well you're doing. Chessmaster allows you to find out what your real playing strength is using the Ranked Play mode. In this game mode, the Mentor menus aren't available, you can't take back your moves, and at the end of each game your rating is modified according to your result.

In other words, you're playing for real, and any of your actions on the chessboard will have consequences, just like in real competitions.

When you created your alter ego (see the Your Alter Ego section), Chessmaster computed a starting rating for you based on your answers to several questions (age and level of chess knowledge). That was just a quick estimation. For your rating to be really meaningful, you need to let your rating evolve as you play more rated games.

During your first 20 rated games, your chess rating is still provisional. During these games, your rating will evolve very quickly toward a more accurate representation of your playing strength. Afterwards, your rating will evolve much more slowly.

To play a rated game, choose *Play/Ranked Play* mode from the Main Menu.

The first thing to do is set up your game, just the way you did in Training mode (See the Setting up the Game section in Playing Against the AI). The difference is that you can no longer play a human opponent, and the number of time-control modes available is smaller (seconds/move and infinite time are gone).

To see how your rating might change by playing the current opponent, read the description in the upper area of the window. The description contains your current rating and the amounts by which your rating will change. For example, "loss: -424, draw: -24, win: +376" means that your rating will drop by 434 points if you lose, will drop by 24 points if you draw, and will rise by 376 points if you win.

During rated games, the only mentor feature available is the Chess Coach's Opening Moves feature.

Setting Up Positions

Chessmaster provides a Play/Set Up Position game mode that lets you set up a specific position on the chessboard. Then you can either have it analyzed or play it out yourself.

The Set Up Position mode has a small window containing all the tools necessary to build any position on the chessboard.
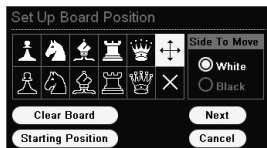
To clear the chessboard and leave only the two kings, click the *Clear Board* button.

To reset the chessboard to its starting position, click the *Starting Position* button.

To choose a piece from the menu, click on it. It will remain marked.

To place a piece on the board, click on the target square. The piece will appear on the chessboard. If you try to place a piece over another one of the same type, the piece already on the board will be erased and the square will remain empty. If you try to place a piece over any other piece, the piece already on the board will be erased and the new piece will appear on that square.

To move a piece to another position on the board, select the + icon from the window, then click on the piece on the board, then on the target square.

To erase a piece from the board, select the *X* icon from the *Set Up Board Position* window, then click on the board piece to be erased.

To determine which side is playing first, check either White or Black in the window.

Playing Tournaments

You can create a tournament of your own or join predefined tournaments. Both these options are available in the *Play/Tournaments* game mode.

The Tournaments window displays a list of predefined tournaments for you to choose from. When you select a tournament, its description is displayed. Half of the predefined tournaments are hidden; placing in the first three in one of the available tournaments usually uncovers a hidden one.

To play a predefined tournament, select it from the list, then click the Launch Predefined Tournament menu button.

The Tournament Schedule window displays a list of all the games in the tournament. When you select a game from the list, you can either play the game, if you're one of the players involved in the game, or, in the case of AI vs. AI games, watch it (this option forces you to watch the game all the way to the end, so make sure you have enough free time) or ask for a quick result (this option simply gives you the result and nothing else).

To see the current tournament rankings, click the View Rankings button in the Tournament Schedule window.

To see the current tournament crosstable, click the View Crosstable button in the Tournament Schedule window.

To return to the Tournaments window, simply close the Tournament Schedule window by clicking on the small icon in the upper right corner of the window. If at least one game was played in the tournament, you'll see the words "(in progress)" next to the tournament's name.

To create your own tournament, click on the Create Tournament button in the Tournaments window.

You'll have to decide on a set of values defining the tournament. First, pick the tournament type: round robin or Swiss. In a round-robin tournament, each player plays all the other players; in a Swiss event, the players are matched according to their progressive scores after each round. By default, tournament games aren't rated; you can change this using the Rated Tournament checkbox.

Second, set the time controls.

Then, enter your opponents' rating range, either as a global value (My Level, Grandmaster Level, etc.) or as specific limits. You can also choose to play against randomly chosen opponents, or you can choose them yourself from the opponents' list.

Finally, you'll be presented with an overview of the tournament's parameters – just to be sure you got what you wanted. You can always return to any of the previous steps and modify your choices.

After creation, the tournament must be saved for future reference. Choose a name for the tournament and a destination folder.

The Tournament Schedule window is identical to the one used when playing a predefined tournament. When you close it, the tournament is automatically saved and the Tournaments window is displayed.

To load a tournament you've created, click on the Load Tournament button in the Tournaments window.

To exit Tournament mode, use the navigation bar to reach another game mode.

Playing Online

Maybe you don't have friends interested in chess. Or maybe you've become too good for them and they don't want to play you anymore. Or maybe they don't have time to play you anytime you want. In any or all cases, Chessmaster offers you a way to play another human opponent of your strength, anytime you want. All you need is an Internet connection.

Configuring the Network

Before you'll start playing, you need to fulfill some system requirements.

For the game to function properly, the ports needed to be opened are TCP: 668, 40000–42999 and UDP: 41006, 44000, 45000, 45001 for the ubi.com matchmaking services and UDP: 17110 for the game communication. The game was designed to facilitate connectivity even if the computer is connected through a NAT to the Internet (but keep in mind that not all router/NAT combinations work). If you can't connect to the matchmaking services or to a game server, please contact your network administrator and provide him or her with this information.

Logging On to ubi.com

To play Chessmaster online, click the *Play/Online* button. First, you need to create a new ubi.com account (or activate it, if you already have one). When asked, click on the corresponding button and type the information requested.

If you have a ubi.com account and forgot your password, please use a web browser to navigate to www.ubi.com and request your password.

Note: Children under 13 years of age need permission from their parent or guardian before creating a user account. Please reach *www.ubi.com*'s sign-up area and create a ubi.com account there (you'll need to print the permission form and fax it to ubi.com).

After you've created or activated your ubi.com account, Chessmaster asks you for the CD key number. You can find on this number on the inside back cover of the CD case. Make sure you type the number carefully - any mistake might prevent you from accessing Chessmaster's online servers.

You can try to reconnect by either clicking the large Join button located above the navigation bar or by using the *Actions/Connect* action in either the right-click or the drop-down menu.

After you've set up your ubi.com account, Chessmaster automatically associates it with your alter ego. If you return to the Main Menu, you'll see the name of the ubi.com account in parentheses next to your alter ego.

If you have several ubi.com accounts and want to switch between them, you don't need to go back to the Main Menu and create a new alter ego. Instead, simply use the *Online Settings/Change User* menu command. You will be disconnected from the game servers and will have to enter a new user/password combo.

If you want to change information in your ubi.com account, like your name, email address, or country of residence, use the *Online Settings/Modify User* Info menu command.

PLAYING AN ONLINE GAME

The Lobby and Play Layouts

The first layout you'll see after connecting to the Chessmaster servers is the Lobby layout. The chessboard is present, but appears semitransparent, and the Competition List, the Player List, and Lobby Chat windows fill most of the screen. The Game Status and Captured Pieces windows aren't available.

A lobby is in fact a game server where a maximum of 500 players can be present at any time. Chessmaster has several lobbies and distributes players automatically between them. All the information you receive during your online session comes from the lobby you're connected to; there is no communication between lobbies. Therefore, it is possible that if your friends are online, you won't be able to see them – they might be in other lobbies.

To change lobbies, use the *Online Settings/Change Lobby* menu command. A list of lobbies appears, displaying the number of players connected to each of them. Select the lobby you want, then click on the *Join Lobby* button.

After a match has started, the board becomes plain, and the Game Status and Captured Pieces windows are displayed while the other windows disappear, replaced by the In-Game Chat window. This is the Play layout.

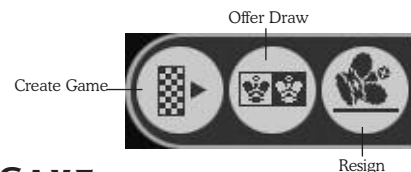*In the Lobby layout, the shortcuts bar's structure is:*
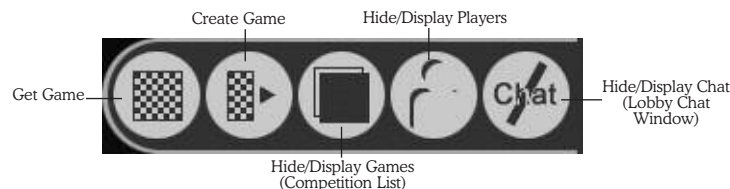
When playing an online game, the shortcuts bar's structure depends on the type of game you're playing.

FOR TRAINING GAMES:
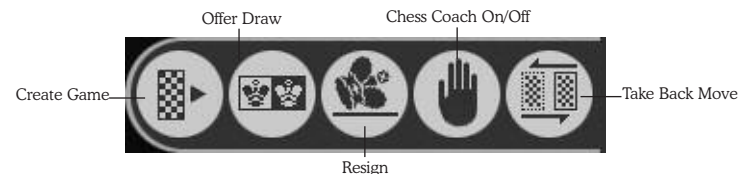
FOR EXPERT GAMES:

GET GAME

You can start a game using *Get Game* – an instant matchmaking tool. Get Game is available both from the shortcuts bar and from the Game/Get Game menu.

Click on the Get Game button and Chessmaster will select the closest match to the values set up in the Game Description. If no match is available, a warning is displayed; otherwise, the game starts immediately.

The default values for Get Game can be changed easily; they are defined in the Get Game window as drop-down lists.

The Get Game icon from the shortcuts bar immediately starts the serach for a game, while the *Game/Get Game* menu command (from the drop-down and right-click menus) displays the Get Game window.

Create Game

Another way to start a game is by creating a game session. The player creating a game is called the host. The Create Game command is available both in the shortcuts bar and the *Game/Create Game* menu.

There are two main game types:

• Private, visible only to the host and the players he or she invites.

• Global, visible to all players.

The game modes available are *Training* (not rated), *Expert* (rated), and *Teaching*. The host must also set up the color to play and the time controls.

According to the user specified time values defined, "games" are defined as bullet (under 3 minutes/game), blitz (under 10 minutes/game) and standard (10 minutes/game and more).

Two special values are the spectator limit, which defines how many players can watch the newly created game, and the Chat mode available during the game. The Chat mode makes possible communication between players and spectators together or between just players and just spectators. Of course, if you don't want to see your opponent's messages you can simply close the In-Game Chat window.

After creation, the game is visible in the host's Game List. Private games are invisible to other players unless the host specifically challenges a player using the Player List. When this happens, the challenged player sees the game in his or her Game List; after a challenge is accepted, the ongoing game is globally visible (everybody can become a spectator in a private game). Global games are visible in everybody's Game List.

The most direct way to challenge a player is to double-click on his or her name in the Player List. This will send a challenge. Challenges are displayed in small windows in the lower right corner of the screen. If several challenges are received at the same time, these windows stack each other. Each challenge window remains on-screen for 20 seconds, then closes automatically.

To save an online game locally, you can use the *File/Save* menu command. The game will be saved as a PGN file, with all the In-Game Chat text saved as player commentary.

To leave a game and return to the lobby, use the Game/Leave Board menu command.

Game List

The Game List displays all the games currently played, as well as all the challenges (games waiting for an opponent) available. It is a part of the Competition List, which also integrates the Tournament, Ladder, and Clan Lists.

The challenges are always displayed first, and you can easily identify them because the guest fields (name, rating) are always empty.

You can sort the whole list by left-clicking on the column title. For example, left-clicking on the *Host Rating* column title sorts the list by host rating. However, the challenges and the ongoing games are not amalgamated; each of these parts of the list are sorted separately.

By right-clicking on a *Game List* row, you can either view the selected game or accept the selected challenge. *View Game* is only available if the game has actually started and the spectator limit for that game hasn't been reached yet.

Double-clicking a game makes you either accept a challenge or join a game as a spectator.

Player List

The Player List displays all the players currently online. Four parameters are displayed:

• The icons, which display the current activity (♟ for playing, 👁 for spectator), and the status of players and spectators (😊 for friend, ⊘ for ignored).

• Players' names.

• Players' ratings (bullet/blitz/standard ratings).

• Current activity status (idle, playing, viewing, teaching).

As with the Game List, you can sort this list by left-clicking on any column title.

The default display order of the players is always: Friends first, then others, then Ignored. This ensures the highest visibility for the player's friends while hiding the players that are on the current player's Ignore list. This display order is always respected, and left-click sorting works separately on each part of the list.

By right-clicking on a Player List row, you can:

• Challenge a player (available only if the selected player has created a game).

- Watch a game (available only if the selected player is currently playing and the spectator limit isn't reached).
- Add someone to Friends List/remove someone from Friends List (self-exclusive).
- Add someone to Ignore List/remove someone from Ignore List (self-exclusive).
- View more information (displays the player's online statistics).
- Chat in a Private Channel (opens a private chat window).

Double-clicking a name in the Player List will lead to different outcomes according to the target's current status:

- If the target player is currently playing a game or teaching, double-clicking will let you become a spectator/student of that game.
- If the target player is currently idle or watching a game, double-clicking will let you create and send a challenge.
- If the target player is challenging (waiting for opponents to accept his or her challenge), double-clicking will let you join the existing challenge or create and send a challenge.

When challenging someone to a rated game, keep in mind that due to the way ratings are computed, two players can't play rated games if the rating difference between them is higher than 400 points.

Chat Windows

There are two main chat windows available:

- The Lobby Chat window, where all players can talk to each other.
- The In-Game Chat window, where the two opponents can talk to each other and/or spectators.

To chat with other players, you can simply type your message in the edit box under the main display area. The special character # stands in for a player's name. If Joe types "# feels tired," the other players will read "Joe feels tired."

The upper part of the chat window contains only news and official announcements. Chessmaster displays these automatically at regular intervals.

To chat one-on-one with a specific player, you can use the Private Chat command available upon right-clicking on that specific player's row in the Player List. This will open a separate chat window that is titled with the name of the invited player.

The In-Game Chat window is always available during games, but the host decides if the players can see what spectators say (by setting Chat mode to Players and Spectators while creating the game) or not (by setting Chat mode to Players Separate).

To use the voice chat feature, you first need a microphone connected to your computer. Then, click on the small Speaker icon in the upper right corner of the In-Game Chat window. This will activate your microphone/headset (a message will be displayed in the chat window). To actually converse, your opponent must activate his or her headset as well.

Note: Voice chat is not available during usual lobby chat sessions.

Offline Messages

If you want to send a message to a player who's not online at the moment, you can do so using the Offline Messages window. You open it with the *Windows/Offline Messages* menu command. The window contains a list of the last 100 messages you received.

To read a message, click on it. The content will be displayed under the message list.

To send a new message, click on the New Message button. Type the exact name of the player you want to send the message to, then write your message and click the Send Message button. The Offline Messages window will pop up automatically upon your correspondent's next login, letting him or her see your message.

To reply to a message received, double-click on the message or select the message, then click on the Reply button.

You can always delete a message by selecting the message in the list, then clicking on the Delete button.

Tournaments

To create a tournament, you can use the Game/Create Tournament command. You must provide the following information:

- **Tournament structure:**
  – Round robin, where every player gets to play every other player once.
  – Double round robin, featuring double confrontations (one as White, one as Black).

- **Tournament type:**
  - Fast, where a single tournament takes place in a single day.
  - Daily, where the tournament takes place in successive days; there is a round at the same hour each day.
- Time control values.
- Starting date and hour (hour for fast, date and hour for daily tournaments).
- Number of participants.
- Rating range (as the tournament creator always joins the tournament, the maximum limit of the rating range is creator's rating +/- 200).

All tournaments have a registration period that starts immediately after the tournament's creation and lasts until a date/hour provided during creation.

Tournaments List

The Tournaments List is a part of the Competitions List window including the Games List, Ladders, and League; the separate lists are tab-delimited within the window.

The Tournaments List contains all the tournaments currently available (not closed), sorted by the registration period (tournaments with registration periods that haven't ended will be first).

The information displayed in the Tournaments List is:

- Host name and rating.
- Tournament type (fast/daily + RR/DRR, where RR=round robin, DRR=double round robin).
- Number of players registered/total slots available.
- Registration deadline.

To join a tournament, you can:

- Click the Join This Tournament button at the bottom of the list, after selecting a row.
- Right-click the tournament's row and choose Join This Tournament from the pop-up menu.

To view more information about a tournament, you can:

- Double-click the tournament's row in the list.

- Click the View Tournament Information button at the bottom of the list, after selecting a row.
- Right-click the tournament's row and choose View Tournament Information from the pop-up menu.

Playing a Tournament Game

After joining a tournament, each participant will be notified that a tournament match is incoming before his or her match starts.

For technical reasons, all tournaments are held in a separate lobby, called the Tournaments Area. Players wandering outside of the Tournaments Area are notified with pop-up windows that appear 10 minutes, 5 minutes, and 1 minute before the match starts (as well as when the match starts), asking them to join the Tournaments Area in order to play the tournament.

The simplest way for any player to reach a scheduled game is to answer yes when asked to join the Tournaments Area.

The hard way is to use the Tournaments List to reach a game:

1. Use Actions/Join Tournaments Area.
2. Open the Games/Tournaments/Ladders/League List window.
3. Click on the Tournaments tab to display the list.
4. Double-click on the tournament row.
5. Click on Join Game or right-click + Join Game from the pop-up menu.

A shorter alternate way is:

1. Use Actions/Join Tournaments Area.
2. Open the Games/Tournaments List window.
3. The Games tab is already selected, no need to check it.
4. Double-click on the scheduled game row.

Players within the Tournaments Area are announced with a pop-up window at the moment the match starts.

There is a fixed time period during which a player can still join the match after the official starting date/hour has passed. For bullet games, the time is one minute; for blitz games, the time is three minutes; and for normal games, the time is five minutes. After the time has passed, the missing player loses the match. If both players aren't present, the game is ignored in the classification.

You can save a tournament game using the *Files/Save* menu command during the game or after the game is over. It will be saved as a PGN file with all the In-Game Chat text included as player commentary.

Ladders

A ladder is an event that takes place between two clearly delimited dates. All players registered for a ladder can play each other regardless of their ratings; after each match, the new positions in the ladder are computed for each opponent.

If the winner is situated on a lower ladder position, he or she will advance by half of the distance between opponents, rounded up. If the winner is above the loser, he or she will advance one position.

Also, during a ladder, each player may play every other player twice: once with White and once with Black. On the first encounter between two players, the host automatically plays White; on the next encounter, the colors will change accordingly.

To create a ladder, you can use the Game/Create Ladder command. Next, you must provide the following information:

- **Ladder type:**
  – Defined registration period, where players can join only during a limited time. Registration starts as soon as the ladder is created and lasts as long as the creator specifies.
  – Unlimited registration, where new players can join the ladder anytime during the ladder's lifetime.
- Ladder duration (a week, a month, etc.).

Ladders List

The Ladders List is a part of the Competitions List window, including the Games List, Tournaments, and League. The separate lists are tab-delimited within the window.

The Ladder List contains all the ladders currently available (not closed), sorted primarily by the registration period (ladders whose registration period haven't ended will be first).

The information displayed in the Ladders List is:

- Status (joined/not joined).
- Host name and rating.
- Number of players that have joined the ladder.

- Start date.
- Remaining days/hours/minutes.
- Registration deadline.

To join a ladder, you can:

- Click the Join This Ladder button at the bottom of the list, after selecting a row.
- Right-click the ladder's row and choose Join This Ladder from the pop-up menu.

To view more information about a ladder, you can:

- Double-click the ladder's row in the list.
- Click the View Ladder Information button at the bottom of the list, after selecting a row.
- Right-click the ladder's row and choose View Ladder Information from the pop-up menu.

Playing a Ladder Game

Unlike tournaments, ladder games can be played at any time.

To play a ladder game, you must:

1. Open the Games/Tournaments/Ladders/League List window.
2. Click on the Ladders tab to display the list.
3. Double-click on the ladder row.
4. Check the list of players, select one, and click on Challenge Player, or right-click + Challenge Player from the pop-up menu, or click on Challenge All Players.

Challenging all players results in automatic matchmaking with other players who chose the same option. Challenging one player will generate a challenge window.

To save a ladder game, use the Files/Save menu command.

The Clans and the League

Clans are groups of players that compete in a yearly event called The League. The League starts every year on Chessmaster 10th Edition's launch date. All existing clans are automatically entered in the competition.

Only players with more than 100 rated matches (be they bullet, blitz, or standard) can create clans. The player who creates the clan receives the title of founder and automatically becomes the manager of the clan.

To create a clan, you can use the *Game/Create My Clan* menu command. Provide the requested information including the clan's name and description (maximum 255 characters).

The manager (usually the founder) can:

• Invite new players to join the clan.

• Banish clan members.

• Pass management rights to another clan member.

To invite new players, the clan manager has a specific new command in the right-click menu of the Player List: Invite [Player] to Join Your Clan. Sending the invitation is only possible if the target player isn't playing a game.

If the target player accepts the invitation, he or she automatically leaves his or her previous clan (if any) and joins the new clan. A clan manager can't accept an invitation to join another clan without entrusting the current clan's management rights to somebody else.

There is no upper limit on the number of clan members. However, if a clan shrinks to fewer than three members, it automatically becomes inactive.

To banish clan members, the clan manager uses the Banish [Player] from Your Clan command in the right-click menu of the Clan Information windon. This is possible even if the banished player is currently offline. The banished clan member will be notified of this status change on his or her next connection.

To pass management rights to another clan member, the clan manager uses the Entrust [Player] as Future Manager of Your Clan command in the right-click menu of the Player List. This is possible even if the target player is currently offline. The manager-to-be will be notified of this status change on his or her next connection. Clan managers can't create a new clan until they entrust the management right of the current clan to somebody else.

The League window contains a list of all the clans, sorted by the total points gained. You can reach it by clicking on the *League* tab in the *Competition List* window.

To view information about a clan, select the clan from the list, then click on the View Clan Information button, or double-click the clan's row from the list. You will see the clan's name, description, and statistics and the list of members.

To join a clan, select it from the list and then click on the Join Clan button. You will be asked to contact the clan's manager and ask for permission to join. Requesting a membership doesn't mean you'll become a member – the manager is the only one who can decide to send you an invitation. When you receive an invitation from the clan's manager, you can decide to accept or reject it.

Clan members have access to a specific chat window called Clan Chat, which allows clan members to converse privately. This is just like the Lobby Chat, but is only available to the clan members. To reach it, display the Clan Information window, then click the Clan Chat button.

The ultimate goal for each clan is to win the League. Each clan member brings points to the clan from each of his or her rated games, as follows:

• Defeat: 0 points.

• Draw against a weaker player, rating difference >200: 0 points.

• Draw against a weaker player, rating difference (50,200): 0 points.

• Draw against a weaker player, rating difference (0,50): 1 point.

• Draw against a stronger player, rating difference (0,50): 1 point.

• Draw against a stronger player, rating difference (50,200): 2 points.

• Draw against a stronger player, rating difference >200: 3 points.

• Victory against a weaker player, rating difference >200: 2 points.

• Victory against a weaker player, rating difference (50,200): 3 points.

• Victory against a weaker player, rating difference (0,50): 4 points.

• Victory against a stronger player, rating difference (0,50): 4 points.

• Victory against a stronger player, rating difference (50,200): 5 points.

• Victory against a stronger player, rating difference >200: 6 points.

Games played between the members of the same clan don't count towards League scores.

Clans must play a number of games each month equal to 10 times the number of clan members. Clans that don't meet this minimum requirement are automatically marked as inactive. A clan becomes active again when its members play the minimum number of games.

Another condition for a clan to remain active is that it must have at least three members. If it does not, it becomes automatically inactive. To get back on track, the clan needs new members. During inactivity periods, clan points aren't computed.

Simultaneous Exhibitions

A simultaneous exhibition (simul) is a game where a stronger player takes on several opponents at the same time.

To create a simul, you can use the Game/Create Simul command. Next, you must provide the following information:

- Time control.
- Number of opponents.
- Rating range (either as values, or as global categories: My Level, Beginner, Novice).

During simultaneous exhibitions, the host always plays White.

A simul game can't start unless at least two opponents have joined, so the Start button in the Create Simul window is grayed unless this condition is fulfilled. Also, there is a compulsory waiting time of 10 seconds.

Playing a Simultaneous Exhibition

Players can join a simul the same way they join any Training, Expert, or Teaching game – through the Game List. (One can easily identify simuls by reading the Game Type column.)

The structure of the Game List has a slightly different meaning for simuls:

- The Black column displays the current number of opponents who have joined and the total number of free slots.
- Black's Rating column displays the simul's rating range.

After at least two opponents have joined, the simul can start. In addition to the usual game windows (Game Status, Captured Pieces, etc.), a specific Simul window is displayed. It contains a list of all the boards involved in the simul and displays the names of the opponents, the results of individual games (if available), and Status icons for each board (green if the master can join the board and play, red if not).

During a simul, the master can join any board anytime, but can make a move on a board only if the opponent has moved (the Status icon is green).

After the last game ended, all players receive a simul report containing the results of all games. You can save the simultaneous exhibition using the File/Save menu command. All the games will be saved as a single PGN file.

Warning: You can only save the simul as long as the master doesn't close the simul report.

Online Teaching

Chessmaster allows stronger players to teach others online by creating a Teaching chess game.

To create a Teaching game, just click the *Create Game* icon in the shortcuts bar or choose the *Game/Create Game* menu. Choose Teaching as the Game mode; time controls are deactivated in this Game mode.

The player who creates the game is the teacher; the others are students. The teacher has a set of tools available that helps him or her modify the board and highlight situations, pieces, attacks, etc. while explaining the moves using the In-Game Chat window.

The tools available are:

- **Arrows:** The teacher can draw thin or fat arrows, choosing one of the eight colors available.
- **Highlights:** To highlight a square on the board, the teacher can choose one of the two highlights available (dark/light).
- **Board setup:** The teacher can add/remove pieces or ghost pieces.
- **Multiple-choice quizzes:** The teacher can create simple multiple-choice quizzes by typing the question, then the answers (the correct answer must be checked), and then the countdown timer (how long students have to answer).
- **Undo/redo:** If something goes wrong, the teacher can simply undo/redo his or her actions.

Students can watch the board and talk to the teacher via the In-Game Chat window. They can't make moves on the board, but they can choose the move to be made as an answer in a multiple-choice quiz. They can also indicate moves by typing the coordinates in algebraic notation via the In-Game Chat window, so there is a fair amount of interactivity in the chess lecture.

You can save a Teaching game using the File/Save menu command. Games are saved in Chessmaster's proprietary tutorial format; you can load them later in the Academy to watch them.

After creation, the Teaching games are visible just like other games in the Game List.

Teach Set Up Board Position
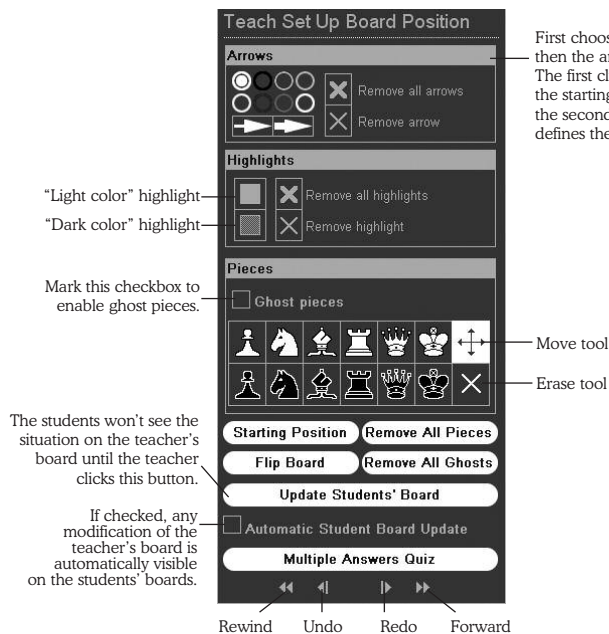
Arrows

First choose a color, then the arrow type. The first click defines the starting square; the second click defines the target.

Remove all arrows

Remove arrow

Highlights

"Light color" highlight

"Dark color" highlight

Remove all highlights

Remove highlight

Pieces

Mark this checkbox to enable ghost pieces.

☐ Ghost pieces

Move tool

Erase tool

The students won't see the situation on the teacher's board until the teacher clicks this button.

Starting Position | Remove All Pieces

Flip Board | Remove All Ghosts

Update Students' Board

If checked, any modification of the teacher's board is automatically visible on the students' boards.

☐ Automatic Student Board Update

Multiple Answers Quiz

Rewind   Undo   Redo   Forward

The News System and the Website

Chessmaster 10th Edition benefits from a real-time news system announcing new events as soon as they're available. News is displayed in the upper part of the Lobby Chat window.

The types of events announced automatically are:

- A master-level player logs in.
- A master-level player plays somebody else.
- A master-level player plays another master-level player.
- A preprogrammed event approaches the start or completion date/time (preprogrammed events are tournaments, ladders, simultaneous exhibitions, lectures by master-level players).
- Other important information

In addition, these announcements can be displayed during any Game mode in the Online News window. To display the window, use the *Windows/Online News* command. If you want to receive the news automatically, mark the checkbox (default is unchecked).

Chessmaster 10th Edition has a dedicated website, *www.chessmaster.com*, which can be seen by players from within Chessmaster using the *Windows/Website* command. While browsing the site, you can download the game or tutorial files and load them later from the Training or Academy game modes.

Playing in a Network

If you and several buddies are linked in a network and each of you has a copy of Chessmaster 10th Edition, you can play chess using your network. Just install each Chessmaster copy on the respective computers and you're set. There are a couple important differences between the Online and LAN Game modes.

First, you don't need to create any other user to play in LAN. You'll be identified by your current alter ego.

Second, three of the features found in the Online Game mode aren't't available in the LAN Game mode; more specifically, you can't play tournaments or ladders and you can't create or join clans. All the other Online features work identically in the LAN Game mode. For further assistance, please refer to the *Playing Online* section.

Studying Famous Games

A great way to study chess is by watching the famous games of the past and present Grand Masters. Chessmaster offers you a database of 825 games played by the best players in chess history and annotated by GM Larry Evans (among others). The Famous Games section is a part of the Learn area of Chessmaster.

Watching a Game

The Famous Games window contains a list of all the 825 games in the database. To watch a game, first scroll the list and select the game you want. When clicking on a game, you can see the ending position, as well as the game's starting commentary. Click on the Watch Game button when you've decided on a game. The Famous Games layout contains the chessboard, the Game Status window and the Annotation window.

To browse the game, use the Move List or the Next/Previous icons from the shortcuts bar. You can read the commentary from the Annotation window. To choose another game, use the Watch Another Game icon from the shortcuts bar.

Previous   Next

Watch Another
Famous Game
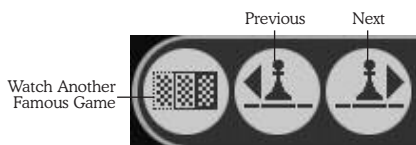
Searching for a Specific Game

You can filter the games displayed in the Famous Games window by using the Search tool. To search for a specific game, type your search term in the edit box under the game list. If there are no results, try using just a part of the word you're searching.

To clean up the search and display all the famous games again, click on the Restore Game List button.

The Database

Chessmaster has a database of over 500,000 games. You can find it in Chessmaster's Learn area.

To help players navigate the database easily, Chessmaster provides four types of navigation by splitting the Database window into four tabs.

• The *Moves* tab displays a list of all available matches. Browsing through the list updates the match information displayed – opponents, moves, and other statistical data like the event, the site, the date etc.

• The *Key Info* tab displays the tree of all available keys (chess positions) in the database. The current position is taken from the currently selected match (see the Moves tab), whose moves are displayed next to the board.

• Browsing through the keys tree or through the game moves updates the key information displayed (results, ECO, subkeys/subgames, etc.).

• The *Data Query* tab allows the player to search the database for player names, events, dates, etc. There are two search types: basic, where the player asks simply who, where, and when; and advanced, with six different query slots and three alternative search items possible.

• The *Position Search* tab allows the player to build a position on the board (in a more visual manner than, say, the Key Info tab) and search for that position in the database.

The four tabs:
Moves, Key
Info, Data
Query, Position
Search.

The board and the
navigation buttons
(Beginning,
Previous, Next,
End).

The list of all
the games (also
list of games in
a search
result).

Game
information

The currently
selected match
is sent to
Training mode
for further
study.

The match
moves. Clicking
on a move
advances the
game.

After a search, the game list
is modified to contain only
the search results. To set the
list back to the default value
(all games available in the
database) the players can
use Reset Game List.

Searches the current
position displayed on the
board within the database.
The results are displayed in
the game list.

The Fun Area

Chessmaster has a game area specially designed for kids and players who just want to have fun. It's a place where kids and beginners of all ages can enjoy a little of everything Chessmaster has to offer without entering any of the other areas.

To play, just use the *Fun/Play* menu. As you can see, the Fun area has a specific interface.

To play a chess game, click the red pawn in the shortcuts bar.

The Chess Coach
Click on any box to display the corresponding hints.
For a detailed explanation of the Chess Coach, read the Chess Coach section in Playing Against the AI.

The Game Status
This simplified version displays the opponent's picture, name, and remaining time.

The Chess Board
The default chess set in the Fun area is animated. To move a piece, click on it and then click on the destination square. To rotate the board, use the left or right arrow keys. To resize it, use the mouse wheel or the Page Up/Page Down keys. To move it around, click and drag it by the border. To tilt it, use the up or down arrow keys.

The Navigation Bar
Click on the horizontal arrow to expand the bar; the options available are Play (the board icon), Puzzles (the board and pieces icon) and Learn Basics (the books). Click on the vertical arrow to browse the other areas of Chessmaster.
Warning: If you leave the Fun area, the interface will change to the classic one.

The Shortcuts Bar
The three icons are: New Game, Hint, and Take Back Move.

Please read the Setting up the Game section for a detailed explanation on setting up your game.

To ask for a hint, click the exclamation point in the shortcuts bar. Please read the *Getting Advice* section for a detailed explanation on the hint tool.

To take back your last move, click the yellow pawn in the shortcuts bar.

To change the chess set, click the right mouse button and choose the *Preferences/Change Chess Set* menu command.

To learn the basics of chess, use the books icon in the navigation bar. For a detailed description on running tutorials and solving drills, please read the Learning to Play section.

To return from the Learn area to the Play area, use the board icon in the navigation bar.

To play a puzzle, use the board and pieces icon in the navigation bar. For a detailed description on solving puzzles, please read the Solving Puzzles section.