HOYLE

MAJESTIC CHESS

"The greatest game of all time just got better!"
—*Anatoly Karpov, former World Champion*

PC
CD-ROM
SOFTWARE

EVERYONE

E
CONTENT RATED BY
ESRB

Game Experience May
Change During Online Play

♛ TABLE OF CONTENTS ♛

©2003 Fluent Entertainment, Inc.

♛ INSTALLING MAJESTIC CHESS™ ♛

The following section lists the hardware and software requirements you need to run Majestic Chess.

Minimum System Requirements

Operating System: Windows® 98, Windows® ME, Windows® 2000, or Windows® XP

CPU: 500 MHz Pentium® III

RAM: 128 MB

Video: 16 MB supporting Direct3D® and DirectX® 8.1

Modem: 56.6 kbps modem (for multi-player)

Recommended System Requirements

Operating System: Windows® 98, Windows® ME, Windows® 2000, or Windows® XP

CPU: 800 MHz Pentium® III

RAM: 256 MB

Video: 32 MB supporting Direct3D® and DirectX® 8.1

Modem: 56.6 kbps modem (for multi-player)

Installation

Use the Setup program to install Majestic Chess. You cannot install it by copying the software from the CD to your hard disk.

To install Majestic Chess:

1. Insert the Majestic Chess CD in your CD-ROM drive. The Majestic Chess Welcome screen is displayed.
2. On the Welcome screen, click Install, then click Next.
3. Specify where on your computer you want to install

Majestic Chess. The default installation folder is
C:\Program Files*Majestic Chess*. Click Browse to specify
a different folder.

4. Click Next to begin the installation.
5. Click Finish.

To uninstall Majestic Chess:

- From the Windows Start menu, choose Programs >
  Majestic Chess > Uninstall *Majestic Chess*.

♛ INTRODUCTION ♟

Welcome to *Majestic Chess*. With *Majestic Chess*, you can play
chess against a computer opponent or play online to test your
skills against other players. You can use the Chess Adventure
component to play chess while traveling through mysterious
lands where you encounter challenges and enemies! You can
play *Majestic Chess* at a comfortable level that builds your
confidence, or you can challenge yourself at any time by
moving to the next playing level.

The *Majestic Chess* User's Guide shows you how to get the
most out of *Majestic Chess*. *Majestic Chess* has a rich set of
features and functionality that brings the power and fun of
chess right to your computer.

Note: For the latest documentation updates and informa-
tion about *Majestic Chess*, visit www.majesticchess.com.

♛ GETTING STARTED ♟ WITH *MAJESTIC CHESS*

This section is designed to get you up and running quickly
with *Majestic Chess* by giving you a brief overview of the pro-
gram and showing you how easy it is to start playing. Items
introduced here are explained in more detail throughout this
User's Guide.

To start Majestic Chess for the first time:
1. From the Start menu, click *Majestic Chess*.
2. Enter your registration key, then click OK to view the
   main menu where you can choose from three chess-
   playing environments:

Single-Player Games – Play against computer opponents.
Multi-Player Games – Play a game on the Internet against
   other players in real time. You must be connected to the
   Internet to use this feature.
Chess Adventure – Visit mysterious lands, fight enemies, and
   play challenging games of chess in the process!

To start a new Single Player game:
1. At the main menu, click Single-Player.
2. From the Game menu, click New Game.

For more information about the Single-Player games, see Single-Player Games below. For more information about selecting game settings, see Setting Up Your Game Environment on page 8.

To start a new Multi-Player game:
1. At the main menu, click Multi-Player.
2. In the Login dialog box, enter your login name and your password. If you do not have a login name or password yet, you can create one now.
3. Click OK to start your game.

For more information about the Multi-Player games, see Multi-Player Games on page 24.

To start a new Chess Adventure game:
1. At the main menu, click Adventure.
2. Click a chapter to start playing.

For more information about Chess Adventure, see Chess Adventure on page 31.

♕ SINGLE-PLAYER GAMES ♕

In the single-player environment, you can play chess against a computer opponent, challenge yourself with chess puzzles,

learn with tutorials, and study historical chess games. Each mode within the single-player environment offers you different playing options.

- **Game Mode:** In Game mode, you specify your game settings and then play a game using them. You can play against a computer opponent, analyze your game, replay games, and much more.
- **Puzzle Mode:** In Puzzle mode, you can play puzzles in Practice mode or Timed mode. Puzzle mode records your fastest times at completing the puzzles.
- **Tutorial Mode:** In Tutorial mode, you learn chess basics by taking a series of lessons. Tutorial mode also offers historical chess games for you to study.

GAME MODE

In Game mode, first you select the settings for your game, and then you play games against the specified computer opponent.
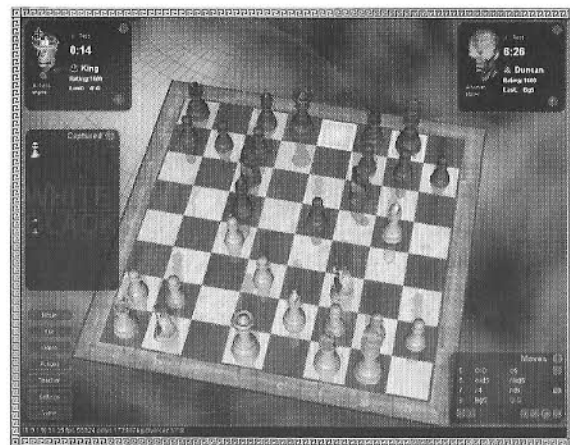
Setting Up Your Game Environment

Setting up your game environment involves choosing the chess set you want to play with, your player profile, the kind of notation you want to use, and your game display settings.

Selecting a Chess Set

A chess set consists of a chessboard and playing pieces. *Majestic Chess* provides a diverse set of chessboards and chess pieces to choose from—including two-dimensional (2D), three-dimensional (3D), and true-perspective sets. You can also choose a background for your chess set.

Defining Your Player Profile

When you define your player profile, you choose a name for your profile and a picture (called an *avatar*) to represent your player.

Selecting a Notation

Chess notation refers to the codes that record the moves on a chessboard during a game. In *Majestic Chess*, you can record the moves in your chess game with algebraic or coordinate notation.

- **Algebraic Notation**: Records the piece character, followed by its destination square.
- **Coordinate Notation**: Records the source square and destination square.

Algebraic Notation

Algebraic notation is the most widely used method of recording chess moves. Algebraic notation takes the 64 squares of the game board and classifies each of them by its position in a Rank (row) and File (column). File positions are assigned the letters "a" through "h" (from the left to the right of the board). Rank positions are assigned the numbers "1" through "8" (from the bottom to the top of the board).

Algebraic notation records the destination of a chess piece by combining the letter and number of the destination square. Major playing pieces are assigned an additional letter to identify them. These letters are always uppercase ("K", not "k"). Major pieces are identified as "K" for king, "Q" for queen, "B" for bishop, "N" for knight, and "R" for rook. Pawns do not have an additional letter to identify them.

Special chess moves are notated as "x" for a capture, "+" for check, "#" for checkmate, "O-O" for castling king-side, and "O-O-O" for castling queen-side.

Coordinate Notation

Coordinate notation uses the coordinates of the chessboard to record the origin and the destination of a piece. It records the original location of the piece you are moving and the location of the piece after you've made a move.

Selecting Display Settings

Display settings include sound and video options that you can include in your game. For example, you can choose not to have music playing in the background or to have your pieces make sounds when you move them.

Playing a Game

Once you've set up your game environment, you can play a game. Before you start a new game, you need to set your game options (such as the opponent you want to play and the time controls you'll use). During the game, you'll be moving your pieces, asking the computer for hints, getting advice on the best moves to make, studying opening moves, and more. You may also want to view how the computer is thinking about its next moves.

Starting a New Game

When you start a new game, you need to choose which side you want to play (black or white), your opponent, the playing level of you computer opponent, time controls for the game, and the type of game you want to play.

Changing Your Game Settings

To change your game settings, first click on the symbol in the lower right corner of the Player Info window. This allows you to modify all of the game's settings. After you have finished modifying the settings, click on the symbol again to confirm the changes. You may change game settings at any time.

Changing the Time Controls

To change the type of time control, click on the time control selector at the top of the Player Info window. Select from five time controls for your game: Minutes per Game, Moves in Minutes, Fischer Clocks, Hourglass, or No Time Control.

Game in X Minutes: You have a certain number of total minutes to make all of your moves.

X Moves in Y Minutes: You must make a certain number of moves within a certain time limit.

Fischer Clocks: You have a set number of total minutes to make all of your moves, but each move you make adds a certain number of bonus seconds to your clock.

Hourglass: You start with a set number of seconds on your clock. When you make a move, your own clock counts down while your opponent's clock counts up. By making your moves quickly, you can limit the number of seconds available to your opponent.

No Time Control: You and your opponent play the game without the pressure of time forcing you to make a move before you've had enough time to think it through. If your opponent is taking too long to make a move, you can always force the computer to make a move immediately.

Selecting a Side

You can play your game with either the white or the black pieces. Select the side you want to play by clicking the chess piece symbol.

Selecting a Computer Opponent

To switch between a human and a computer opponent, click the player symbol (located next to the chess piece symbol). If you have selected a computer player, select a playing strength category from the drop-down list. You have a wide range of playing styles to play against, and different levels of skills to challenge you—from easy to expert. After selecting the playing strength category, choose an opponent from that category by clicking on the drop-down list of player names.

Setting Up a Position

Majestic Chess allows you to set up a specific position on the chessboard and play out a game from that position. (You cannot use this feature to set up an illegal position.)

Making Your Moves

You move your pieces on the board by clicking and dragging them to the appropriate square. If you make an illegal move, the computer moves the piece back to its last position.

Majestic Chess records each move you and your opponent make in the move list, using the algebraic notation by default. You can also view all the pieces captured by you and your opponent in the Captured Pieces window.

Getting a Move Hint

If you aren't sure of the best move to make, you can ask the computer for a hint on what it thinks is the best move.

Taking Back a Move

If you are not happy with a move you just made, you can take back the move and try again.

Replaying a Move

Replaying a move steps you one move forward in a game. You use this feature when you want to replay a move you have just taken back, or when you are viewing a saved or historical game and want to move forward in the move list.

Forcing the Computer to Move

If you are playing a game against the computer with no time limitations and the computer is taking too long to move, you can force the computer to move immediately.

Waking Up Your Opponent

If you're playing a computer opponent, it is important to know that two actions can interrupt the computer's thinking: taking back a move and switching sides. In either case, *Majestic Chess* lets you wake up your opponent so that it can start thinking about its next move and resume the game.

Pausing Your Game

Majestic Chess lets you pause a game at any time. When you pause a game, you stop the timer and retain all game information up to the point of the pause.

Viewing Game Information

While you're playing a game, you can view information that can help you with your game. You can view captured pieces, your game status, the move list, teaching advice, annotations, opening book moves, and the computer's thinking.

Viewing Captured Pieces

The Captured Pieces window displays all of the pieces captured by you and your opponent as a game is being played.
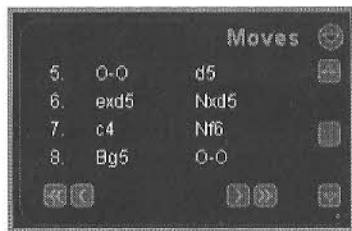
Viewing Game Status

The Game Status window displays the names of both players and the elapsed time in the game.

Note: In Multi-Player games on the Internet, you can also view a player's rating.

Viewing a Move List

When you play a game in *Majestic Chess*, every move that you and your opponent make is recorded in the move list.

You can use the <<, <, >, and >> buttons in the move list to scroll through the moves in the game. << moves to the start of the game, < moves back one move, > moves forward one move, and >> moves to the last move in the list.

Viewing Teaching Advice

Teaching advice gives you detailed advice on a move during a game.
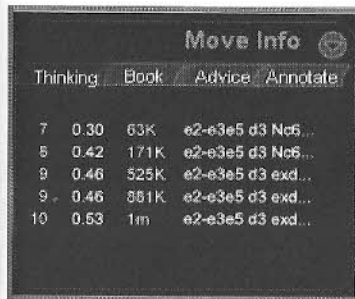
Viewing Annotations

The Annotations window lets you enter your own comments on a move while you're playing or reviewing a game.

Viewing the Opening Book

An opening book is a set series of chess moves and counter-moves used at the beginning of a game. *Majestic Chess* provides commentary on all of the most common opening moves. The opening book is a great learning tool.

Viewing Computer Thinking

The Computer Thinking tab displays your computer opponent's thinking as it considers its best line. You can view the current game score, the number of positions analyzed by the computer, and the moves the computer is thinking of making.

Switching Sides

When you switch sides during a game of chess, you continue the game you're playing, but from the other player's perspective. You can switch sides at any time.

Switching sides interrupts the computer's thinking. This means that if you're playing a computer opponent, the opponent won't make its next move until you wake it up. For information on waking up your computer opponent, see Waking Up Your Opponent on page 13.

Getting Advice

You can use the advice features in *Majestic Chess* to get tactical advice about your game. *Majestic Chess* can give you hints about the best move to make, give you advice on your current board position, let you see how the computer is analyzing the game, and show you potential checkmates.

Revealing a Hint During a Game

If you're unsure about what move to make next, you can ask Hints to give you a suggestion.

## Getting Advice During a Game

You can get an analysis of your current board position and an explanation of the game in plain English. To get advice, specify how long you want *Majestic Chess* to analyze your position. The more time you give the computer, the better the strategic game analysis will be. The computer will display its advice in text format.

Viewing Computer Thinking

You can view certain aspects of how the *Majestic Chess* computer program thinks about moves. You can see the game score, the number of positions the computer has analyzed during the game, and a string of moves that the computer considers the best moves based on the current position.

Creating an Opponent

In addition to offering a variety of chess opponents to choose from, *Majestic Chess* lets you create your own opponent by selecting its name, an avatar (picture), a description, its strength of play, how it values chess pieces, and its style of play.
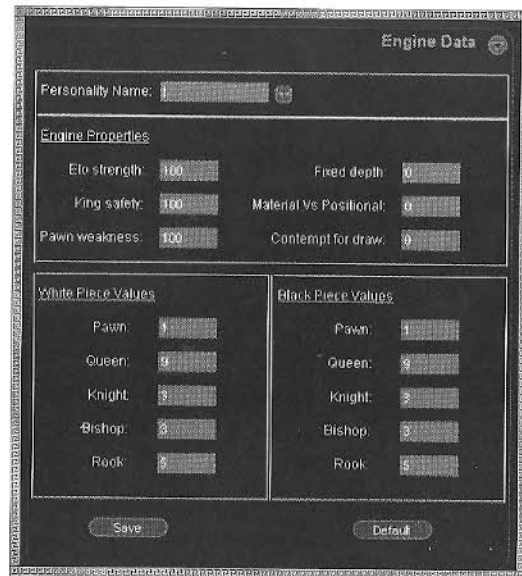
Following are the many options you can choose from to create your opponent:

- **Attack and Defense**: Sets your opponent's tendency toward attacking your pieces or defending its own pieces. You can set these tendencies to anywhere from -100 to 100. A negative number sets the tendency toward attack, with -100 being the most aggressive. A positive number sets the tendency toward avoiding a confrontation, with 100 being the most cautious. A setting of 0 sets the tendency at a balanced level of attack and defense.

- **Strength of Play**: Sets the playing strength of your opponent. A value of 0 sets your opponent at a beginner playing level. A value of 100 or more sets your opponent at the grand master level of play. The higher the strength of play, the greater the challenge is.

- **Contempt for Draw**: Sets how your opponent reacts when you offer a draw. If contempt for draw is set at 0, your opponent will accept a draw if the game is even or if your opponent is losing. If contempt for draw is set at -100, your opponent will always avoid a draw when playing and will not accept a draw offer. If contempt for draw is set at 100, your opponent will always play for a draw and will accept a draw offer even if winning.

- **Material vs. Position**: Sets the value your opponent places on the material and positional aspects of the game. Material points are pieces on the chessboard. Positional points include positional attributes such as pawn structure, attack potential, piece mobility, and so on. A setting of -100 emphasizes material value. A setting of 100 emphasizes positional value. A number somewhere in the middle cre-ates a balance between these two values.

- **King Safety**: Sets the degree to which your opponent will attempt to protect its king from attack. The higher the setting, the more emphasis your opponent places on protecting its king when making moves.

- **Pawn Weakness**: Sets how much effort your opponent puts into avoiding any positions where a pawn is vulnerable—whether it is unprotected, is immobile, or might weaken the overall pawn structure. The higher the setting, the more your opponent attempts to protect its pawns.

Set material options to determine the importance your opponent places on its own chess pieces and yours. A piece with a low number (1, 3) has much less value than a piece with a higher number (7, 9). The default points for chess pieces are:

Queen = 9   Rook = 5   Bishop = 3   Knight = 3   Pawn = 1

Saving and Loading a Game

Saving a Game
Majestic Chess allows you to save a game to a Portable Game Notation (*.pgn*) file. PGN files save the moves of both players so that you can resume or review the game later.

Loading a Saved Game
When you load a saved game, all pieces appear in their starting positions. The move list shows all the moves in the game for both players. You can use the buttons in the move list to step through the moves of a saved game. If you want to continue playing a saved game, scroll to the end of the move list and start playing. You can open any games that have been saved in the Portable Game Notation (*.pgn*) format.

Ending a Game

You can end a game by offering a draw or resigning.

Offering a Draw

If it seems unlikely that you can win a game, you can offer a draw. If *Majestic Chess* declines the draw and you still want to end a game, you can resign from the game.

Resigning From a Game

If it seems unlikely that you can win a game, you can resign from the game at any time by clicking Resign from the Actions menu.

Returning to the Main Menu

Return to the main menu if you want to play *Majestic Chess* in either the Multi-Player or Chess Adventure environment.

TUTORIAL MODE

Tutorial mode offers a series of chess lessons for novice players, and a set of historical chess games that you can study.

Taking Lessons

Majestic Chess contains a number of lessons designed to help novice chess players with basic chess strategy. To get the most out of the lessons, you should complete them in order.
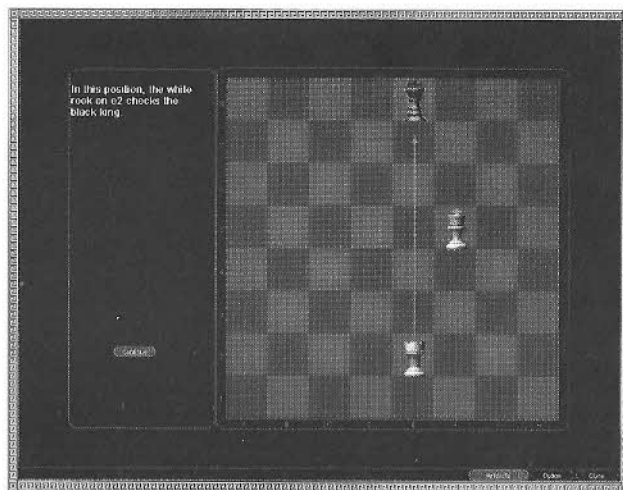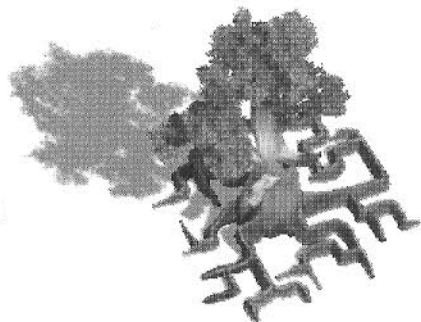

Viewing Historical Games

Majestic Chess provides a library of twelve of the best games in chess history. You can choose a game and then view annotations for each move to see tactical and strategic commentary on the game. The games are broken down move by move so you can follow along.

PUZZLE MODE

Majestic Chess offers different types of chess puzzles that let you hone your chess skills in a fun way. You can play in Timed or Practice mode.

Challenge Type
- ○ Mate in one
- ○ Mate in two
- ○ Avert mate
- ○ Unguarded piece

Challenge level
- ○ Easy
- ◉ Difficult

Challenge Mode
- ○ Practice
- ◉ Timed

(OK)   (Cancel)

Setting Up a Puzzle

When you set up a chess puzzle, you specify the type of puzzle, its difficulty level, and whether to play in Practice mode (untimed) or Timed mode, which records how long it takes you to complete a series of six puzzles and then records your fastest times.
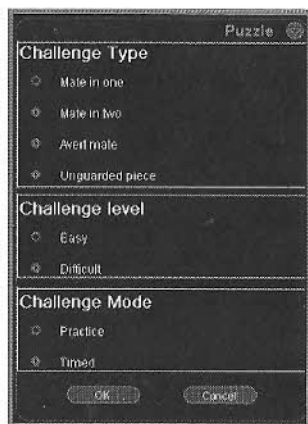
Selecting a Challenge Type

The challenge type you select determines the type of puzzle you can solve. There are four types of puzzles:

- **Mate in One:** The player uses the white pieces and must find the one and only move that results in the checkmate of the black king.
- **Mate in Two:** The player uses the white pieces and must find the one and only move that results in the checkmate of the black king in two moves.

- **Avoid Mate:** The player uses the white pieces and must find the one and only move that keeps the white king from being checkmated on black's next move.
- **Unguarded Piece:** The player uses the white pieces and must find the one and only move that captures the unguarded black piece.

Selecting a Challenge Level

The challenge level you select determines the difficulty of the puzzle. You can choose the Easy or Difficult challenge level.

Selecting a Challenge Mode

You can play the game in Timed or Practice mode:

- **Timed:** You are presented with six chess puzzles, and the computer times how long it takes you to complete all of the puzzles. Your fastest time for completing the puzzles for the specified puzzle type is recorded. You must complete the current puzzle before you can move on to the next one.
- **Practice:** Select Practice if you don't want to time yourself. You can move on to the next puzzle without completing the current one.

Once you have specified your puzzle settings in the Challenge dialog box, the chessboard displays the first chess puzzle.

Starting a New Puzzle

Start a new puzzle if you want to change the puzzle type, adjust the difficulty level of the puzzles, or switch between Practice and Timed mode.

👑 MULTI-PLAYER GAMES 👑

Multi-Player mode lets you participate in the *Majestic Chess* online community. You have the same playing options as in Single-Player mode, but instead of playing a game against a computer opponent, you challenge other players over the Internet. In addition, you can create a list of buddies you can chat with and challenge to games. You must have an Internet connection to play in Multi-Player mode.

Connecting to the Chess Server

Connect to the chess server to start your online chess games. In the Login dialog box on the Multi-Player screen, you can enter or create a login name and password.

Setting Up Your Profile

When you define your player profile, you choose an avatar to represent your player. You also have a player rating and can enter descriptive text about yourself that your online opponents can view.

Selecting a Chess Set

You can select from a wide variety of two-dimensional (2D), three-dimensional (3D), and true-perspective sets. You can also choose a background for your chess set.

Playing an Online Game

Playing online games is a great way to take what you know in chess and test your skills against others. To start an online game, you can challenge other players to a game or accept a challenge from another player.

Challenging Other Players

You can challenge other online players to a game by sending a challenge directly to a specific player, or by posting a standing challenge to all players via the Challenge window.

The Challenge window shows the names of the players who posted the challenges, their ratings, the time controls they want to use in a game, whether they want to play a rated or unrated game, the color they want to play, the required rating range for the opponent, and whether or not other players can watch the game.

Whether you are making a direct challenge or posting a challenge, you also need to specify the parameters of the game you want to play. If you are posting a challenge, it will appear in the Challenge window.

Playing a Rated or Unrated Game
When you challenge another player, you can choose between playing a rated or an unrated game. A rated game counts toward your overall ranking. You can play an unrated game just for practice. It doesn't count toward your official player rating.

Specifying a Time Control
You need to specify the time control for your game. Multi-Player mode uses Fischer time controls exclusively. Set the number of total minutes to make all of your moves, and the bonus seconds that are added to your clock for each move.

Choosing a Color
You also need to specify the color you want to play—choose white, black or random.

Specifying a Rating Range for Your Opponent
When you make a challenge, you need to specify what rating range you want for your opponent.

Allowing Players to Watch Your Game
You can choose whether or not you want to allow other online players to watch your game. If you allow others to watch your game, they can view your game while you are playing. If you don't allow others to watch, they cannot access your game while you are playing.

Accepting a Challenge
You can also start an online game by accepting a challenge from another online player. You can accept a challenge that's sent directly to you, or a posted challenge that is listed in the Challenge window.

When you accept a challenge, you need to accept all the game parameters specified by the challenger. To accept a posted challenge, you click the challenge in the Challenge window and then click Accept Challenge.

Adjourning a Game
If you need to suspend a game you are playing, you can adjourn it at any time. Adjourning a game stops any time controls you have on the game. When you restart the game, the clocks resume from where they left off.

Saving and Loading Games
As in the Single Player environment, you can save your online games to Portable Game Notation (*.pgn*) files. Saving games is useful if you want to review them later. To review a saved game, you need to load it into *Majestic Chess*. For more information on saving and loading, see page 19.

Viewing a Game in Progress

You can view online games that are in progress, as long as the players of an online game have allowed other players to view their games.

Chatting With Other Players

In addition to playing online games and viewing games of other online players, you can chat with other online players by sending and receiving messages. If you do not want to chat with other players, you can choose to ignore messages and challenges from them.
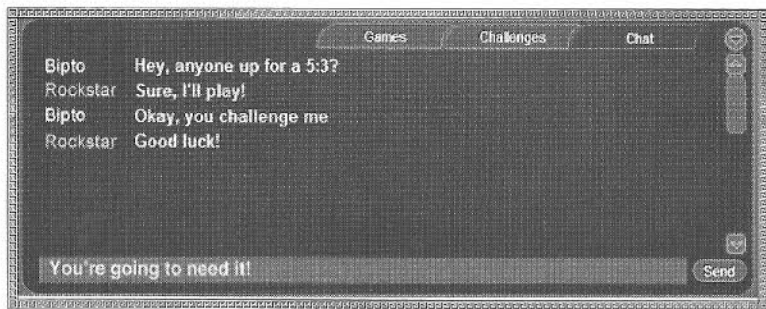
Using the Message Window

The Message window displays the messages you send and receive, preceded by the name of the player who sent the message and the message type.

There are two message types: Shouts and Tells.

Shout: A Shout is a message sent to all online players. If you receive a message preceded by Shout, it means that the message has been sent to all the online players.

Tell: A Tell is a message sent to a specific user. If you receive a message preceded by Tell, it means that the message has been sent only to you.

Using the Channel List

Channels are groups of online players you can choose to correspond with. The default channel is Common, which includes everyone who is online. The selected channel determines which players you see in the Player list.

Using the Player List

The Player list displays the names of all the people in the selected channel. From the Player list, you can view a player profile, ignore messages and challenges from players, and challenge a player.

To view a player's profile or ignore or challenge a player, right-click the player name and choose the appropriate command.

Sending Messages

You type and send messages from the Message window.

To send a message to all the players in the selected channel, simply type a message and it will be sent to all members of the channel.

To send a message to specific individuals, select the names in the Player list, type your message in the Message window, and then click Send. The message will be sent to the selected players.

Ignoring Players

If you don't want to receive messages or challenges from other players, you can ignore the players. To ignore players, right-click their name in the list and choose Ignore.

If you no longer want to ignore a player, right-click the player in the Player list and then click to remove the check mark from the Ignore command.

Your Buddies

Buddy lists are lists that you set up so that you know when your friends are online and available to chat with you. *Majestic Chess* notifies you whenever one of the players in your Buddy list logs on.

CHESS ADVENTURE

Chess Adventure is a unique and exciting way for you to play chess. You take on the role of a king who must navigate through various lands to fight imposing foes. While on your quest, you learn how to play and master the game of chess. While you travel through lands, you are prompted to accept chess challenges that will move you further on your journey. Chess Adventure is great for beginning and intermediate chess players.
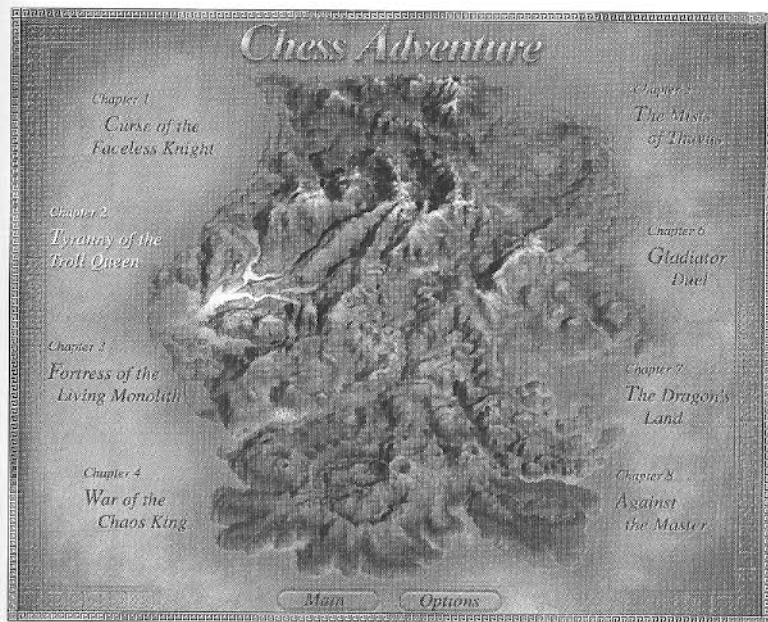
Chess Adventure consists of a set of eight chapters. Each chapter reveals a land that you will need to navigate through.

The goal of each chapter is for you to overthrow the reigning overlord by successfully facing a variety of chess challenges along the way. As you accomplish your tasks, you win recruits (additional chess pieces) and collect artifacts to help you in your travels.

Earlier chapters teach you chess fundamentals, while the later chapters build on these basic chess skills to teach you more sophisticated moves and strategies. By the time you've mastered Chess Adventure, you'll be a powerful chess competitor!

Recruits

You start each chapter in Chess Adventure with a single playing piece—the king. As you win chess challenges, you acquire pieces that help to build your forces against the opposing side. The pieces in your inventory are called the *recruits*. The number of recruits you acquire can make the difference between winning and losing a challenge, so you want to try to build up your inventory as quickly and thoroughly as possible. This means paying close attention to the story and applying what you've learned to win the challenges.

Artifacts

Artifacts are items that you acquire throughout your adventure. Use artifacts to help you win challenges. Artifacts can be very difficult to find and can be costly, so use them wisely.

The different types of artifacts include the following:
- **Potion:** Click the Potion to take back your last move.
- **Scroll:** Click the Scroll to get a hint.
- **Hourglass:** Click the Hourglass to stop the clock.
- **Sword or Hammer:** Click the Sword or Hammer, then click a piece to remove it from the board.
- **Bomb:** Click the Bomb, then click the square of a piece to remove it from the game.
- **Crown:** Click the Crown, then click a square to change that piece to a different piece.
- **Grail:** Click the Grail, then click the starting square of a piece to resurrect it.
- **Statuette:** Click the Statuette and a target piece to randomly reposition the piece on the chessboard.
- **Horn:** Click the Horn to randomly reposition the entire board.
- **Pan Pipes:** Click the Pan Pipes to confuse your opponent, whose next move will be made in a state of confusion.

Gold

You use gold to buy or sell pieces that will help on your journey. With gold, you can also buy artifacts.

Selecting Chapters

Chess Adventure contains eight chapters. In each, you take on a new adventure and learn chess concepts along the way. You must complete the chapters in order. When you successfully complete a chapter, the next one becomes available.

Playing in Map View

Map view is a topographical (bird's-eye) view of your land. In Map view, you choose the locations your king visits to reveal challenges.
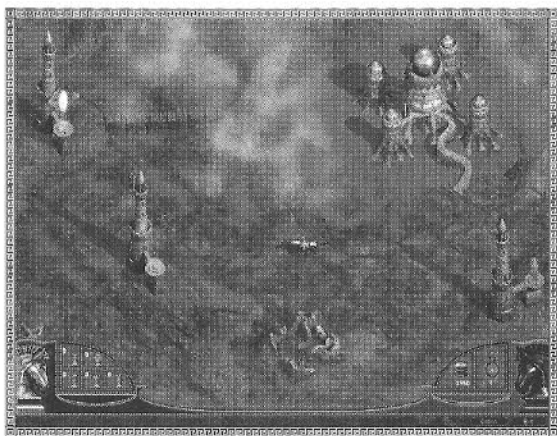
Travel Around the Map

You travel around a map to visit locations, and to uncover challenges that test the chess skills. A location is a building or point of interest on the map that reveals a story and a challenge. Locations highlight when you move your cursor over them. Click once to walk to a location. Double-click to land on a location instantly. Left-click to move the map or center it.

Fog of War

The Fog of War is present in every map view. It obscures locations to which you have not yet gained access. When you land on a location and pass the challenge presented to you, places you did not have access to before are revealed as the fog lifts.

Interface

The Chess Adventure interface displays your recruits, your gold, and the artifacts you have acquired.

Locations

A location is a place where your king lands to face a challenge. When you land on a location, a story is revealed that contains information to help you meet the challenge in that location. You can decline a challenge, or accept it to have the chance to move on to another location. When you accept a challenge, Chess Adventure switches from Map view to Game view, where you attempt to complete the challenge.

Playing in Game View

Once you accept a challenge from a location in Map view, Game view displays the chessboard with the pieces set up for your challenge. Once you complete the challenge, Chess Adventure switches back to Map view so that you can move on to the next location and challenge.
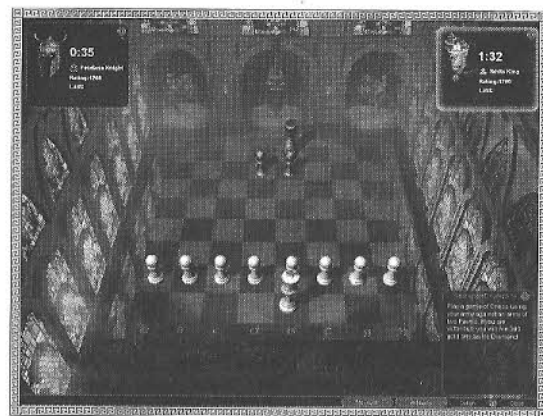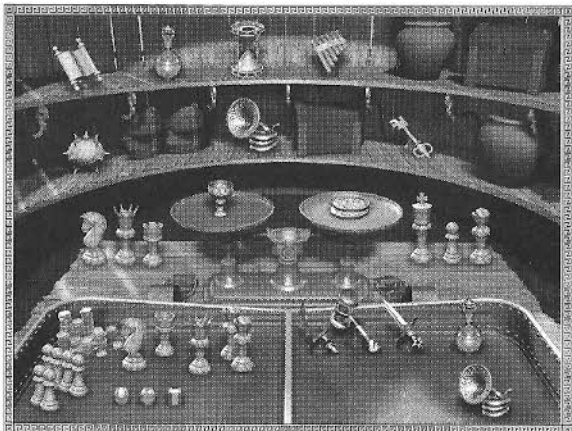
2D or Perspective Board

You can choose a 2D or perspective board to play your game. Some locations are available in 2D only.

Store

The store is where you can buy or sell chess pieces and artifacts. Highlighted items are available for purchase.

Scoring

At the end of each chapter, you receive a score for that chapter. The faster and more efficiently you get through a chapter, the better your score will be.

Saving and Loading a Chess Adventure Game

You can save your place in Chess Adventure and resume play later by reloading the saved game.

CREDITS

Fluent Entertainment

Managing Director
Don Laabs

Producer
Stanley Biesiadecki

Director of Development
James Stoddard

Art Director
Duncan Pond

Software Designers
Dave Bringhurst
Dave Farquharson
David K. Goodman
Don Laabs
Tim Logan
Sivakumar Veerappan

Artists
Jon Gerhard
Danny Lee
Shawn McCulley
Jan Sleeper

Associate Producer
John Merlino

Production Assistant
Greg Laabs

Chess Engine
Dave Kittinger

Chess Consultants
James Eade
Nick de Firmian
Larry Evans

Story Writer
Chris Warden

Music
Clockwork Productions

Sound Effects
Castles Music Productions

Technical Writer
Eileen Foran

Editor
Emma Fox

Quality Assurance
William Emery
Alan Feingold
Blair Reynolds
Dan Roberts

Additional Software Design

Sidhe Interactive Team Lead
  Tyrone McAuley
Online Design
  Bill Forster
  Ewen McNeill
Online Programming
  Bill Forster
  Nicolas Croad
  Ewen McNeill
  Lloyd Weehuizen

Additional Art

Sidhe Interactive Art Lead
  John Sheils
Artists
  Dan Allsop
  Mark Cuthbert
  Nathan Rattray
  Aaron Allport
  Joseph Haggie
Art Production
  Patrick Downey
  Eric Grotke
  Mary Ann Tenorio

Vivendi Universal Games

Director of Marketing
  Koren Buckner
Associate Brand Manager
  Lisa Roth
Sr. Public Relations Manager
  Michael Shelling

Trade Marketing Manager
  Mary Barker
Product Certification
  Michael Caradonna
  Brandon Valdez
  Cyra Talton

CONTACT INFORMATION

Technical Support

Vivendi Universal Games technical support representatives are available Monday through Friday, from 8:00 AM to 4:45 PM (Pacific Time). Phone: (310) 649-8049
  Fax: (310) 258-0755
  Email: http://support.vugames.com

Customer Service

Vivendi Universal Games customer service representatives are available Monday through Friday, from 8:00 AM to 4:30 PM (Pacific Time). Phone: (310) 649-8048
  Fax: (310) 258-0744

Disk Replacement Policy

If your disk is damaged, Vivendi Universal Games will replace it FREE within the 90-day warranty period. Just mail us the damaged CD, together with a dated proof of purchase and a note requesting replacement, and we'll mail you a new CD right away.

After the 90-day warranty period, replacement CDs are available for $10.00 per product. If you need to replace your CD, send it to:

  Vivendi Universal Games
  Attn: Disk Replacement
  4247 S. Minnewawa Avenue
  Fresno, CA 93725-9345

Include the CD along with a short letter explaining that you

need to replace your defective CD. Please include your name, shipping address and phone number. Please do not include any manuals or other materials other than the CD.

Please send it via a traceable method such as Priority Mail, UPS, or FedEx. The customer is responsible for the cost of return shipping.

Refund & Exchange Policy

Vivendi Universal Games offers a full 90-day satisfaction guarantee.

If you are not completely satisfied with your purchase, you may exchange it for a different program of equal or lesser value or a full refund. Just send us the program with a photocopy of your dated receipt within 90 days of purchase.

Attach a photocopy of your receipt to a note containing your name, address, and phone number. On the note, specify which program you wish to exchange for or specify that you want a refund.

Please send your complete packaged product via a traceable method such as Priority Mail, UPS, or FedEx. The customer is responsible for the cost of return shipping. Please allow 6 to 8 weeks for your refund to arrive.

Vivendi Universal Games
Attn: Refunds/Exchanges
4247 S. Minnewawa Avenue
Fresno, CA 93725-9345

LICENSE AGREEMENT

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE PROGRAM, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PROMPTLY RETURN THE UNUSED SOFTWARE PROGRAM TO THE PLACE OF PURCHASE OR CONTACT VIVENDI UNIVERSAL GAMES CUSTOMER SERVICE AT (800) 757-7707 FOR A FULL REFUND OF THE PURCHASE PRICE WITHIN 90 DAYS OF THE ORIGINAL PURCHASE.

This software program, including any and all subsequent patches (the "Program"), any printed materials, any online or electronic documentation, and any and all copies and derivative works of such software program and materials, is the copyrighted work of Fluent Entertainment, or its licensors or suppliers. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction, or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Fluent Entertainment ("Fluent") hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on a home, business, or portable computer. The Program may also contain a "multiplayer" capability that allows users to utilize the Program over the Internet utilizing Fluent's On-Line Hosting Service (the "Hosting Service"). Use of the Program over the Internet is subject to your acceptance of Fluent's "Terms of Use Agreement." Fluent Entertainment reserves the right to update, modify or change the Terms of Use Agreement at any time.

2. Ownership. All title, ownership rights, and intellectual property rights in and to the Program and any and all copies thereof (including,

but not limited to, any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Fluent Entertainment or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions, and other laws. All rights are reserved. The Program contains certain licensed materials, and Fluent's licensors may protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.

A. Subject to the Grant of License hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, sublicense, translate, reverse engineer, derive source code from, modify, disassemble, decompile, create a source code equivalent of, create derivative works based on, or remove any proprietary notices or labels on the Program, or allow others to do so, without the prior consent, in writing, of Fluent.

B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Program for your own use, but you are not entitled to:

(i) sell, grant a security interest in, or transfer reproductions of the Program to other parties in any way, nor to rent, lease, or license the Program to others without the prior written consent of Fluent;

(ii) exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber café, computer gaming center, or any other location-based site (Fluent may offer a separate Site License Agreement to permit you to make the Program available for commercial use; contact Fluent for details);

(iii) host or provide matchmaking services for the Program, or emulate or redirect the communication protocols used by Fluent

in the network feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program, or any other techniques now known or hereafter developed, for any purpose including, but not limited to, network play over the Internet, network play utilizing commercial or non-commercial gaming networks, or as part of content aggregation networks, without the prior written consent of Fluent; or

(iv) create or maintain, under any circumstance, more than one simultaneous connection to the Hosting Service or other hosting services authorized by Fluent. All such connections to the Hosting Service or other hosting services authorized by Fluent, whether created by the Program or by other tools and utilities, may only be made through methods and means expressly approved by Fluent. Under no circumstances may you connect, or create tools that allow you to connect, to the Hosting Service's private binary interface or interfaces other than those explicitly provided by Fluent for public use.

4. Program Transfer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you agree to remove the Program and any New Materials from your home, business, or portable computer.

5. Termination. This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program and any New Materials. Fluent may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Materials.

6. Export Controls. The Program may not be re-exported, downloaded, or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing, and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. Customer Service/Technical Support. "Customer Service" as used herein may be provided to you by Fluent representatives by telephone and/or by electronic message (e-mail). "Technical Support" may be provided to you by Fluent representatives by telephone, by electronic message (e-mail), or by posting of information related to known technical support issues on a Web site. Unless otherwise stated in the Program's packaging or in the Program's user manual, nothing herein shall be construed so as to place a duty upon Fluent to provide Customer Service or Technical Support via a toll-free telephone number for an unlimited period of time.

8. "On-Line" Components of the Program. This Program contains an "on-line" component that allows you to utilize the Product over the Internet utilizing servers and software maintained or authorized by Fluent. Fluent agrees to provide the servers and software technology necessary to utilize the "on-line" component of the Program in accordance with this End User License Agreement and with the Terms of Use that you must accept prior to playing on Fluent's Internet gaming service.

9. Limited Warranty. Fluent expressly disclaims any warranty for the Program, Editor, and Manual(s). The Program, Editor, and Manual(s) are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or no infringement. The entire risk arising out of use or performance of the Program, Editor, and Manual(s) remains with the User; however, Fluent warrants up to and including ninety (90) days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media prove to be defective during that time period, and upon presentation to Fluent of proof of purchase of the defective Program, Fluent will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you.

10. Limitation of Liability. NEITHER FLUENT, NOR VIVENDI UNIVERSAL GAMES, INC., ITS PARENT, SUBSIDIARIES, OR AFFILIATES SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM, THE EDITOR, OR THE HOSTING SERVICE, OR OTHER ONLINE PROVIDER AUTHORIZED BY FLUENT, INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. FURTHER, FLUENT ENTERTAINMENT SHALL NOT BE LIABLE IN ANY WAY FOR THE LOSS OR DAMAGE TO ACCOUNTS (INCLUDING BUT NOT LIMITED TO PLAYER CHARACTERS OR ITEMS), STATISTICS, OR USER PROFILE INFORMATION STORED ON BATTLE.NET OR OTHER ONLINE PROVIDER AUTHORIZED BY FLUENT. NEITHER FLUENT NOR VIVENDI UNIVERSAL GAMES SHALL BE RESPONSIBLE FOR ANY INTERRUPTIONS OF SERVICE ON THE HOSTING SERVICE OR OTHER ONLINE PROVIDER AUTHORIZED BY FLUENT INCLUDING, BUT NOT LIMITED TO, ISP DISRUPTIONS, SOFTWARE OR HARDWARE FAILURES, OR ANY OTHER EVENT WHICH MAY RESULT IN A LOSS OF DATA OR DISRUPTION OF SERVICE. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

11. Equitable Remedies. You hereby agree that Fluent would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Fluent shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Fluent may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

12. Limitations on License. Nothing in this License Agreement shall preclude you from making or authorizing the making of another copy or adaptation of the Program, provided, however, that (1) such new copy or adaptation is created as an essential step in your utilization of the Program in accordance with the terms of this License Agreement and for NO OTHER PURPOSE; or (2) such new copy or adaptation is for archival purposes ONLY and all archival copies are destroyed in the event of your Transfer of the Program, the Termination of this Agreement, or other circumstances under which your continued use of the Program ceases to be rightful.

13. Miscellaneous. This License Agreement shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of California. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of California, County of Marin, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered, or modified only by an instrument in writing, specifying such amendment, alteration, or modification, executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible, and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

NOTES

THE AUTHORITY FOR OVER 200 YEARS
♠ HOYLE ® ♠

The #1 Best-Selling Family Entertainment Franchise*

HOYLE® #1 BEST SELLING

CASINO

14 VEGAS-STYLE GAMES

- Blackjack, Slots, Poker, and More
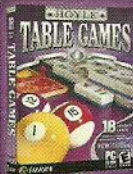- 10 Interactive and Entertaining 3-D Opponents

CARD GAMES

18 POPULAR CARD GAMES

- Spades, Bridge, Hearts, Solitaire, and More
- In-Game Tutorials With Easy Hints and Strategies

TABLE GAMES

18 FAVORITE GAMES

- Checkers, Backgammon, Dominoes, Pool, and More
- In-Game Tutorials With Easy Hints and Strategies

PUZZLE GAMES

17 PUZZLE AND ARCADE-STYLE GAMES

- Anagrams, Mahjong Tiles, Word Searches, and More
- Track Your Top Scores With the High Score List

www.hoylegames.com

PC CD-ROM SOFTWARE

SIERRA™

VIVENDI UNIVERSAL games

7197210