INTRODUCTION

Congratulations! You've purchased the latest version of the world's best-selling chess program. Whether you're new to chess programs, or a CHESSMASTER® veteran, you'll find that CHESSMASTER® 9000 is the most comprehensive chess software available anywhere. Now, there are many more ways for you to improve and enjoy chess:
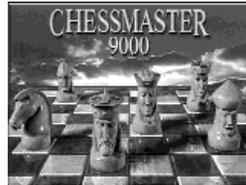
- New chess sets and boards, including over 60 new True-3D chessboards and piece sets
- More ways to play chess, including a new QuickStart! mode
- New Chess courses and tutorials only available in CHESSMASTER 9000
- New analysis function that lets you select the level of advice you need
- Over 150 opponents, from beginner to Grandmaster level
- New functions for advanced players

If you are new to CHESSMASTER, or simply want to jump right in and start playing, look throughout the manual for this symbol: §, which will give you the basics you need to begin. Later, you can learn more about the advanced features of CHESSMASTER 9000.

§ QuickStart!

If you are familiar with previous versions of CHESSMASTER, and you want to jump right in and play chess, go to the Game Room and click on the QuickStart! button. CHESSMASTER 9000 will set up a game for you, based on your rating choice when you created your user.

§ Minimum System Requirements

CHESSMASTER 9000 does not officially support Windows® 95 or 2000

Pentium II 450 or AMD K6-3 500

Windows 98/ME 64 MB RAM (128 MB RAM recommended)

Windows XP 128 MB RAM (256 MB RAM recommended)

DirectX8.1-compatible video card (Includes support for high-end 3D video cards)

300 MB hard drive space

Windows-compatible mouse

Internet connection for play on Ubi.com (minimum 56k modem or broadband)

§ Installing CHESSMASTER 9000

You must use the setup program to install CHESSMASTER 9000. You cannot install it by copying the software from the CD to your hard drive.

1. Insert Disc 1 in your CD-ROM drive. If you're installing CHESSMASTER 9000 for the first time, the CHESSMASTER 9000 Welcome screen appears.

2. Click Install.
3. Then click Next.
4. Choose an installation option:
   - Typical Installation—Copies all the program files to your system, but leaves the larger endgame databases and the audio files on the CD for you to access as needed.
   - Full installation—Copies all CHESSMASTER 9000 components to your hard drive, provided that you have sufficient space on your drive.
5. Click Next and specify where you want to install CHESSMASTER 9000. The default installation path is C:\Program Files\Chessmaster 9000. Click Browse if you wish to specify a different path.
6. Click Next again to begin the installation.
7. When the installation is complete, select Restart Windows, and then click Next.
8. Click Finish and Restart Windows Now.

§ Starting CHESSMASTER 9000

Insert Disc 1 into your CD-ROM drive. You should see the CHESSMASTER 9000 Welcome screen. Then, choose from the following options:

- Click Run to start CHESSMASTER 9000.
- Select the Uninstall option from the Windows program menu if you wish to remove CHESSMASTER 9000 from your system.
- Click Cancel to exit CHESSMASTER 9000. If Disc 1 is currently in your CD-ROM drive, or if you have Autoplay turned off on your CD-ROM drive, you can start CHESSMASTER 9000 by doing the following: Choose Programs>Chessmaster 9000>Chessmaster 9000 from the Windows Start menu.
- When you start CHESSMASTER 9000, the Introduction video plays. You can watch the video or skip it by pressing any key or clicking the mouse. When the video stops, the Player Login screen appears.
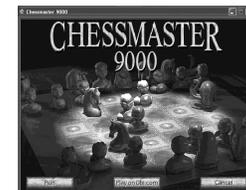
§ To begin using CHESSMASTER 9000, you must log in as a player:

1. Click New Player and the Create New Player screen appears.
2. The first time you play CHESSMASTER 9000, you will be allowed to set the level of play. If you know your chess rating, for example, you can type it in. This will determine the level of opponents you face.
3. In the Player Name box, type the name you wish to use.

4. Click Create. The CHESSMASTER 9000 lobby appears with seven icons, or "doors" that lead you into the seven CHESSMASTER rooms — the Library, Classroom, Tournament Hall, Game Room, Database Room, Kids' Room, and CMLive Room.

5. To delete a player, simply select the player you want to delete from the list, and click Delete.

Note: When you create a player, CHESSMASTER 9000 adds the name to the Player Login list. So, the next time you start CHESSMASTER 9000, you can simply select your name, and then click Login. Using the above steps, you can add as many players as you wish.

Viewing Player Information

CHESSMASTER 9000 keeps a player profile for each player you add on the Player Login screen, tracking the wins, losses, draws, overall ratings, number of tutorials completed, and several other statistics.

To view the statistics for a given player:

1. From the Player Login list, select the player whose information you want to view, and then click View Player. The Player Profile for the selected player appears.

2. Click the appropriate tab to view the statistics you want.

Note: When you're in a given room, you can view the profile of the current player. From the Game Room, Classroom, Tournament Hall, Library, and CMLive, choose Player Statistics from the Windows menu. From the Kids' Room, choose Player Progress from the Windows menu.

§ Puzzle of the Day

Before you log in to CHESSMASTER, you can challenge yourself right away by trying to solve this puzzle, which changes every time you start CHESSMASTER 9000.

To use the Puzzle of the Day:

1. Start CHESSMASTER 9000 to display the Player Login screen.

2. Read the tip below the puzzle, and then attempt to solve it. CHESSMASTER 9000 lets you know if the move you make is right or wrong.

3. If you can't figure it out, simply click I Give Up, and CHESSMASTER 9000 will highlight the correct move for you.

4. If you wish, you can ignore the puzzle and simply log in to CHESSMASTER.

DEFINING YOUR ROOM ENVIRONMENT

The many powerful features of CHESSMASTER 9000 are organized into seven different rooms: The Library, Classroom, Tournament Hall, Game Room, Database Room, Kids' Room, and CMLive. Each CHESSMASTER room provides a set of features that lets you design the room environment to suit your

needs and tastes. Depending on which room you're in, setting up the environment can involve one or more of the following:

• Designing the layout of your playing area. This includes selecting a chess set, defining its position, and displaying one or more of the CHESSMASTER windows.

• Setting up sounds, narrated features, and window and CMLive effects. For example, you can activate sound narration, so that you can listen to CHESSMASTER's advice while you're playing a game. You can tell CHESSMASTER to notify you when someone from Ubi.com logs on, sends you a message, or challenges you to a game.

• Configuring your chessboard, which includes specifying certain settings, such as turning the board lights on or off, determining the speed at which the chess pieces move, deciding whether you want CHESSMASTER to let you know the openings that you and your opponent are using, and so on.

• Specifying the type of chess notation you want to use. Chess notation refers to the method of recording the moves on the chessboard.
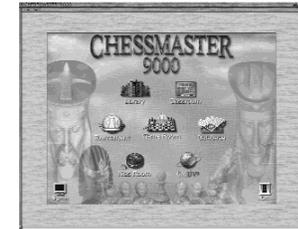
How to Design Your Playing Area

The playing area consists of the chess set, the chessboard, and the CHESSMASTER 9000 windows that appear in a given room. For example, in the Game Room, you might want a True-3D Blue Marble chessboard with Isle of Lewis pieces, with the Player Profile, Captured Pieces, and Game Status windows open. However, in the Kids' Room, you might want a simple 2D Kids' chessboard with Kids' Clay pieces and the Shortcuts and Chess Coach windows open.

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

§ To design the layout of the playing area:

1. Select Preferences from the menu bar of any room.

2. Then choose Chess Set. The Select Chess Pieces & Board screen appears.

3. Select the chessboard you want from the top and the pieces from the bottom, and then click OK. CHESSMASTER displays the chess set you selected.

4. Click anywhere on the border (or frame) of the chessboard, and then drag it to the location you want.

5. If you have chosen a True-3D chess set, you can resize the 3D chessboard, zooming in and out with the wheel on your mouse.

6. From the Windows menu, select the windows you want to display in the playing area. A chess piece symbol next to the menu option indicates the corresponding window is open.

7. CHESSMASTER saves the current layout of your playing area until you customize it again or replace it by opening an existing layout.

§ Opening and saving playing area layouts

1. From the Preferences menu, choose Layouts.

2. Click the Save tab, and then specify where you want to save the layout. The default path is C:\Program Files\Chessmaster 9000\Layouts.

3. In the File Name box, type a name for the layout, and then click Save. CHESSMASTER automatically appends the menu extension to all layout files.

§ To open an existing layout:

1. From the Preferences menu, choose Layouts, and then choose Load.

2. Open the folder that contains the layout you want. The default path is C:\Program Files\Chessmaster 9000\Layouts.

3. Double-click the layout you want, or select the layout and click Load. CHESSMASTER opens the playing area layout you selected.

Note: At any time, you may restore the default layouts by selecting Restore Defaults from the Preferences pull-down menu.

§ Selecting a Chess Set

Over the centuries, the game of chess has continued to inspire artists around the world. CHESSMASTER 9000 provides you with the widest variety of chess sets on the market, including over 60 new True-3D chess sets and boards. When you choose Chess Set from the Preferences menu in CHESSMASTER 9000, the program automatically chooses the matching board for you, and vice versa. If you want to try out different boards and pieces together, simply turn the Match Boards and Pieces option off.

§ Using the CHESSMASTER Windows

All the CHESSMASTER rooms (except the Database Room) provide several visual aids that you can use while you play, practice, or learn chess. You can access these visual aids (also called "windows") by selecting Windows from the menu bar of any room.

This section describes the available CHESSMASTER windows. Note that some of the windows are not accessible in certain rooms. For example, the Annotation window, which contains comments and analytical information on the current game, is not available in the Tournament Hall, because when you're playing a tournament, you're not supposed to have access to such information.

Note: Windows that are specific to a given room are described in their respective chapters later in this User's Guide. For example, the Chat window and Online Information window, which are accessible only in the CMLive Room, are described in "The CMLive Room."

Shortcuts window—Lets you quickly access commonly used features in the corresponding room.

Game Status window—Displays names of players and their ratings, elapsed time for each player, the Move List (in whatever notation you've selected), and VCR buttons that let you scroll through each move in the game. This window is not available in the Classroom.

Annotation window—Lets you see CHESSMASTER's comments and analysis of your game:

Player Tab—Here, you may enter comments and analytical information on the moves you make during a game. Simply click the Edit button, type the information you want in the edit box, and then click OK.

Auto Annotation Tab—To have CHESSMASTER analyze a game you've just played:

1. Select Game Analysis from the Mentor menu.

2. Click Play on the Auto Annotation tab.

3. Then listen to CHESSMASTER provide commentary on the current game.

4. Click Pause to interrupt the analysis at any time, and click Play again to resume the analysis.

5. Click Stop to halt the analysis and to rewind the analysis to the beginning.

6. You can also load a saved game and analyze it the same way.

Analysis Tab—Provides analysis on the current game situation, including a numerical score and the best line of moves. Use the VCR buttons on the Game Status window to scroll through and review the analysis.

Note: Because you use the Annotation window to enhance your playing skills and to study existing games, it is accessible only in the Game Room and the Library.

Captured Pieces window—Displays the captured pieces on both sides as the game progresses. You can resize the window as necessary to show all the captured pieces. This window is not available in either the Classroom or Database Room.

Player Statistics window—Displays a profile on the player currently logged in to CHESSMASTER 9000. It also keeps track of the wins, losses, draws, overall rating, number of tutorials completed, and several other statistics.

Player Progress window—Like the Player Statistics window, but for the Kids' Room.

Note: CHESSMASTER 9000 keeps separate stats for your online play. These stats can be accessed in the CMLive room, and are the stats used when you are competing against other CHESSMASTER owners on Ubi.com.

§ Configuring Your Chessboard

1. From the Preferences menu, choose Board Settings.

2. There are three tabs that let you adjust your chessboard:

   a. Appearance

   b. Function

   c. 3D Settings

3. Use the check boxes and buttons to specify the board settings you want.

4. Click OK to apply the selected settings to your chessboard. You may turn the following Board Settings options on and off:
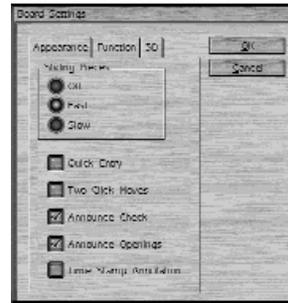
Announce Check and Announce Openings—
CHESSMASTER announces when you are in check and what opening lines you and your opponent are using. The respective messages are displayed in the status bar, at the lower left of the room window.

Board Coordinates—Determines whether your chessboard displays coordinates, and how CHESSMASTER displays them. Normally, the horizontal rows are labeled 1 through 8, and the vertical rows are labeled a through h. If you click In-Square, CHESSMASTER displays the corresponding Rank & File coordinate in each square, so you don't have to figure them out on your own.

Board Turn Lights—Lights that appear on the right side of the chessboard indicate whether it is White or Black's turn to move.

Highlight Move Squares—CHESSMASTER reiterates each move, by highlighting the piece's original square, and then the destination square. This option is on by default. You may also choose to have CHESSMASTER draw an arrow between the two movement squares.

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—Refers to the animation speed at which your opponent's pieces move. The default speed is Fast, which causes your opponent's pieces to move across the board quickly. If you click Off, your opponent's pieces snap to their destination. If you click Slow, your opponent's pieces slide slowly to their destination squares.

Time Stamp Annotation—CHESSMASTER adds the elapsed time for each move into the Player tab of the Annotation window. The time is taken from the elapsed time indicated on the Game Status window.

Two-Click Moves—Lets you move pieces by clicking once to pick up the piece, and again to drop the piece on the destination square. If this checkbox is not selected, the default "drag and drop" method will be used.

In addition, there are a number of 3D effects settings that vary according to your type of video card and what 3D effects, if any, it supports.

Flipping Your Chessboard

At any time, you can flip the chessboard to see the board from your opponent's perspective, by selecting Flip Board from the Preferences menu or by pressing Ctrl-B.

Note: If you are playing with a True-3D board, you can rotate the board freely using the mouse and keyboard.

§ Using a True-3D Chessboard

1. From the chessboards available, select a True-3D board or set.

2. If you wish to try out different 3D boards and pieces together, simply turn the Match Boards and Pieces option off.

3. You can resize any 3D chessboard by zooming in and out with the wheel on your mouse.

4. For more fine control over zooming, use Alt-Mouse.

5. If you wish to rotate the 3D board, position your mouse near the center of the board. Hold down Ctrl and move the mouse to rotate the 3D board from left to right, and tilt it forward and back.

6. You can flip the 3D board and pieces around with Ctrl-B, just as you can a 2D board.

7. You can also move the 3D board around with hotkeys. The F2 through F6 keys move the 3D board around in various preset positions.

8. The F7, F8, and F9 keys are left for you to save your own preset 3D board positions.

9. You can also modify the 3D board by right-clicking on the board and selecting from the menu.
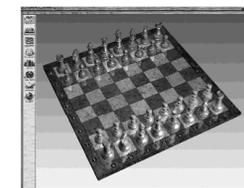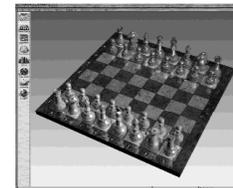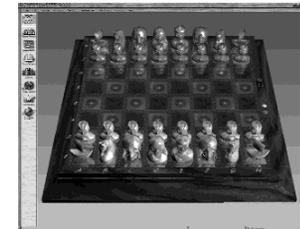
§ Setting Up Sounds, Voice, and Effects

CHESSMASTER 9000 provides a wide range of audio features that you can control, such as the sound the chess pieces make when you move them on the board or capture another piece, and whether or not certain features are narrated. Sound changes are made by selecting Preferences from the menu bar of any room, then choosing Sound and making any desired changes. OK saves the changes and returns to play.

Selecting a Sound for Piece Movement

The sound your pieces make when you move them on the board or capture another piece depends on the option you select from the Piece Movement tab in CHESSMASTER Sounds. You can choose one of the following piece movement sounds:

Spoken Move Announcements—The default option, which produces spoken commentary for all moves made on the chessboard.

Thematic Sound Sets—Produces sounds related to the theme of the chess set you're using. Not all chess sets have a thematic sound associated with them.

Simple Sounds—A simple "clinking" sound.

No Sounds—Turns off sounds for piece movement altogether.

Note: For instruction on choosing your own piece sounds, see CHESSMASTER 9000 help.

§ Activating Narrated Features

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

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

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

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

Blunder Alert—This new feature in CHESSMASTER 9000 does have spoken narration, but you must press the Play button after you press the Why? button to find out why CHESSMASTER thinks you are making a big mistake.

§ Recording Moves with Algebraic Notation

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

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

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

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

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

THE GAME ROOM

The CHESSMASTER 9000 Game Room gives you an incredible range of tools to play and learn about chess. It's the place to play Unrated games for fun, to hone your skills, and to improve the different aspects of your game. Take advantage of CHESSMASTER 9000's new Blunder Alert feature, and set the analysis features to the level of advice you want.

§ QuickStart!

If you want to jump right in and play chess, simply click on the QuickStart! button, and CHESSMASTER 9000 will set up a game for you, based on your current chess rating. If you don't yet have a rating, CHESSMASTER 9000 will choose your opponent, based on your rating choice when you created your user.

§ Setting Up Game Details

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

To Play an Unrated Game in the Game Room:

1. Choose your opponent by selecting one of the CHESSMASTER 9000 computer personalities, creating a computer personality of your own, or specifying a human player.
2. Select a time control, which determines how much time is given for individual moves and/or the entire game.
3. Specify your chess piece color and the side on which you want to play.
4. Move a piece to start the game.

§ Choosing an Opponent

CHESSMASTER 9000 offers more than 150 unique opponents from beginner to Grandmaster level, each with its own distinct playing style. You can also play against a real player or a custom personality that you create yourself.

To choose an opponent in the Game Room:

1. From the Game menu, choose New Game.
2. Click the Computer button next to the Top opponent box, and then click Personality.
3. Scroll through the list to view the available personalities. Use the Filters tab to specify the criteria for your opponent.
4. Use the Info tab to view the biography and playing style of the current opponent.
5. Select the opponent you want to play, then click OK. The name of the opponent you selected appears in the Top opponent box of the Setup Game screen.
6. Click OK to close Setup Game Details.

To specify a human player as your opponent:

1. Click the Human button next to the Top opponent box.
2. Type the name of your opponent in the opponent box and click OK.
3. To play a game online on Ubi.com, see the section on CMLive.

To create a custom personality:

1. From the Game menu, choose Set Up Personality.
2. Click the Select button next to the Personality box.
3. Select the personality that you wish to use as a base for designing your custom

personality, and then click OK.

4. In the Personality box, type a name for the new personality.
5. Click the Select button next to Opening Book to assign an opening book to the new personality. (CHESSMASTER stores its opening books as .obk files in the Chessmaster 9000\Opening Books folder.)
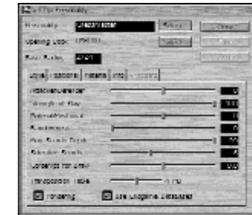
Note: An opening book is a series of opening moves and counter moves that have been thoroughly analyzed. Each CHESSMASTER personality has an opening book associated with it. For more on opening books, go to the Library, and be sure to check out the Opening Book tutorials in the Classroom.

6. Edit the Style, Positional, and Material attributes you want.
7. Now click Save to finish the new personality.
8. At any time, you can remove a custom personality by selecting it and clicking Delete. Keep in mind that you can't delete the personalities that came with CHESSMASTER 9000.

Setting Positional Options for the Personality

Use the Positional tab to determine the importance the personality places on the position of the chess pieces on the board:

- Material/Position determines how the personality values pieces on the board, versus the overall positional attributes, such as pawn structure, attack potential, piece mobility, forks, and so on. The range for this option is -100 to 100. Negative values emphasize material, positive values emphasize positional, and zero represents a balanced style.
- Control of Center sets how much the personality values controlling the center of the board, especially the d4, d5, e4, and e5 squares, from both attack and defense perspectives. The higher the setting, the more important center control is to the personality. Opponent's Control of Center determines how much the personality is concerned with its opponent's center control.
- Mobility sets how much the personality values placing its pieces to keep open a maximum number of move opportunities. The higher the setting, the more important mobility is to the personality. Opponent's Mobility determines how the personality will attempt to allow or inhibit the opponent's mobility.
- King Safety sets how much the personality values keeping its king safe, or free from attack, as opposed to being comfortable with a certain amount of pressure if it frees other pieces from having to guard him. The higher the setting, the more the personality tries to keep the king safe. It also values Opponent's King Safety in a similar manner.
- Passed Pawns sets how much the personality values developing passed pawns, as opposed to other tactics. The higher the setting, the more the personality wants to develop passed pawns. The personality also values the amount at which it will allow Opponent's Passed Pawns.

• Pawns Weakness sets how hard the personality avoids positions where a pawn is unprotected, is rendered immobile, or otherwise weakens the overall pawn structure. The higher the setting, the more the personality is concerned with maintaining a solid pawn structure. The personality also values the amount at which it will engender an Opponent's Pawns Weakness.

Material Options

Use the Material tab options to determine the importance the personality places on its own chess pieces and those of its opponent.

The possible values for each piece are between 0.0 (no importance) to 15.0 (highest importance).

The default material points for chess pieces are:

Queen = 9

Rook = 5

Bishop = 3

Knight = 3

Pawn = 1

Style Options

Use the Style tab options to specify the playing style for the personality you're creating:

• Attacker/Defender sets the personality's tendency to capture pieces, ranging from -100 to +100. Negative values emphasize attack; positive values emphasize defense.

• Strength of Play determines the quality of the personality's play. A rank novice has strength of play at or near 0. A Grandmaster has strength of play up to 100. Set the scroll bar low for a weak opponent, or higher for a greater challenge.

• Randomness adjusts the personality's diversity of play, while maintaining its strength of play.

• Max Search Depth sets the number of future moves towards which the personality looks ahead.

• Selective Search determines how sensitive the personality is to non-useful move searches, when analyzing the possible positions in a game.

• Contempt for Draw determines how the personality reacts when you offer a draw. If set at 0, the personality is more likely to accept a draw offer to draw if the game is even. If set at 1, and it's behind by less than a pawn (1 point), it rejects the draw. If set at –2, and the personality is less than 2 points ahead, it accepts the draw.

• Transposition Table speeds up the personality's thinking and strengthens its play by allowing it to skip a move it has already analyzed. The scroll bar allows you to set aside a certain amount of memory for remembering prior analysis. The more memory, the stronger and faster the play.
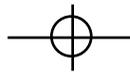
• Pondering lets the personality think about its subsequent moves while your time is elapsing, which is much to its advantage. A check mark indicates that this option is on (the default). To weaken the personality's play, clear this option.

§ Selecting a Time Control

One of the keys to enjoying chess is determining how much time to give yourself and your opponent to complete a game. CHESSMASTER 9000 offers you several time options, from rapid "blitz" to longer "classic" time controls. In CHESSMASTER 9000, the chess clock is always running: When you make a move, it stops your clock and starts your opponent's clock running, and vice versa. If you are playing a rated or tournament game, and either player uses up all of his or her time before completing the required number of moves, that player loses the game. This does not apply in an Unrated game.

To select a time control:

1. From the Game menu, choose Set Up Game.

2. Click the Time Controls tab.

3. From the drop-down list, select one of the following time controls:

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. In the Game Room, this is an unenforced Time Control, which means that you can't lose the game by running out of time (you can lose the game on time in the Tournament Room). This Time Control is useful, however, 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. If you select this time control, type the number of minutes in the Minutes edit box. In CHESSMASTER 9000, any game where each play gets 15 minutes or more is considered "standard," 3 to 15 minutes per player is "blitz," and less than 3 is "bullet" chess. (You receive ratings in Tournament and Rated game play for each of these three categories, but not for Unrated games played in the Game Room.)

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. If you select this time control option, set separate time controls for each player.

Infinite Time—No time limitations for your game.

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
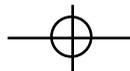
do the same. When you select this time control, you will need to type the seconds allotted to each player in the Seconds Per Move edit box.

Note: The Separate Time Controls option gives you two sets of time boxes, a different one for each player. This is useful if you want more or less time than your opponent, and is a good way of balancing the game between players of different skill levels. To use this option, simply type the number of moves and minutes in the respective edit boxes.

§ How to Move Pieces and Start a Game

A game begins as soon as you or your opponent makes the first move. If you are White, you need to make the first move. If your opponent is White, you must wait until your opponent moves. Using the mouse is the easiest and most common way to move your pieces.

§ To move a piece with your mouse:

1. Place the pointer over the chessboard. The pointer changes to a hand.

2. Click the chess piece you want to move and hold down the left mouse button to drag the piece to its destination square. The hand grabs the piece as you drag it. Release the mouse button to place the piece on that square. This is the default way to move pieces.

3. You can also choose the Two-Click Moves option, which lets you move pieces by clicking once to pick up the piece, and clicking again to drop the piece on its destination square. To select this option, go to Board Settings. (See Configuring your Chessboard in Defining Your Room Environment.)

4. If you make an illegal move, CHESSMASTER returns the piece to its original square, and if Illegal Move Commentary is on, CHESSMASTER tells you why the move is illegal.

5. If you make a mistake, in the Game Room, you can choose Takeback Move from the Actions menu.

6. If you're having difficulty grabbing a chess piece, make sure the index finger of the hand is inside the square of the piece you want to move.

Note: Remember that Quick Entry and Sliding Pieces options let you determine how you and your opponent move pieces on the board. For more information, refer to "Configuring Your Chessboard."

To move a piece with the keyboard:

1. Type the destination square for your piece using the current notation.

2. For example, if you were using Algebraic notation, and wanted to move your King pawn two squares, you would type e4.

3. In general, we recommend that you move your pieces with the mouse. However, the only way to play Blindfold games is via the keyboard.

In-Game Options

In the Game Room, CHESSMASTER gives you a number of options to speed up or pause play, force moves, ask for a draw, save your game, and even to take back moves.

§ To force your computer opponent to move:

From the Actions menu, choose Force Move, which makes your computer opponent move immediately, choosing the best move it has considered thus far.

§ To wake up your opponent:

From the Actions menu, choose Wake Up!

Note: Keep in mind that when you're playing a computer personality, two actions can interrupt the computer's thinking — taking back a move and switching sides. In either case, CHESSMASTER lets you wake up your opponent, so that it can start thinking about its next move and resume the game.

§ To pause a game:

1. From the Actions menu, choose Pause.

2. Click OK to resume the game.

§ To take back your last move:

From the Actions menu, choose Takeback Move.

Note: If you take back a move, and you're playing a computer personality, the computer gets interrupted. In this case, choose Wake Up! from the Actions menu to tell your opponent to make its next move.

§ To replay the move you just took back:

From the Actions menu, choose Replay Move.

Note: To return to the beginning of the game, open the Game Status window from the Windows menu, and click the right-most VCR button.

§ To offer a draw:

1. From the Actions menu choose Offer Draw. If CHESSMASTER accepts the draw, a message appears indicating its acceptance. If CHESSMASTER declines the draw, a message appears telling you to play on.

2. Click OK to end the game or continue the game respectively

If CHESSMASTER declines the draw, and you still want to end the game, or if you are simply frustrated and don't think you can win, you can resign from the game by choosing Resign from the Actions menu.

§ To change your side and piece color:

1. Just choose Switch Sides from the Actions menu (or CTRL + I).

2. Switching sides interrupts the computer's thinking. This means that if you're playing a computer personality, it won't make its next move until you wake it up. To resume the computer's thinking so that it can make its next move, choose Wake Up! from the Actions menu.

Note: If you're playing Black, and you want to flip the board so that White is on top, choose Flip Board from the Preferences menu.

To adjourn a game:

1. From the File menu, choose Save. (If you are playing in the Tournament Hall, you can choose Adjourn from the Actions menu.)

2. Specify the folder, file type, and file name to which you want to save the game. You should always save adjourned games as CHESSMASTER Game (CMG) files.

3. Click Save. CHESSMASTER saves the adjourned game to the specified location and file name.

To resume an adjourned game:

1. From the File menu, click Load. The File Open dialog appears.

2. From the Look In drop-down list, select the folder that contains the adjourned game.

3. From the File of Type drop-down list, select CHESSMASTER Games (CMG).

4. Select the game, and then click Load. CHESSMASTER opens the game.

To print the current board position:

From the File menu, choose Print > Board Position. CHESSMASTER prints the image of the current chessboard.

Note: To perform standard Windows print operations, such as selecting a printer, specifying a page range, and specifying the number of copies, choose Print > Setup Printer from the File menu.

Using the Game Status Window

CHESSMASTER records each move you and your opponent make during a game. It records the moves in the Game Status window, using the current chess notation. The Game Status window (which is stored with its corresponding game) can be accessed from the Windows menu.

To open and close the Game Status window:

From the Windows menu, choose Game Status. The Game Status window appears. The chess piece symbol next to the menu option indicates that it is open.

To copy the Game Status window to the Windows clipboard:

1. From the Edit menu, choose Copy, then choose Move List or Move List (w/Tabs). The Annotation Type appears.

2. Specify the annotation you want to include:
   - None—Copies the moves from the Game Status window without annotations.
   - Player—Copies the moves with any annotations you entered in the Player tab in the Annotation window.
   - Analysis— Copies the moves with CHESSMASTER's analysis of the position, which includes the evaluation and theoretical-best lines of moves.
   - Auto-Annotation—Copies the moves with CHESSMASTER's annotations.

3. CHESSMASTER copies the Game Status window's move list to the Windows clipboard as ASCII text.

To copy the Board Position to the Windows clipboard:

1. From the Edit menu, choose Copy, then choose one of the Board Position options:
   - ASCII Board Position copies the current board position in ASCII text format to the Windows clipboard. An ASCII board consists of characters and dashes. The dashes represent empty squares, and the characters represent the chess pieces. For example, BR represents the Black Rook, WR represents the White Rook, BN represents the Black Knight, WN represents the White Knight, and so on. The following illustrates an example of an ASCII chessboard:

   Note: Before you paste an ASCII chessboard into a word-processing application, use the application's Font command to select a non-proportional font, such as Courier, to align the ASCII text correctly.
   - Board Position w/ Chess Font copies the current board position to the Windows clipboard using the chess font.

   Note: Before you paste a copied chess font board diagram into a word processing application, use the application's Font command to select the CHESSMASTER TrueType font.
   - Graphical Board copies the current board position (complete with graphics) to the Windows clipboard.

2. The text or image is copied to the Windows clipboard.

```
BR BN BB BQ BK BB — BR
BP BP BP BP BP BP BP BP
— — — — — BN — — — —
— — — — — — — — —
— — WP — — — — — —
— — — — — — — — —
WP WP WP — WP WP WP WP
WR WN WB WQ WK WB WN WR
```

To print the Game Status window:

1. From the File menu, choose Print > Move List.

2. Specify which annotation you want to include.

3. Click OK. CHESSMASTER prints the moves from the Game Status window with the annotations you selected. The name of each player appears at the top of the list, followed by all moves in the current notation.

Getting Advice

When playing in the Game Room, you can ask CHESSMASTER for help in a number of ways: Quick Hint, Blunder Alert, Chess Coach, or Move Advice.

§ To use Quick Hints:

1. From the Mentor menu, choose Quick Hint, which offers a suggestion for your next move.

2. Click Yes to make the suggested move, or No if you don't want to make the move.

3. Keep in mind that CHESSMASTER uses the current notation to suggest the move. So, it is a good idea for you to accept CHESSMASTER's suggestion, at least until you learn about chess notation.

§ To use Blunder Alert:

1. From the Mentor menu, choose Blunder Alert.

2. When you make a move that could result in checkmate, or the loss of significant material, the Blunder Alert will pop up on screen.

3. Click on the Why? button to find out why CHESSMASTER thinks you are making a big mistake.

4. You can either Take Back the move, or Disagree with CHESSMASTER and make the move anyway.

5. Unless you are an advanced player, we strongly recommend that you accept CHESSMASTER's suggestion and try a different move.

To use Move Advice:

1. From the Mentor menu, click Move Advice.

2. Type the number of seconds you want CHESSMASTER to use to analyze your position and determine the best move, and then click OK. CHESSMASTER uses the specified amount of time to think, and then suggests a move.

3. Scroll through the text to read about the suggested move, and then make the move, or

4. Click Play to hear CHESSMASTER's Illustrated Voice Analysis (IVA) explain the suggested move. To stop the IVA, click Stop, which will rewind it to the beginning.

5. Click the Close icon (X) at the upper-right corner of Move Advice to close it.

To use the Chess Coach:

1. From the Mentor menu, choose Chess Coach.

2. The Chess Coach window appears.

3. Click the tab you want to use—Advice, Database Findings, or Teaching Modes.

4. To close the Chess Coach window, select it again from the Mentor menu or click the Close icon (X) on the upper-right corner of the window.

5. If you open the Chess Coach window during a game, CHESSMASTER provides a running commentary on the tactical features of a position. If you're not sure why a move does what the Chess Coach says, make the move on the board, examine the position carefully, and then try to determine what the Chess Coach means.

Advice Tab—Provides a summary of all possible moves and their significance. This gives you a great way to learn how the opening variations are related to each other. When the game is out of the opening book, a short description of each move's impact on the game appears. This might be "Pins knight," "Threatens mate," or "Hangs queen." The Advice tab also explains the tactical motives the moves involve. When this tab is displayed, you can double-click any move to make the suggested move.

Database Findings—Lists all the games in the CHESSMASTER 9000 database that have the current position. It shows the number of wins, draws, losses, and winning percentage of those games.

Teaching Modes—See the next section.

Using the Teaching Modes

The Teaching Modes tab in the Chess Coach window (described above) lets you take advantage of the audio and visual tips that CHESSMASTER provides. These teaching modes can help develop and improve your strategic and tactical playing skills and enhance your awareness of the different positions during play.

If you're new to chess or just want to improve your skills, you can use the teaching modes to inform you of minor tactics, threatened pieces, and board coverage by highlighting and ghosting the appropriate pieces on the chessboard.

The CHESSMASTER teaching modes are described below:

§ Legal Moves—Shows you the possible moves a selected piece can make. You simply click the piece you want to move, and ghost pieces immediately appear in all the squares to which the piece can move. You can then drag your piece to make the move. If a destination square is occupied by an opponent's piece, that piece is "ghosted" or opaque, indicating you can capture it.

§ Pieces That Can Be Captured—Shows all pieces that can be captured based on the current board position. Use this mode when you are confident that you understand the basic moves of each piece.

§ Threatened Pieces—Shows all the pieces that can be captured by your opponent in the next move. In other words, it ghosts all the pieces that are under attack for the player who is about to move. Use this mode to help you recognize your opponent's threats.

Pinned Pieces—Shows pieces that cannot or should not move because they're protecting a more valuable piece. The ability to identify pinned pieces is a middlegame tactic essential to the repertoire of any good chess player.

Skewered Pieces—Highlights those pieces that are protecting pieces of lesser attack value on the same rank, file, or diagonal. The ability to identify skewered pieces is another essential middlegame skill.

Isolated Pawns—Exposes pawns that are not directly supported by another pawn of the same color and are potentially weak.

Passed Pawns—Highlights pawns with no enemy pawns in front 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.

Teaching Off turns off the currently selected teaching mode.

Note: You can only turn on one teaching mode at a time. Also, some chess sets and board colors may display Teaching Mode better for your needs. So, feel free to experiment with different chess sets.

ANALYZING GAMES IN THE GAME ROOM

With CHESSMASTER 9000's advanced analysis features, you can:

• Save and load a game
• Set up a specific position on the chessboard
• Annotate a game
• Study a game with CHESSMASTER's Visual Thinking and Mentor Lines
• Copy a game from another room to the Game Room
• Enter information on a current game
• Solve a position for checkmate

Saving and Opening Games

The first step to effective game study is saving as many of your games against as many different opponents as possible. After you save a game, you can open it at any time and examine it move by move. This is essential in gaining an understanding of your personal strengths and weaknesses as a chess player.

CHESSMASTER 9000 lets you save the current game (completed or not) to a CHESSMASTER Game (CMG) file or to a Portable Game Notation (PGN) file. Use CMG if you want to save all annotations, including the opponents, analysis, auto-annotation, and Illustrated Voice Analysis (IVA) information. Use PGN if you want to open the game in a text application, or another chess program, as the PGN format is the recognized standard for saving a chess game.

Note: To turn sound on and off for Game Analysis, choose Sound from the Preferences menu, click the Voice tab, and then check or clear Auto-Annotation. For more information, see "Setting Up Sounds, Voice, and Effects" in "Defining Your Room Environment."

To save a game:

1. From the File menu, choose Save.
2. From the Save In drop-down list, specify the folder where you want to save your game.
3. From the Save As Type list, choose a file type for your game. Select CMG if you want to open the game later in CHESSMASTER 9000. Select PGN if you want to export the game to another chess application.

4. In the File Name box, type a name for the game you're saving. You can use the default (based on the players and the date) or type your own.
5. Click Save. CHESSMASTER saves the game to the specified folder, file type and name.

Note: CHESSMASTER 9000 automatically saves all of your Rated Games in PGN format, in your Users directory, but doesn't save your Unrated games.

To open an existing game:

1. From the File menu, choose Load.

2. From the Look In list, specify the folder that contains the game you want to open.

3. From the File of Type list, specify the type of game you want to open. Select CMG format to open a game from an earlier version of CHESSMASTER, or PGN to open a game from another chess program.

4. In the Open As edit box, make sure Auto is selected, and then click Load. CHESSMASTER 9000 then opens the selected game on the chessboard.

5. If the Game Status window isn't open, choose Game Status from the Windows menu, and then use the VCR buttons to scroll through each move of the game.

Note: CHESSMASTER 9000 also provides a library of over 800 classic games. For more information on studying and analyzing these classic games, see "The Library" section.

Setting Up a Position

CHESSMASTER provides a Board Position feature that lets you set up a specific position on the chessboard, and then either have CHESSMASTER analyze it for you, or you can play it out yourself

Note: You cannot use this feature to set up an illegal position.

To set up a position:

1. From the Game menu, choose Set Up Position.

2. Click either

   a. Clear Board to leave only the two Kings, or

   b. Starting Position to set the board to its starting position.

3. Click any Piece button.

4. Then click the location on the chessboard where you want that piece to appear. If a piece of that type is already in that square, then it is removed.

5. Click the Hand button to move an existing piece to a new location.

6. Click the X button to remove a piece from the chessboard.

7. Click Apply.

8. Use the Side to Move options to specify whose turn it is. Click White if you want the white pieces to move first; click Black if you want the black pieces to move first.

9. Choose OK. CHESSMASTER displays the board position you set up.

Note: You can cancel the Setup Board Position operation at any time and return to the game in progress. Simply click the Cancel button.
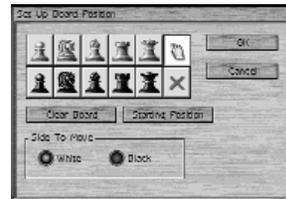
Game Analysis and Annotation

Game Analysis also lets you play through the commentary, using the VCR buttons and the Move List window in the Game Status window. It focuses on possible variations and evaluates positions using CHESSMASTER 9000's decimal-point system. In that system, a one-point (1.0) advantage is equivalent to possessing an extra pawn; a three-point (3.0) advantage to possessing an extra minor piece; a five-point advantage (5.0) to possessing an extra rook; and a nine-point advantage (9.0) to having an extra queen. CHESSMASTER expresses advantages less than a pawn in fractions of a point. For example, a .50-point advantage is equivalent to half a pawn advantage. In the Game Room, you can annotate and analyze the moves for any game (whether completed or not, including games loaded from a file or games you are currently playing.)

To have CHESSMASTER annotate a game:

1. From the Windows menu, choose Game Status.

2. "Rewind" the game to the beginning, using the VCR buttons at the top of the Game Status window.

3. From the Mentor menu, choose Game Analysis.

4. Specify the number of seconds you want CHESSMASTER to spend analyzing each move, and then click OK. CHESSMASTER displays a message indicating when it is finished.

5. Click OK, then choose Annotation from the menu.

6. Click the Auto-Annotation tab, then click Play, or use the Play VCR button in the Game Status window, to see and hear CHESSMASTER's evaluation of the game.

7. Click Pause to stop the Auto-Annotation, or use the VCR buttons in the Game Status window to scroll through the moves one at a time.

Then, to check out CHESSMASTER's analysis:

Do steps 1-5 above, then

6. Click Analysis Tab and then click Play to see CHESSMASTER's decimal point score for the position.

To annotate a game yourself:

1. Click Player in the Annotation window.

2. Select the move you want to annotate in the Game Status window.

3. Click Edit, and then type your comments.

4. Click OK to end your annotation or use the VCR buttons in the Game Status window to scroll through the moves. (IVA is not available for player annotations.)

To save any game with annotations and analysis:

1. Choose Save from the File menu.

2. Select CMG as the file type.

3. Specify a name and location for the game, and click Save.

Studying games with Visual Thinking and Mentor Lines

To use Visual Thinking:

1. From the Windows menu, choose Visual Thinking.

2. Watch the chessboard dynamically update as CHESSMASTER considers its best line.

3. Use the VCR controls to move back and forth in the display.

4. Use the Hold and Resume buttons to pause and resume Visual Thinking.

5. To close the Visual Thinking window, select it again from the Windows menu or click the Close icon (X) on the upper-right corner of the window.

6. Visual Thinking is only available in the Game Room.

To use Mentor Lines:

1. From the Mentor menu, choose Mentor Lines.

2. Watch the window dynamically update as CHESSMASTER considers its best line.

3. The display will show

   a. The time CHESSMASTER takes to predict the moves

   b. The number of moves (depth) that CHESSMASTER is thinking about

   c. The material and positional advantage (score) that would result if all the moves are played out as predicted by CHESSMASTER

Note: A positive score means that White is winning, and a negative number means Black is winning.

4. Thinking Lines are only available in the Game Room and Library.

Copying Games from Other Rooms

CHESSMASTER 9000 allows you to copy a game from any other room into the Game Room, to take advantage of some of the unique analyzing tools only found in this room.

To copy a game from another room:

1. From the Edit menu, choose Copy Game From, and then from the cascading menu, choose the room from which you want to copy a game.

2. CHESSMASTER copies the game from the specified room onto the current chessboard.

3. You can then use any analysis functions, and save the game as a PGN or CMG file.

Entering Game Information

To enter Game Information on a current game:

1. From the Game menu, choose Game Information .

2. In the Title box, either keep the default title, or type a new title of your choice, such as "TC vs Morphy 1868"

3. Enter any player names, titles, and country of origin for White and Black.

4. In the Site box, type where the game was played.

5. Enter the name of the annotator.

6. The ECO box displays the opening code in the current chess notation.

7. In the Remarks box, enter any comments you have regarding the game.

8. Specify the result of the game:

   a. Game Not Over

   b. White Won

   c. Black Won

   d. Draw

9. Click OK . CHESSMASTER stores the information you entered with the corresponding game.

Solving for Mate

To find a checkmate:

1. From the Mentor menu, choose Solve for Mate.

2. Type the number of moves (from 1 to 30) you want CHESSMASTER to look ahead to solve for checkmate. If you enter more than 5, the search can take a while.

3. Click OK . CHESSMASTER searches all possible positions looking for checkmate and displays the number of the positions as it analyzes the game.

4. When CHESSMASTER finishes its search, and it finds the checkmate in the number of specified moves, it asks if you want to see the moves.

5. Click Move to see the moves, and then click OK to reset the board to its original position.

THE CLASSROOM

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

The Classroom allows you to:

• Specify Your Level of Instruction
• Select and Run a Tutorial
• Select and Run a Drill
• Take Diagnostic Rating Exams
• Practice Your Openings
• Learn From IM Josh Waitzkin
• Match the Masters
• Take the Larry Evans Endgame Quiz
• Try John Nunn's Chess Puzzles
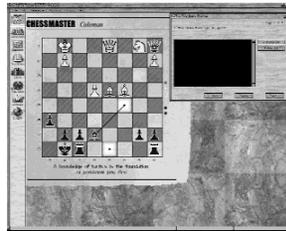
Note: If this is your first time using the Classroom, you should consider reviewing "Defining Your Room Environment," so that you can set up the Classroom chess sets, sounds, and windows as you like.

§ Specify Your Level of Instruction:

1. Select the Beginning, Intermediate or Advanced tab

2. Or select the Josh tab to access special features from CHESSMASTER consultant, International Master, Josh Waitzkin.

3. Now choose a specific area of instruction.

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

§ To Select and Run a Tutorial:

1. If you're new to chess, you should start with the "Your First Chess Lesson" tutorial.

2. Otherwise, choose either Beginning or Intermediate.

3. Click the Tutorials button.

4. Click + or - to expand and collapse the topics.

5. Select the tutorial you want, and then click OK.

6. Read, listen, and watch the first page of the tutorial.

7. Click Next to continue.

8. If the tutorial asks you a question, click the appropriate answer, or if instructed, make your move on the board.

9. Click Cancel at any time to end the Tutorial.

10. When you complete a tutorial, a red checkmark appears next to it in the tutorial list.

§ To Select and Run a Drill:

1. Choose either Beginning, Intermediate, or Advanced.

2. Click the Drills button.

3. Follow the instructions in Drills, as you did in the Tutorials.

To Take a Rating Exam:

1. Select the Intermediate tab.

2. Click the Rating Exam button, then click + to see the available exams.

3. Select the rating exam you want, and then click OK.

4. You then see a series of questions.

5. If the tutorial asks you a question, click the appropriate answer, or if instructed, make your move on the board.

6. Click Next to continue.

7. After you finish, CHESSMASTER rates your performance.

8. This rating does not affect your playing strength rating in CHESSMASTER 9000—it is simply to let you know how well you did on the exam.
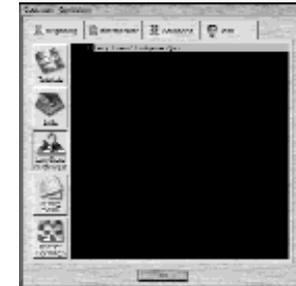
Practicing Your Openings

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

To practice an opening book sequence:

1. Click the Intermediate tab.

2. Click Practice Openings, and then click OK.

3. Click + and - to expand and collapse openings and variations.

4. You can search for a specific opening by entering a word such as "Indian" or "Gambit" into the Search box and clicking the Search button. This brings up a list of opening books that have that word in their name.

5. Select the practice opening you want, and then click OK.

6. You are then instructed in the selected opening.

7. At any time, click on Hint, and CHESSMASTER will prompt you on the next move in the sequence.

8. CHESSMASTER lets you know when the practice is complete.

9. Click on New to select a new opening book to practice.

10. Click Cancel to return to the Classroom.

§ Learn from IM Josh Waitzkin

One of the best ways to learn and improve your play is to study with a master-level player. CHESSMASTER 9000 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 a number of ways to study chess:

• Study Josh Waitzkin Games

• Study the Endgame Course

• Study the Psychology of Competition Course

To study a Josh Waitzkin game or course:

1. Click on the Josh tab.

2. Then select the Annotated Games, Endgame Course, or Psychology of Competition button.

3. Select the game you want, and then click OK.

4. Josh talks about and illustrates each move in the list.

5. Pause stops the IVA in its current state so that when you play it again, it starts where it left off.

6. Stop rewinds the game to the beginning of the current annotation.

7. Use the VCR buttons to step through the moves one-by-one.

8. Click the Close (X) icon in the upper-right corner to leave the game.

Match the Masters

In this Advanced exercise, renowned chess teacher Bruce Pandolfini lets you play through games of famous chess masters, where you try to make their moves (or even better ones). Match the Masters is in a multiple-choice format, and you score variable points for each answer, depending on how right or wrong you are. At the end of each game, Pandolfini rates your play.

To select a game to match:

1. Click the Advanced tab

2. Click the Match the Masters button.

3. Choose the game you want and click OK. In general, we recommend that you begin with the first game, and move down the list.

4. Read the text setting the stage for the game.

5. Then click Next to begin the game.

6. The beginning moves will quickly be played out, and then you will see several move options written in the currently selected chess notation.

7. Select an answer and click on OK to see how close you match the Master's decision. If you want to skip that move, click Next.

8. You are told if your choice was correct. Even if you did not choose the same move that the Master made in the game, you might still get partial or even full credit for the move that you chose.

9. Click Next to go on to the next move.

10. Click Cancel at any time to leave Match the Masters.

11. At the end of the game, Pandolfini rates your play.

12. This rating does not affect your playing strength rating in CHESSMASTER 9000—it simply lets you know how well you did in Match the Masters.
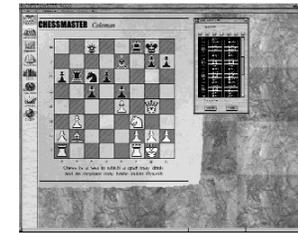
Take the Larry Evans Endgame Quiz

1. Click the Intermediate tab.

2. Click the Endgame Quiz button.

3. Read the text setting the stage for the quiz.

4. Each question will give you an endgame position on the Classroom chessboard, taken from famous games or composed endgame studies.

5. Select an answer from the three provided.

6. Unlike Match the Masters, there is only one correct answer for each question in the Larry Evans Endgame Quiz.

7. You are told if your choice was correct; click Next to go on to the next quiz question.

8. There are 50 questions in all.

9. Click Cancel at any time to leave the Endgame Quiz.

10. At the end of the game, Larry Evans rates your play.

11. This rating does not affect your playing strength rating in CHESSMASTER 9000—it simply lets you know how well you did in the Endgame Quiz.
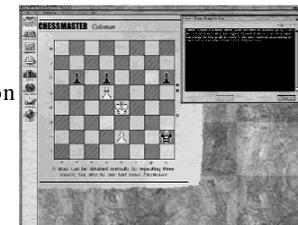
Try John Nunn's Chess Puzzles

CHESSMASTER 9000 provides a series of "Brain Teaser" puzzles from British Grandmaster John Nunn, which are a nice change of pace from playing chess games.

To select a puzzle to solve:

1. Click the Advanced tab.
2. Click the Nunn's Puzzles button
3. Then click + to see the available puzzles.
4. Choose the puzzle you want, and then click OK.
5. Read the intro to the puzzle.
6. Attempt to solve the puzzle.
7. CHESSMASTER lets you know if your answer was correct.
8. If the move is correct, click OK, and then click Next to move to the next puzzle.
9. If the move is incorrect, click OK to try again.
10. Click Hint if you need help from CHESSMASTER.
11. Click Cancel at any time to cancel the puzzle.

THE TOURNAMENT ROOM

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

In the Tournament Room, you can learn how to:

• Play a Rated Game
• Pause or End a Rated Game
• Create and Run a Tournament
• View and Print Tournament Results
• Suspend, Adjourn, and Open Tournaments

Note: If this is your first time using the Tournament Room, you should consider reviewing "Defining Your Room Environment," so that you can set up the Tournament Room chess sets, sounds, and windows as you like.

Playing a Rated Game

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

4. Click Personality to view the details for each opponent.

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

5. Select a time control (Minutes per Game, Moves per Minutes, Fischer Style)
6. When you play a Rated game, CHESSMASTER doesn't assign you a default color. You can either specify a color, or ask CHESSMASTER to randomly assign you a color.
7. Move a piece to start the game.
8. Using the Game Status window is the same as in the Game Room.
9. Keep in mind that you have no Hints, Blunder Alert, or Coaching windows available to you in the Tournament Room.
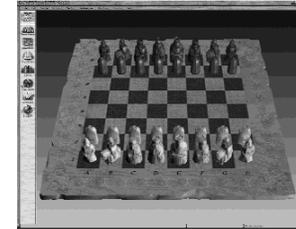
Pausing or Ending a Game

To Pause a game

1. From the Actions menu, choose Pause.
2. Click OK to resume the game.

To Adjourn a Game

1. Select Adjourn from the Preferences menu.
2. If it is your turn to move, CHESSMASTER 9000 requires you to make a sealed move before you adjourn the game.
3. Make the next move in your game, and the game will be saved automatically.
4. When you resume your adjourned game, your sealed move will automatically be made, and it will be your opponent's turn to move.

To Resume an adjourned game:

1. Select Load ->Load Adjourned Rated Game.
2. The list of your saved games will appear
3. Select the game you wish to play.
4. When you resume your adjourned game, your sealed move will automatically be made, and it will be your opponent's turn to move.

To offer a draw:

1. You can offer a draw in the Tournament Room, just as you would in an Unrated game.
2. From the Actions menu choose Offer Draw.
3. CHESSMASTER will either accept or reject the draw.

4. Click OK to end the game or continue.

5. You can also resign from the game at any time by choosing Resign from the Actions menu.

How to Create and Run a Tournament

Have you ever wondered how the first generally acknowledged world champion—the great 19th-century American Paul Morphy—would fare against today's competition? You can use the GM-Style opponents included in CHESSMASTER 9000 to set up such dream matchups. You can even include yourself as a contender, and see how you do against any of the 150+ CHESSMASTER opponents.

The CHESSMASTER 9000 Tournament Room lets you:

- Create and save a tournament
- Schedule a tournament
- Suspend a tournament in progress
- Open an existing tournament you saved
- View and print the tournament results.

To create a tournament and save it:

1. From the Game menu, choose Tournament > Create.

2. Set the Tournament Type

   a. In a Round Robin tournament, each player plays all the others.

   b. In a Swiss event, the players are matched according to their progressive scores after each round.

3. Select the number of players in the tournament. CHESSMASTER 9000 displays the maximum number of participants allowed in each type of tournament.

4. Specify a time control. This will be followed for every game in the Tournament.

5. Check the Rated Tournament check box, if you want the tournament results to affect the human participants' overall rating.

6. Click Next.

7. Then choose the tournament participants.

8. From the right column, select the opponent you want to add as a participant, and click <<. The selected opponent appears in the left list of tournament participants.

9. Repeat this step for every opponent you want to add.

10. If you want to remove a participant, click >>.

11. If you want to check out the playing style, or biography on each available opponent, click the Personality button.

12. Click Next.

13. Now add any human players (such as yourself) to the tournament list of participants, using the same procedure outlined in step 8.

14. Click Next again.

15. In the # of Rounds box, type a number. CHESSMASTER displays the number of games in the tournament, depending on the tournament type and number of rounds you specify.

16. Click Finish.

17. In the Save In box, specify a location and name for the saved tournament. CHESSMASTER saves the tournament as a CMT file with your specifications.

To schedule a tournament:

1. Normally, you will see the Tournament Schedule immediately after you create a tournament and save it.

2. If the Tournament Schedule isn't open, choose Tournament > Schedule from the Game menu.

3. If the tournament includes human players, click Select, which requires that you manually start all the rounds in the tournament. When a round ends, the Tournament Schedule reappears, prompting you to select the next round.

4. If the tournament includes only computer players, click Auto, and CHESSMASTER will schedule and play the tournament rounds for you.

5. Once you click either Select or Auto, the selected round begins. White moves first.

6. Once all rounds of the tournament are complete, the Tournament Results will appear, displaying wins, losses, draws, total game points for each round, and the overall score of each participant.

To View and Print the Tournament Results

1. Normally, once all rounds of the tournament are complete, the Tournament Results will appear.

2. If the Tournament Results aren't open, choose Tournament > View Results from the Game menu.

3. Click Games.

4. The Games Played appear with a summary of each completed round.

5. Click OK to return to Tournament Results.

6. Then click OK again when you're finished reviewing the results.

7. From the File menu, choose Print Tournament Results.

8. Click OK. CHESSMASTER prints the tournament results using the settings you specified.

Suspending Tournaments

To be fair to all players, CHESSMASTER asks the human player to make a sealed move before adjourning the tournament. CHESSMASTER resumes an adjourned tournament by starting with the sealed move of the human player, so the sealed move isn't revealed until the tournament resumes.

To adjourn the current tournament in progress:

1. From the Actions menu, choose Adjourn.

2. If it is a human player's turn to move, that player must make a sealed move, just as in a Rated Game.

To open an existing tournament:

1. Click on Load > Load Tournament

2. Use the Look-In menu to find the folder that contains the CMT file you saved.

3. Open the CMT file you saved.

4. CHESSMASTER plays the sealed move, and the tournament begins from where it left off.
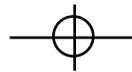
THE LIBRARY

Welcome to the CHESSMASTER 9000 Library. Here, you can:

• Study more than 800 Classic Chess Games

• Study Chess Openings

• Create your own Opening Book

Note: If this is your first time using the Library, you should consider reviewing "Defining Your Room Environment," so that you can set up the Library chess sets and windows as you like.

Studying a Classic Game

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

§ To view a Classic Game:

1. From the Game menu, choose Load Classic Game, or click on the Classic Game button in the Shortcut window.

2. If you wish to scroll through the games in order, they are listed chronologically, beginning in 1619.

3. Use the Search function to sort for games involving a particular player, year, or location.
   Type the word you wish to search for in the box, and click Search to bring up a list of games with that keyword in them.

4. Select the classic game you want to open, and then click OK.

5. CHESSMASTER opens the selected game on the chessboard.

6.. Use the VCR buttons to scroll through each move of the game in the Game Status window.

7. You can then read the comments on each game in the Annotation window.

8. The Mentor Lines and Coach windows are available in this room to assist you in your Classic Game study.

9. Don't forget that you may also copy the classic game to the Game Room with the Copy Game From drop-down menu command. You can then add your own comments, or have CHESSMASTER analyze the game.

Studying Chess Openings

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

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

To use the Opening Book Reference:

1. From the Opening Book menu, choose CHESSMASTER Book Reference.
2. CHESSMASTER displays a loading message and then opens the Opening Book Reference with Mentor.obk, the Master Opening Book.
3. Use the Opening Moves window at the bottom to review the possible opening moves and counter moves. The chess board updates as you select different moves in the tree.
4. When you're done using the Opening Book Reference, click the Close icon (X) in the upper-right corner.
5. When you view an Opening Book, you see five boxes at the top—Opening, Moves, Variation, ECO, and Weight—as well as an Opening Moves window at the bottom.
6. The Opening Moves window displays the opening moves of the current Opening Book.
7. The column titles indicate the move number for each player. For example, "1." represents White's first move, and "1. …" represents Black's first counter move. "2." represents White's second move, "2. …" represents Black's second counter move, and so on.
8. Click + to display the next column, which lists all the possible countermoves for the Black player. As you continue to click + in each column, the Opening Moves tree begins to expand to show all the possible move lines for each opening.
9. Once you've expanded the Opening Moves tree, you can use either the mouse or the arrow keys on your keyboard to select the individual moves within the

tree, and you can use - to collapse the tree.

10. The boxes above the Opening Moves window update dynamically as you select different moves in the Opening Moves tree:
    a. Opening gives the general name for that line of opening moves.
    b. Moves displays the opening move and countermoves, up to and including the selected move.
    c. Variation displays the variation name of the selected opening move or countermove.
    d. ECO displays the opening code of the selected move. The ECO code is a chess convention that CHESSMASTER 9000 supports. It appears for informational purposes only.
    e. Weight displays one of four values (0, 25, 50, or 100) which indicate how often the selected move is used. For example, suppose the current opening book contains three opening moves —e2-e4, b2-b4, and d2-d3 —and they each have corresponding Weight values of 25, 50, and 100, respectively. In other words, the weight of e2-e4 is 25, b2-b4 is 50, and d2-d3 is 100. If a given move has a Weight of 0, then the probability of that move being used is zero.
11. The Mentor Lines and Coach windows are available in this room to assist you in your study of Chess Openings.

Create Your Own Opening Book

To create a new Opening Book from scratch:

1. From the Opening Book menu, choose either New Opening Book to start from scratch, or Edit CHESSMASTER Book to edit one of the opening books that came with CHESSMASTER 9000.
2. Using the chessboard, make the first opening move. The opening move appears in the Opening Moves window, and also in the Moves box.
3. If you want, type a name in the Variation box for the opening move.
4. From the Weight drop-down list, choose a weight value for the opening move. (For detailed information on weight values, see the previous section.)
5. Make the first countermove.
6. CHESSMASTER updates the Opening Moves window and the Moves box accordingly.
7. Repeat steps 3 and 4 for the first countermove, which will appear in the second column (1. …) of the Opening Moves window.

8. Continue this process to specify the entire movement line for the first opening.

9. To build your Opening Moves tree, create a second countermove to the first opening move by selecting the first opening move in the tree. This returns the chessboard to that position, so that you can start building the moves line for the next possible counter move. (Note that the chessboard is like a mirror of the Opening Moves tree.)

10. Repeat steps 5 through 9 until you specify all the possible move lines for your first opening.

11. Continue this process to complete your Opening Book. As your tree expands to the left, a hierarchy develops that includes "parent" moves, "children" moves, and "sibling" moves. ("Sibling" moves are moves that appear in the same column and share the same "parent".) You can use the mouse or the arrow keys to select individual moves in the hierarchical tree, so you can modify or delete them.

12. As you create your new opening book, review the considerations outlined in the next section. They show you how you can delete a move, save the current opening book, clear the Opening Book in case you want to start over again, base a new Opening Book on an existing one, and edit an existing Opening Book.

13. To close the Opening Book, click the Close icon (X) in the upper-right corner.

14. CHESSMASTER 9000 will ask if you want to save the opening book. Click Yes or No.

15. If you want to base a new opening book on an existing opening book (or you want to simply edit an existing opening book), you can load the one you want by choosing Opening Book -> Load Opening Book from the File menu. This lets you can choose an Opening Book in CHESSMASTER's .obk format.

16. Click Load to modify the selected .obk file. If an Opening Book already exists in the Opening Book dialog, and you haven't saved it, CHESSMASTER 9000 prompts you to save it. You can then edit the existing Opening Book, using the information in the previous sections.

17. Choosing Import PGN File from the File menu lets you load a game in PGN format into the Opening Book Editor. You can set the criteria by which PGN files of games are imported, including gambits, Queen moves, pawn moves, side to move, wins/losses/draws, length of the game, frequency of captures, and depth. Or, you can simply import a PGN game with CHESSMASTER's default settings.
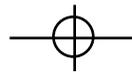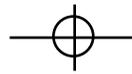
THE KIDS' ROOM

Welcome to the CHESSMASTER 9000 Kids' Room, the one room that is specifically designed just for kids. It's the one-stop place where kids of all ages can enjoy the game of chess without having to enter any of the other CHESSMASTER rooms. In the Kids' Room you can do a little of everything that CHESSMASTER 9000 has to offer. You can learn chess basics; you can practice what you've learned using the simplified chess drills; you can play chess against computerized kid-like opponents; and you can earn Master Class points for the lessons you complete and the opponents you beat. So, let the CHESSMASTER 9000 Kids' Room turn you into the chess player that you've always dreamed you'd be!

§ Choosing Your Board and Chess Set

One way to make chess even more fun is to pick a chessboard and chess pieces you like.

To choose your Board and Chess Set:

1. Click on Chess Sets in the Shortcuts window.

2. Scroll through the list of chessboards and click on one to pick it.

3. Choose pieces to go with the board from the window below it.

4. Click on OK to save your choices.

§ Learning to Play

After you've picked out a chess set, the best place to start is the tutorials. These tutorials were created specifically to help you learn the game of chess quickly and improve your playing skills.

To select and run a tutorial:

1. Click Learn to Play in the Shortcuts window.

2. Click + and - to expand and collapse the tutorial topics.

3. Select the tutorial you want, and then click OK. CHESSMASTER starts the tutorial you selected.

4. Read, listen, and watch the first page of the tutorial, and then click Next to go to the next page.

5. If the tutorial asks you a question, click the appropriate answer, highlight a square, or make a move on the board, as instructed.

6. Click Cancel to quit a tutorial.

§ QuickStart!

If you want to jump right in and play chess, simply click on the QuickStart! button, and CHESSMASTER 9000 will set up a game for you, based on your current chess rating. If you don't yet have a rating, CHESSMASTER 9000 will choose your opponent, based on your rating choice when you created your user.

§ Working on Drills

The Kids' Room provides some chess drills you can use to improve your game.

To select and run a drill:

1. Click on Drills in the Shortcuts window.

2. Click + and - signs to expand and collapse the drill list.

3. Select the drill you want, and then click OK.

4. Try to solve the chess puzzle by moving the pieces. If you move a piece to the wrong spot, it will pop back to where it started. If you do the problem right, the next puzzle appears.

5. There are instructions that tell you how to do each exercise. They also show how long you've been trying to solve the current problem.

6. If you can't figure it out, click Skip to skip the current drill and move on to the next one, or click Cancel to cancel the drill.

7. When you finish the drill, the Drill Records tell you how well you did. You can only have your time added to the Drill Records if you correctly answer every drill question.

8. Click OK to close the Drill.

§ Playing a Practice Game

If you want to play a practice game, where you can get advice and help from the CHESSMASTER and do things such as take back your moves, you'll want to play an Unrated game.

Choosing an Opponent

The Kids' Room provides some computer opponents you can choose from. Each computer opponent comes with a picture and some text you can read to learn about the opponent.

To choose an opponent for an Unrated game:

1. Click Play a Game in the Shortcuts window. You are White (on bottom), and your opponent is Black (on top).

2. Click the Computer button next to the Top opponent box, and then click Personality.

3. Scroll through the list to view the available opponents. Click on the Info tab to read about your opponent.

4. Select the opponent you want to play, then click OK. The name of the opponent you picked appears in the Top opponent box of Set Up Game Details.

5. You can also play a human player, like your brother, your sister, your parent, or a friend.

6. To pick a human player as your opponent, leave the Human button selected and type his/her name into the box. You and your opponent will have to take turns at the computer to play the game.

Setting the Time

The amount of time you give yourself and your opponent to complete a game (or a move) is very important in the game of chess. In the Kids' Room, you have all the time you want to make your moves in an Unrated Practice game. If you want to set the time to something different, see "Selecting a Time Control" in the "Game Room" section.

Choosing Your Color and Switching Sides

CHESSMASTER automatically makes you the Bottom player with White chess pieces. However, you can change the side you play on, as well as the color of your pieces. To be Black instead, click the Bottom Computer button and choose your opponent again. You can click the Rotate Board button to switch whether Black or White is on top.

Starting the Game

1. After you've picked your opponent and picked which side you're playing, click OK to start the game.

2. A game begins as soon as you or your opponent makes the first move. If you are White, you need to make the first move. If your opponent is White, you must wait until your opponent moves.

3. You can move pieces using the mouse by clicking and dragging. CHESSMASTER records each move you and your opponent make during a game in the Game Status window.

§ To move a piece on the chessboard:

1. Place the pointer over the chessboard. The pointer changes to a hand.

2. Click the piece you want to move and hold down the mouse button to drag it to its destination square. The hand grabs the piece as you drag it.

3. If you make a wrong move CHESSMASTER returns the piece to its original square, and CHESSMASTER tells you why the move is wrong.

4. If you make a mistake and you're playing an Unrated game, choose Takeback Move from the Actions menu. (This option is not available if you're playing a rated game.)

Note: If you're having difficulty grabbing a chess piece, make sure the index finger of the hand is inside the square of the piece you want to move.

§ Using the Actions Menu

The Kids' Room provides several features that give you more control over your game. These features are located in the Actions menu, and they allow you to do things like:

• Take back a move.

• Force your computer opponent to move when it's taking too long.

• Wake up your computer opponent when certain actions confuse it or interrupt its thinking.

• Pause a game for a quick break.

• Temporarily quit (or adjourn) a game so you can continue it later.

• Offer a draw when it seems unlikely that you or your opponent can win.

• Resign from a game when it seems unlikely that you will win.

These options are described in more detail in the section on the "Game Room."

Playing a Real Rated Game

In a real game, the winner gets a rating increase, and the loser loses rating points. To see your overall rating, choose Progress from the Shortcuts window. For detailed information on the Player Progress window, see "Using the Player Progress Window" below. You set up a Rated game much like you set up a Practice game.

1. From the Shortcuts window choose Play a Rated Game

2. Choose your opponent, select a time control, and choose your piece color, just like you did in a Practice Game.

3. You can choose Play Random Color to have CHESSMASTER choose your piece color for you.

4. Also, when you're picking your opponent, on the upper left you can see what will happen to your rating if you win, lose, or draw against that opponent. If you play opponents that aren't very good and you lose, your rating goes down. If you play opponents with a higher rating than you and you win, your rating goes up!
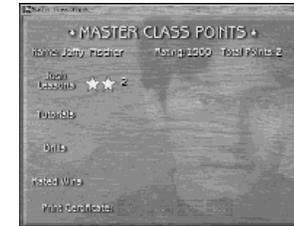
§ Player Progress & Master Class Points

Have you ever seen the movie *Searching for Bobby Fischer?* Well, if you have, then you know all about Master Class points and Master Class certificates. Just like in the movie, the Kids' Room lets you earn Master Class points, which are similar to gold stars that you often get in school when you do well on a test, or when you help the teacher clean the chalkboard after class.

If you earn enough Master Class points, the Kids' Room rewards you with a Master Class certificate, complete with your name and the official signature of Josh Waitzkin! You can earn

Master Class points by completing tutorials, drills, and Josh games. You can also earn them whenever you beat a new opponent in a Rated game. To see how many Master Class points you've earned, use the Player Progress window. The Player Progress window lets you track your progress and get rewarded with a certificate when you earn the required number of Master Class points.

To use the Player Progress window:

1. Click on Progress in the Shortcuts window.

2. Look at the number of Master Class points that you've earned for each opponent you beat and for the tutorials, drills and Josh games you completed.

3. When you've earned the required number of Master Class points, click the button to print your Master Class certificate.

§ Using Quick Hints

At any time in a Practice Game, you can ask the CHESSMASTER to give you a suggestion.

To get a quick hint:

1. Click on Quick Hint in the Shortcuts window.

2. CHESSMASTER will recommend a move. Select Yes to make that move or No to refuse the move and return to the game.

Saving and Opening Games

The Kids' Room lets you save the game you are playing, whether you finished it or not. The first step to studying your game is to save as many of your games against as many different opponents as possible. After you save a game, you can open it at any time and examine it move by move. This will help you learn what your strengths are, as well as what you need to improve on as a chess player. For step-by-step procedures on how to save and open chess games, see "Saving and Opening Games" in the "Game Room" section.

§ Learn from IM Josh Waitzkin

One of the best ways to learn chess is to study with a master-level player. CHESSMASTER 9000 offers you the next-best thing in the Kids' Room, by letting you play through games of International Master Josh Waitzkin. As Josh talks about each game, the moves he played are displayed on the chessboard. Sometimes, Josh discusses other moves that he or his opponent might have played, and these are shown on the board, too. By following Josh's games, you can become a better chess player.

To Play Through a Josh Waitzkin Game:

1. Click on the Josh button.

2. Select the game you want, and then click OK.

3. Josh talks about and illustrates each move in the list.

4. Pause stops the IVA in its current state so that when you play it again, it starts where it left off.

5. Stop rewinds the game to the beginning of the current annotation.

6. Use the VCR buttons to step through the moves one-by-one.

7. Click the Close (X) icon in the upper-right corner to leave the game.

THE DATABASE ROOM

Welcome to the CHESSMASTER 9000 Database Room, which contains a huge database of over 500,000 chess games, including Grandmaster-level games from 2001 and 2002. When you're in the Database Room, you can perform simple or complex searches for chess games played throughout history, and even create your own database of games. You can use the database to view detailed information on each game, including the move list, game results, events, and player ratings. You can also analyze game openings, add and delete games, export games and search for games by opening line, board position, or multiple search criteria.

Our tour of the Database Room is broken down into:

• Display Game Details

• Search for Games

• Working with Databases

Note: If this is your first time using the Database Room, you should consider reviewing "Defining Your Room Environment," so that you can set up the Database Room chess sets and windows as you like.

Displaying Game Details

The Database Room consists of a menu bar and five tabs: Moves, Game Info, Key Info, Data Query, and Position Search. Each tab is divided into three windows. The top window changes according to the tab you select. The middle window, called the Game List window, appears the same for all tabs. It lists all the games in the current database. (The CHESSMASTER 9000 game database is the default.) The bottom window, called the Opening Moves window, also appears the same for all tabs. It shows a tree of possible moves for the opening selected in the Game List window.

To view game information:

1. Click the Game Info tab or choose Game Info from the View menu.

2. You will see the following information: Game title, layer information, player ratings, elapsed time, event name, the site location, the annotator, the round number in which the game was completed, the date the game was played, and

the ECO number (or opening code) in the current chess notation.

Rearranging the Game List

The columns in the Game List show the game number, the ECO code of the game opening, the players and their colors, the game results, and the game event. By default, the games are listed in ascending order by game number.

You can sort games by ECO code, player name, game result, and event by clicking the appropriate column title. ECO codes appear in alphanumeric order, player names and events appear alphabetically, and game results appear in ascending numerical order. You can also rearrange and change the columns that appear in the Game List window. For example, you can rearrange the order in which the columns appear, delete existing columns, or add new ones.

To rearrange the order in which the columns appear:

Click the column title and drag it in front of or behind another column.

To delete and add existing columns:

1. From the Preferences menu, choose Column Setup.

2. To add a column, select the column you want from the Available Columns list, and then click the -> button. (To add all available columns, click the => button.)

3. To delete a column, select it in the Selected Columns list, and click the <- button. (To delete all displayed columns, click the <= button.)

4. To use the default configuration, click Default.

5. Click OK to assign the column settings.

Using the Opening Moves Window

The Opening Moves window (at the bottom of the Database Room) displays the opening moves for the game selected in the Game List window. The moves highlighted in red indicate the moves that were played in the currently selected game; all other moves in the opening tree are displayed in white. The column titles indicate the move number for each player. For example, "1." represents White's first move, and "1. …" represents Black's first move. "2." Represents White's second move, and "2. …" represents Black's second move.
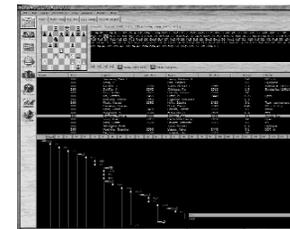
1. Use the arrow buttons on the right to move through the tree of moves for the opening.

2. Select Key Mode in the Preferences drop-down menu to view the games that have gone out of the opening book after the selected position. The Game List window updates to reflect the corresponding games.

3. To view a specific game, select it in the list, and click the Moves tab.

4. To return to the database games, click Key Mode again.

Opening the Move List

The Moves tab displays a move list and chessboard for the currently selected game in the Game List window. The move list always uses Algebraic notation. You can use it to view the corresponding moves on the chessboard.

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

To use the move list for the current game:

1. Click the Moves tab, or choose Moves from the View menu.
2. Use the VCR buttons to scroll through each move, or click the moves in the list.
3. The mini-chessboard updates to reflect the current move.
4. Check or clear Show Annotations and Show Variations to hide and display move annotations and any interesting move variations stored for that game.

To view information about an opening:

1. In the Game List window, select a game that uses the opening you want to view. The opening appears in the Opening Moves window.
2. In the Opening Moves window, select the last move that defines the opening path.
3. Click the Key Info tab or choose Key Info from the View menu.
4. The Key Info tab displays the following information:
   • The code, name, and any remark for the selected opening.
   • The Subkeys fields show the number of possible moves after the current key move, as well as the total possible moves from the selected position in the opening. They also show the number of games one move after the current selected key move, and the number of all games in the database in all Subkeys below the current selected key move.
   • The Subgames fields show the number of games in the database that have gone out of the opening book after the selected position, and the number of database games that have used the moves up to the selected position in the opening book.
   • The Result fields display the number of games in the database that have won, drawn, and lost with the same opening.
   • The Average ELO fields display the average rating of the players who played games using the same opening path.
5. To view the games that have gone out of the opening book after the selected position, click Key Mode in the Preferences menu. The Game List window updates to reflect the corresponding games.
6. To view a specific game, select it in the list, and click the Moves tab.
7. To return to the database games, click Key Mode again.

Searching for Games

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

The CHESSMASTER database lets you define queries using a wide range of game parameters. For example, you can search by opening moves, players, events, dates, sites, rounds, ratings, and so on.

To perform a search:

1. Click the Data Query tab, or choose Query from the View menu.
2. Using the five drop-down lists, specify up to five game parameters by which you want to search. You can choose from 22 different parameters, or specify a given parameter as <empty>. The default five parameters are White Player, Black Player, Event, Date, and Site. You can do this by opening all moves that are highlighted in red until you reach the last one in the opening tree.
3. You can type more specific search criteria in the corresponding boxes under each game parameter. For example, to find a game with a specific Black Player, type the name of the player under the Black Player parameter.
4. The more rows you fill, the more specific your search. For example, if you specify Moves as one of the five game parameters, and you specify <40, then CHESSMASTER returns all games that have less than 40 moves for BOTH players. You can right-click on any of the blank edit boxes to see some hints on how to fill in these boxes for each search parameter. Continuing this example, if you added a name to the Black Player column, CHESSMASTER returns the games with less than 40 moves that have the specified Black player, thus narrowing the results.
5. From the Preferences menu, choose Show Deleted Games to include games (in the search) that are marked for deletion.
6. Click Search to perform the search. The games that match the criteria appear in the Game List window.
7. Click Stop or choose Cancel Query from the Query menu to cancel the search.
8. Click Clear or choose New Query from the Query menu, to clear the rows and columns and display the default game parameters, so you can define a new search.
9. CHESSMASTER lets you save the search queries that you define, so you can use them again. For complex queries, this can save you a lot of time.

To save the current search query:

1. From the Query menu, choose Save Query.
2. In the Query Name box, type a name for the query, and then click Save (or click Cancel to cancel the operation).

To open a query:

1. From the Query menu, choose Load Query.

2. Select the query you want to open, and then click Load.

3. CHESSMASTER opens the selected query, and the fields on the Data Query tab are populated accordingly.

4. To delete a query, select the query you want to delete from either the Load Query or Save Query dialog, and then click Delete. CHESSMASTER asks you to confirm the delete. Click Yes.

To search for games by board position:

1. Click the Position Search tab or choose Position Search from the View menu.

2. Set up the board position by which you want to search using one or more of the following methods:

   • To use all or most of the pieces, click Initial Position to place the white and black pieces on the chessboard in their starting positions, and then drag the pieces to the appropriate squares.

   • To set up a position that uses few pieces, click Clear Position to start with an empty board, and then position the pieces by clicking the chess piece buttons you want to use, followed by their destination squares. Once the pieces are on the board, you can drag them anywhere you want.

   • To use the board position from another CHESSMASTER room, choose Copy Game From in the Edit menu, and then from the cascading menu, choose the room from which you want copy the board position. Then click Copy from Moves Tab.

   • To use a board position from a game in the database, use the Moves tab to select the game you want and to display the desired board position, and then return to the Position Search tab and click Copy from Moves Tab. For more information on the Moves tab, see "Opening the Move List."

   • To use the selected position in the Opening Moves window, click Copy Key Position.

   • Check the White to Move check box if it's White's turn to move next. Clear it if it's Black's turn to move next.

Working with Databases

In addition to viewing and searching for games in the CHESSMASTER database, the Database Room also lets you:

• Create and open new databases.

• Import and export games to and from databases.

• Mark games for deletion so that CHESSMASTER ignores them during a search. This does not delete these games permanently from a database.

• Optimize, delete, and close databases.
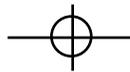
Creating and Opening Databases

To organize some of your own games, you can create a new database to store them. When you create a new database, you start from scratch, and then import the games you want to include.

To create a new database:

1. From the File menu, choose New Database.

2. In the Save In box, keep Database Files as the location for the new database.

3. In the Save as Type box, accept the default Database File (*.TBG) as the file type. (You can import or add PGN files to the CHESSMASTER database as well.)

4. In the File Name box, type a name for the database.

5. Click Save to create the new database. A message appears indicating that a new database is being created, then the Database Room displays an empty Game List window.

6. Add the games you want to your new database.

To open an existing database:

1. From the File menu, choose Open Database.

2. Use the Look In box to specify the folder that contains the database you want to open.

3. In the File of Type box, make sure Database File (*.TBG) is displayed.

4. In the Open As box, make sure Auto or Database is displayed.

5. Select the database you want, and then click Load.

6. CHESSMASTER displays the corresponding games in the Game List window.

Optimizing, Deleting, and Closing Databases

CHESSMASTER lets you optimize the database by permanently deleting games you have marked for deletion and indexing new games that you have added. This considerably improves the search and indexing performance of the database. If you make extensive changes to an existing database, or create a new one, it's a good idea to run the optimization feature.

To optimize a database:

1. Open the database you want to optimize.

2. From the File menu, choose Optimize Database.

3. Make sure a check mark appears next to Clean Database and Create Index Files to permanently delete games that are marked for deletion and to index the games you added.

4. Click OK to optimize the database and enhance its performance.

To delete a database:

1. Open the database you want to delete.

2. From the File menu, choose Delete Database. CHESSMASTER asks you to confirm the deletion.
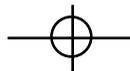
3. Click OK.

To close the current database

From the File menu, choose Close Database. CHESSMASTER clears the Game List and Opening Moves windows. Use Open Database in the File menu to open another database.

Importing and Exporting Games

You can import saved games in PGN format to any CHESSMASTER 9000 database. This provides a convenient way to organize and categorize your games.

To import a game to a database:

1. Open the database to which you want to import the game using the procedure outlined above.
2. From the File menu, choose Import Games.
3. Use the Look In box to specify the folder that contains the game you want to import.
4. In the File of Type box, select Portable Game Notation (PGN).
5. In the Open As box, accept Auto, and then click Load.
6. CHESSMASTER adds all games from the PGN file to the Game List window. If the PGN file has a large number of games, this process may take several minutes to finish.

To export a game:

1. You can export games from any CHESSMASTER 9000 database to PGN format. Also, you can export more than one game at a time.
2. Make sure the database that contains the game you want to export is open. (Use the procedure outlined in the previous section.)
3. From the Game List window, select the game(s) you want to export. Use Ctrl or Shift to select multiple games.
4. From the File menu, choose Export Selected Games.
5. Use the Save In box to specify where you want to export the game.
6. In the Save as Type box, accept PGN Game Files.
7. Use the default file name or type a new one in the File Name box, and then click Export.
8. CHESSMASTER exports the file to the specified folder, file type, and file name.

Omitting Games During a Search

CHESSMASTER lets you mark games for deletion so that it doesn't look for them during a search. When you mark a game for deletion, a "D" appears next to the corresponding game name in the Game List window. If you mark a game for deletion, you can always unmark it so that the database sees it again.

To mark a game for deletion:

1. Open the database that contains the game you want to mark for deletion.
2. From the Game List window, select the game(s) you want to mark. Use Ctrl or Shift to select multiple games.
3. From the Edit menu, select Delete Selected Games. This will mark your selected games as deleted.

THE CHESSMASTER LIVE ROOM

Welcome to the CMLive Room, the place where you can play chess with other CHESSMASTER 9000 owners over the Internet on Ubi.com. You can also communicate or chat with other remote players, and display information on players who are currently connected to Ubi.com.

Note: Playing an Internet game requires a 56.6 Kbps or faster modem/direct connection.

§ Starting a CMLive session on Ubi.com

1. There are three ways to start a session and play a game over Ubi.com:
   a. Click on the Ubi.com button in the CMLive room.
   b. Or select CHESSMASTER 9000 -> Play CHESSMASTER 9000 on Ubi.com from the Windows Start menu.
   c. Or you can click on the Play on Ubi.com button on the CHESSMASTER 9000 Welcome Screen, which comes up when you insert your CHESSMASTER 9000 CD.

2. When you connect to Ubi.com, go to the CHESSMASTER area, where you will find a number of games for you to join. Or, you can create a game yourself. See "Challenging Another Player" below.

3. When you start up a session on Ubi.com, it closes out everything else running in CHESSMASTER 9000. So, make sure to save any other games, databases, or analysis, you may have in progress.

4. CHESSMASTER 9000 keeps separate stats for online and solo play. So, if you want those to be available in the same CHESSMASTER 9000 session, you want to make sure that your Ubi.com user name and your CHESSMASTER 9000 login name are the same.

TCP/IP and LAN Play

CHESSMASTER 9000 also supports play over TCP/IP and LAN.

To start CHESSMASTER Live using TCP/IP:

1. Click the TCP/IP button in the CMLive Room.

2. Choose either to host a new Internet game or join an existing game.

3. Do one of the following:
   • To host a session, type a name in the Game Name box, click Host and then wait for your opponent to join you.
   • To join a session, type the IP address (in the Host Name box) of the player who's hosting the game you want to join, and then click Join.

4. CHESSMASTER connects you to the remote host, so you can start playing over the Internet.

5. See the CMLive Help for step-by-step instructions on all the CMLive features.

### To start CMLive using a LAN:

1. Click the LAN button. CHESSMASTER prompts you to specify whether you want to host a new LAN game or join an existing LAN game.

2. Do one of the following:
   • To host a session, type a name in the Game Name box, click Host, and then wait for your opponent to join you.
   • To join a session, select the game you want to join from the Active Games list, and then click Join. (The Active Games list displays all the games currently being hosted on the local network.) CHESSMASTER connects you to the hosted game, so you can start playing over the Internet.

3. CMLive does not support direct-connect modem play.

Challenging Another Player

To play an online game over the Internet, you need to challenge or accept a challenge by another Internet player. When you challenge another Internet player, you specify the parameters of the game you want to play and select an opponent.

To challenge another Internet player:

1. From the Game menu, choose Challenge. You can either challenge a particular individual or post a standing challenge to all players in your online session. You can only challenge players not currently playing a game.

2. Select Post Challenge to post a standing challenge to all players in your online session, or Player Challenge to challenge a specific person.
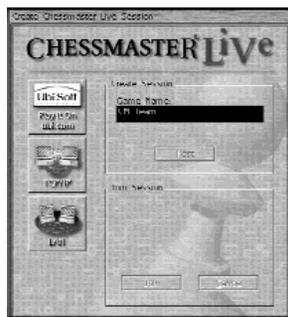
   • If you select Post Challenge, use the Min and Max boxes to specify the rating range of the person you want to play. Type the minimum rating in the Min box and the maximum rating in the Max box. You can only post one standing challenge at a time.
   • If you select Player Challenge, choose who want to play from the Players list.

3. Check or clear Others Can View to indicate whether you want other people to be able to watch your game.

4. Use the next set of options to specify:
   • Whether you want to play a Rated or Unrated game.
   • Whether Takeback Move (in the Actions menu) is allowed. If you specify the game as Rated, Takeback Move will be unavailable, just as in any other Rated game.
   • The piece color you want to play, White or Black, or you can let CHESSMASTER randomly assign the colors.

5. Use the last group of options to select a time control for your game. If you specify the game as Rated, note that Seconds per Move and Infinite Time are not available, just as in any other Rated game.

6. Select Enforced Time to end the game within the time you set, or select Unenforced Time to continue playing the game after it officially ends. Enforced Time is always activated for a Rated game.

7. Select either Post Challenge for a general challenge, or Send Challenge to challenge a specific player.

8. Check Autopost if you always want your challenge posted.

9. Click OK to accept the settings, or click Close to cancel the settings. When you send a challenge to an individual player, the You Are Being Challenged message appears on that player's screen.

10. A message on your screen indicates whether the player accepts or declines your challenge. If the player accepts, the chessboard becomes active.

Accepting a Challenge

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

To accept a challenge from another player:

1. In the You Are Being Challenged dialog, click Accept and start playing. Click Decline if you don't want to accept.

2. If you are White, you must make the first move. If your opponent is White, you must wait for him or her to make the first move.

3. Standing challenges appear in the Online Information window under Challenges.

To accept a standing challenge:

1. If the Online Information window isn't open, choose Online Information from the Windows menu.

2. Right-click the challenge in the list, and then click Accept Challenge. If you do not meet the rating requirements of a challenge, or you have chosen to ignore the challenger, the challenge is grayed-out in the list. For more detailed information, see the "Using the Online Information Window" section.

§ Understanding the Rating System

When you play a CMLive game over Ubi.com, the results of that game affect your online chess ratings of you and your opponent. CHESSMASTER 9000 records a separate rating for your online rating and your rating in the Tournament Room. When playing on Ubi.com, CHESSMASTER 9000 keeps a number of statistics on your games, including your record with Black and White pieces, how you have performed against individual opponents, in blitz play, and so forth.

Note: Any games played via TCP/IP and LAN neither affect your online rating, nor do they keep your online statistics, as Ubi.com play does.

Using the Chat Window

CHESSMASTER provides a Chat window in the CMLive Room that lets you send and receive messages from other CMLive players, as well as ignore messages and challenges from other players.

To use the Chat window:

1. From the Windows menu, choose Chat. The chess piece next to the menu option indicates that it's open. Choose Chat again to close it. The different areas of the Chat window and how to use them are described below.

2. Message Window–Displays the messages you send and receive, preceded by the name of the player who sent the message and the message type. You can send and receive the following types of messages:

   Shouts – Messages sent to all players in the session.

   Says – Messages sent to more than one, but not all, players in the session.

   Tells – Messages sent to you from another player.

   Thinks – Messages sent to yourself, such as reminders.

3. Right-click on a player name preceding a message in the Message window to do any of the following:

   a. View a player profile.

   b. Ignore a player.

   c. Undo an ignore.

   d. Challenge a player.

4. Player List displays all the people in the selected channel. To send a message to all players in the channel, choose Select Everyone. To send a message to

specific individuals, select the names in the list. Use the Ctrl key to select multiple player names.

5. Send Options lets you send a message. First select a player from the Player List. In the Message to Send box, type the message you want to send, and then click Send.

6. Ignore Options lets you ignore (or not receive) challenges and messages from other players. Check or clear Ignore Challenges and Ignore Shouts to turn ignore off or on respectively.

7. To ignore individual players, right-click the player's name in the Player List or in the Message window, and choose Ignore. To acknowledge them again, right-click the names and choose Un-ignore.

§ Setting Up CMLive Sounds

CHESSMASTER 9000 provides a few settings that let you take advantage of the sounds that CHESSMASTER plays when someone from CHESSMASTER LIVE logs on, sends you a message, or challenges you to a game. When you use these settings, CMLive must be running.

To turn the CMLive sounds on and off:

1. From the Preferences menu, choose Sound.

2. Click the Effects tab.

3. Check the sounds you want on, clear the sounds you want off, and then click OK.

   • Window Close produces a sound whenever you close the CHESSMASTER window or exit.

   • Buddy Login produces a sound and a message whenever someone from CMLive logs on.

   • Tell Chat produces a sound and a message whenever someone from CMLive sends you a message.

   • Game Challenge produces a sound and a message whenever someone wants to challenge you to a game in the CMLive Room.

4. To turn window and CMLive sounds on and off, check the sounds you want on, clear the sounds you want off, and then click OK.

Using the Online Information Window

The Online Information window in the CMLive Room lets you view information about the current Internet players, the games in progress, and the posted challenges.

To use the Online Information window:

From the Windows menu, choose Online Information. The chess piece next to the menu option indicates that it's open. Choose Online Information again to close it. The different areas of the Online Information window and how to use them are described below.

The Players List

In the Online Information window, click Players to open the Players List. The Players List displays the names of all the online players, their playing status, and their bullet, blitz, and standard game ratings. (In a bullet game, the game time is set to three minutes or less; in a blitz game, the game time is over three minutes but less than 15; in a standard game, the game time is set to 15 minutes or more.) A number after a game rating indicates a provisional rating, meaning that the player has played 20 or fewer games in that category. The number indicates the number of provisional games that have been played in that category.

The Players List arranges information in columns, according to the player names, playing status, and rating for each game type. To sort the lists according to the information in each column, select the appropriate column heading. For example, select the Nickname column heading to sort the list alphabetically by player name.

You can right-click a player's name, and then choose an option to:

- View a player profile.
- Challenge a player, if he or she is not playing a game.
- View a player's game, if he or she is playing a game.
- Ignore or acknowledge a player.

To sort the lists according to the information in each column, select the appropriate column heading. For example, select the White Player column heading to sort the list alphabetically by the white players' names.

You can right-click a game, and then choose an option to:

- View the game on the chessboard.
- View the player profile of each player.

You can also double-click a game to view it on the chessboard.

The Games List

In the Online Information window, click Games to open the Games List. The Games List shows all the games in progress, the players in each game (with their piece color and game rating), the type of game being played (bullet, blitz, or standard), and the time control for each game. A number after a game rating indicates a provisional rating, meaning that the player has played 20 or fewer games in that category. The number indicates the number of provisional games that have been played in that category.

The Games in Progress list arranges information in columns, according to the player names for each color, each player's rating, the type of game being played, and the time controls for the game.

The Challenges List

In the Online Information window, click Challenges to open the Challenges List. The Challenges List displays all the standing challenges posted by the current online players, which you can accept. Posted challenges include the names and ratings of the challengers, the types of games they want to play (bullet, blitz, or standard), the time controls they want to use, the piece color they want you to play, and the rating ranges for their opponents. A number after a game rating indicates a provisional rating, meaning the player has played 20 or fewer games in that category. The number indicates the number of provisional games that have been played in that category.

If you do not meet the rating requirements of a challenge, or you have chosen to ignore the challenger, the challenge is grayed-out in the list. The Challenges List arranges information in columns, according to the player names and the guidelines of the challenge. To sort the lists according to the information in each column, select the appropriate column heading. For example, select the Rating column heading to sort the list numerically by each challenger's rating.

To accept a posted challenge, double-click the challenge, or right-click it and choose Accept Challenge. To edit one of your own standing challenges, you must remove it, and then post a new one.

ADVANCED PLAY OPTIONS IN CHESSMASTER 9000

Playing a Blindfold Game

In the Game Room, you can specify in Setup Game Details whether one or both players play blindfolded—where you must remember moves without seeing them on screen. In Blindfold chess, the only way for you to make your move is with the keyboard, and moves must be entered in the currently selected notation.

Playing a Random Game

You may choose a Random opponent from the New Game menu. This will select an appropriate opponent at random for you, according to your current rating. This option is only available for Rated and Tournament games.

Playing a Hidden Opponent

When you choose to play a Random opponent, you can specify that the opponent's identity be hidden from you during the game. This is a great way to see how you fare against an unknown opponent.

Playing a Game vs. Another Chess Engine

The chess engine in CHESSMASTER 9000 is called The King. However, CHESSMASTER 9000 supports the Winboard communication standard. This means, if you own any other freeware or commercial chess program that also uses the Winboard standard, you can run those programs through CHESSMASTER and compete against them choosing the Winboard opponent option.

Once you have downloaded your Winboard chess engine, you should read any included documentation thoroughly. Many of these engines require files or settings to be properly dealt with before the engine will work properly. Some of these settings are called Commandline Parameters, which you will have to supply to CHESSMASTER when you import the engine.

To import a Winboard engine:

1. Go to the Game Room and select Game -> Import Winboard Engine. Fill out the three fields you see there:
   a. Name—Choose any name for your personality…as long as it can be made into a legal Windows filename, and a personality of that same name doesn't already exist.
   b. Filename of the Winboard engine program—This filename almost always has an EXE extension, and the full path to the file is required. So, if you have downloaded Crafty, and have placed the Crafty program in the C:\Crafty folder on your hard drive, you will need to enter C:\Crafty\Crafty.exe assuming that the name of the program is Crafty.exe. To assist you in entering the proper path and filename, you can also press the Browse button to search for the data.

   c. Commandline Parameters—Look at the documentation for the chess engine to see what, if anything, may be entered into this field.
   d. Pondering—Select this option if you want the Winboard engine to think on its opponent's turn.
2. Once you have filled out all fields, pressing OK will automatically create the Winboard engine's personality. This personality can then be used anywhere inside CHESSMASTER 9000, just like any other user-created personality.
3. You can edit any Winboard engine personality just as you would any other CHESSMASTER 9000 personality. Just go to Game->Set Up Personality in the Game Room and select the imported Winboard personality to edit. You will then be able to modify anything that you typed in when creating the personality.
4. Most Winboard engines will work in CHESSMASTER 9000. However, some CHESSMASTER 9000 features might not be supported, most likely the Infinite Time control, Force Move, starting a game from a non-standard position, and pondering output for the Thinking Lines window. In addition, the output in the Thinking Lines window may be in a format specific to that engine, and not identical to that used by CHESSMASTER.
5. There are two windows for Winboard Engine Output, available only in the Game Room. There is one window each for White and Black, and, when opened, they allow you to see all of the communication that is going on between CHESSMASTER and the Winboard engine that you have imported. This is useful for getting raw data from an engine that has output that CHESSMASTER 9000 might not understand and cannot properly display in one of its other windows. Note that these Output Monitor windows will ONLY receive data if they are opened, in order to maximize CPU efficiency. Any time these windows are closed, all data that would normally be sent to these windows will not be retrievable.

Note: Please note that Winboard support is intended only for advanced users to experiment with other chess engines within the CHESSMASTER 9000 program. Ubi Soft cannot give technical support for other chess engines or programs. However, if you have general questions about this feature, write the CHESSMASTER 9000 team at www.chessmaster.com

Endgame Databases

If you opt for the complete install option, you can then set up the following position with CHESSMASTER playing both sides. See how CHESSMASTER plays the endgame perfectly to achieve a checkmate in 48 moves:

    White King on e1
    White Bishops on d2 and e2
    Black King on e8
    Black Knight on d7
    White to Move

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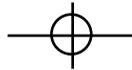
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