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INTRODUCTION

Welcome to CHESSMASTER®!

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

Here are the most significant new or revised elements:

- a brand new, clean, clear and easy-to-navigate user interface
- a full-feature online chess module, allowing players to communicate, compete and learn from each other
- the new Chessmaster Academy, where IM Josh Waitzkin will introduce players to the world of chess
- more than 30 full 3D chess sets, including the first animated chess sets ever present in a Chessmaster PC game
- a large selection of game modes, to keep players interested for longer
- the updated version of The King – the chess engine behind Chessmaster.

If you want to get right into the game, make sure you read Section 3, "Quick Guide to Chessmaster", before you proceed.

This printed manual is just an abridged version of the full manual available in electronic form as an Adobe Acrobat file (.PDF extension). You can reach the complete manual from the game's Help menu or by browsing the game CDs.

TECHNICAL REQUIREMENTS

Supported OS: Windows® 98/ME/XP (only)

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

RAM: 128 MB (512MB recommended)

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

Minimum Screen Resolution: 1024x768

Sound Card: DirectX® 9 sound device optional

DirectX® Version: DirectX 9 (included on disc)

CD-ROM: 4X CD-ROM or better

Hard Drive Space: 540 MB

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

*Supported Video Cards at Time of Release

GeForce™ 1/2/3/4/FX families

ATI® Radeon™ 7500/8000/ 9000 families

These chipsets are the only ones that will run this game in 3D.

Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

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

QUICK GUIDE TO CHESSMASTER

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

OPERATING THE CHESSBOARD

To resize it, use the mouse wheel or the PgUp/PgDn keys.

To move it around, click & drag it by the border (the cursor changes when dragging is possible).

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

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

RIGHT CLICK

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

In the Online mode, all the lists support specific right-click contextual menus. Use right-click over any element of any list to view the available actions.

DOUBLE CLICKS

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

INTERFACE

Learn to use the Navigation Bar. Don't forget that clicking on the main button sends you back to the main menu.

Use the Shortcut Bar; if you're not sure what a button does, leave the cursor over it for a second. A text hint will appear.

ONLINE

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

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

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

Use the Chess Coach during Training games – it will help you better understand the situation. Use TAB to switch between white and black's view.

YOUR ALTER EGO

To track your evolution as a chess player, Chessmaster needs to know who you are. That's why the first thing you must do is create a fictional player that will reside on your computer. This will be your alter ego in the world of Chessmaster.

When you start the game for the 1st time, Chessmaster automatically opens the Player Login window and asks you to create an alter ego. After answering a couple of simple questions (age, chess play experience) used to determine your initial rating, your player is created and you can log in.

If you've previously created a player, you can use it to login anytime. Display the Player Login window by clicking on the Login button from the lower left corner of the Main Menu, then select the player from the list and click "Login".

To delete a player, select it from the player list and click on "Delete". To avoid accidentally deleting a player, you must confirm the operation. Also, you can't delete the currently logged player – you must first log in as another player.

THE USER INTERFACE

This section presents the new UI concepts introduced in Chessmaster 10th Edition. Please browse it and make yourself comfortable with the new tools - the Navigation Bar, the Shortcuts Bar and the Right-Click menu.

THE MAIN MENU

The Main Menu is divided in three main categories: Play, Learn and Fun. Each of these categories has several subsequent game modes / icons which appear upon moving the mouse cursor over the main buttons. If you're not sure what an icon means, keep the mouse cursor over it for a second and its name will appear.

THE NAVIGATION BAR



The navigation tool displays the same icons used in the main menu, to improve recognition. The largest icon is the main category (Play, Learn, Fun). Clicking on it sends you back to the main menu. To switch from one category to another, click on the vertical arrow (1). To display all the game modes associated with the selected category, use the horizontal arrow (2).



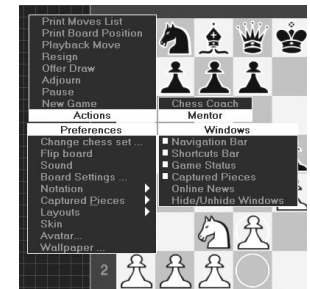
Left-clicking the horizontal arrow expands the game mode selection menu. As usual, moving the cursor over a button (2) highlights it and displays its name. If you change your mind, you can retract the menu using the same horizontal arrow (1).

THE RIGHT-CLICK MENU

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

Training Mode:

Ranked Game Mode:



In the Online game mode, the right-click menu is available only when clicking the background or the chessboard, because the various lists have their own distinct right-click behaviour.

Note that space constraints have prevented the display of ALL of the possible actions in the Right-Click menu. More specifically, to save your games or copy moves and paste them in other game modes, you'll have to resort to the usual drop-down menu.

THE SHORTCUTS BAR

All the play modes available (Training, Ranked, Set Up Position, LAN, Online, Puzzles and Fun – Play) display a small shortcuts bar in the lower right part of the screen. The shortcuts bar lets you easily retrieve the most common actions available. To get the meaning of a shortcuts bar icon, move the mouse over it and a text hint will appear.

MANAGING WINDOWS

Most of the windows in the game can be closed by clicking the X icon in the upper right corner (some interface skins display it as a circle, but it works the same way).

To display the window again, use either the right-click menu (Windows section - visible windows are checked) or the drop-down menu.

If a window lacks the X icon, it means it can't be closed and must remain onscreen.

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

PLAY: TRAINING

If you want to start playing right away, enter this game mode. You'll be playing as white, facing either a random opponent (if this is your first game) or the last opponent you played. Training Mode is where you can hone your skills playing any opponent you want and analyzing your game using the tools available; it's also one of the two game modes where you can take back your moves or get hints and advice.

To play straight away, just select the Play/Training Mode main menu button. This will send you directly to the game screen, the place where you'll spend most of your time in Chessmaster. The elements visible onscreen are:

THE CHESSBOARD

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

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

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

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

To zoom in/out the chessboard, use the mouse wheel or the PgUp/PgDn keys.

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

THE CAPTURED PIECES WINDOW

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

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

THE GAME STATUS WINDOW

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

As soon as one player has made its move, his timer stops and his opponent's timer starts. You can tell which player's move it is by watching its timer – it's not only running, but its colour changes as well.

THE CHESS COACH

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

There are 4 types of visual hints available:

Moves

Displays various types of moves as arrows. Blue arrows are legal moves, red arrows are captures, green arrows are defense moves, dotted red arrows are pin or skewer moves, and mauve arrows are check or checkmate moves.

Pieces

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

Board

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

Openings

Displays the available opening moves for the current position, using the "dotted circle" symbols familiar from the Learn/Opening game mode.

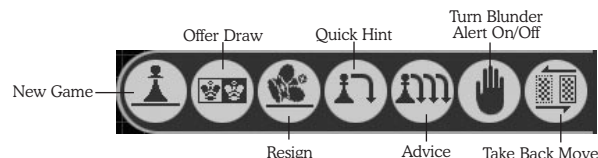
Show Hints

Displays the hints for either white or black. The TAB key duplicates this setting for easier access - pressing TAB will display the currently selected visual hints for the other side. This is very helpful, because it shows the opponent's retaliation options.

In fact, the recommended method of using the Chess Coach is to take the piece and move it to the target square (while still keeping it over the table...) then press TAB to verify if moving there doesn't lead to disaster...

THE SHORTCUTS BAR

The Shortcuts Bar appears in every game mode. The shortcuts structure for Training Mode is:



New Game displays the New Game window and lets you set up a new game with the parameters you want (opponent, colour to play, time controls etc).

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

Resign allows you to resign the game immediately.

Quick Hint displays on the board the move Chessmaster thinks you should make.

Advice gives you more detailed advice by letting Chessmaster think a while about the position.

Turn Blunder Alert on/off activates or stops the Blunder Alert Tool.

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

PLAY: RANKED GAME

If you want to play “for real”, this is the game mode to use – a place where your rating is affected by every victory or defeat, so be careful...

This game mode tries to be the closest to the “real” chess experience as possible, and it’s geared toward more advanced players. A minimal setup is necessary, as the player must choose his preferences (opponent, colour, time controls) before starting the match. Also, in order to measure the player’s performance correctly, no advice tools are available.

When you created your alter ego, Chessmaster computed a starting rating for you. That was just a quick estimation; for your rating to be meaningful, you need to let your rating evolve as you play more rated games.

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

To play a rated game, choose **Play/Ranked Game Mode** from the main menu.

The first thing to do is set up your game by choosing your opponent (AI opponents only), the colour to play and the time controls (seconds/move and infinite time aren’t available)

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

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

PLAY: SET-UP POSITION

If you want to copy problems from books and use Chessmaster to solve them, or if you want to reproduce a famous position and see if you can do better than famous players, this is the game mode for you. After building the position, the player is sent into the game, with all available advice tools at his disposal.

The Setup Position displays a window containing all the tools necessary to build any position on the chessboard.

To clear the chessboard and leave only the two kings, click “Clear Board”.

To set up the chessboard in the starting position, click “Starting Position”.

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

To place a piece on the board, click on the target square. The piece will appear on the chessboard.

If you try to place a piece over another one of the same type, the piece already on the board will be erased and the square will remain empty.

If you try to place a piece over any other piece, the piece already on the board will be erased and the new piece will appear on that square.

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

To erase a piece from the board, select the x icon from the window, then click on the board piece to be erased.

To determine which side plays first, check either white or black in the window.

PLAY: TOURNAMENTS

What if you want to play in a tournament? Well, this game mode offers a series of increasingly difficult tournaments, allowing you to test your playing strength in a competition environment. With more than 50 tournaments overall, this game mode will certainly require a long time to complete. However, for the players that need more freedom, this game mode also allows the creation of new tournaments.

First, reach the **Play/Tournaments game mode**. The **Tournaments** window displays a list of pre-defined tournaments for you to choose from. Half of the pre-defined tournaments are hidden; finishing among the first three in one of the available tournaments usually uncovers a hidden one.

To play a pre-defined tournament, select it from the list, then click the “Launch Pre-Defined Tournament” button.

The **Tournament Schedule** window displays a list of all the scheduled games. When you select a game, you can either **play the game**, if you’re involved in it, **watch it**, if it’s an AI vs. AI game (this option forces you to watch it until the end, so make sure you have enough free time) or **ask for a quick result**.

To see the current tournament rankings, click the View Rankings button.

To see the current tournament crosstable, click the View Crosstable button.

To return to the Tournaments window, simply close the Tournament Schedule window by clicking on the small x icon in its upper right corner.

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

First, decide on the **tournament type**: round robin or Swiss. In round robin tournaments, each player plays all the other players; in Swiss events, the players are matched according to their progressive scores after each round. By default, tournament games aren’t rated; to change this, use the Rated Tournament checkbox.

Second, set the **time controls**.

Then, pick your **opponents’ rating range**, either as a global value (My Level, Grandmaster level...) or as specific limits. You can play against **randomly chosen opponents** or you can **choose them yourself** from the opponents’ list.

Finally, you’ll see an **overview** of the tournaments’ parameters. You can always return to any of the previous steps and modify your choices.

After creation, the tournament is saved for future reference.

The **Tournament Schedule window is in all respects identical to the one used when playing a pre-defined tournament**. When you close it, the tournament is automatically saved and the **Tournaments** window is displayed.

To load a tournament you’ve created, click on the Load Tournament button.

To exit the Tournament Mode, use the Navigation Bar to reach another game mode.

PLAY: ONLINE

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

To play Chessmaster online, click the **Play/Online** button. But first things first, you need to create a new Ubi.com account (or activate it, if you already have one).

If you have an Ubi.com account but have forgotten your password, please use a web browser to navigate to www.ubi.com and ask for a reminder.

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

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

After the ubi.com account activation and the CD key confirmation, Chessmaster will try to connect to the game servers. If the connection fails, the game will display an error message.

You can try to reconnect by either clicking the large Join button located above the Navigation Bar, or using the **Actions/Connect** menu command.

After setting up your Ubi.com account, Chessmaster automatically associates it with your alter ego and displays it in the Main Menu, next to the Change User button.

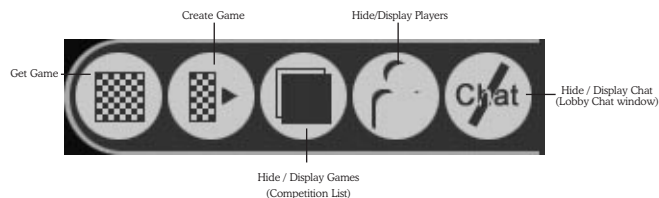
The first layout you see after connecting to the Chessmaster servers is the so-called **Lobby** layout. The chessboard is present, but displayed semi-transparently, and the Competition List, the Player List and the Lobby Chat window fill most of the screen. The Game Status and Captured Pieces windows aren't available.

A **lobby** is in fact a game server where a maximum of 500 players can be present at any time. Chessmaster has several lobbies and distributes players automatically between them. For this reason, it is possible that one of your friends is online but you can't see him – he might be in another lobby.

To change the lobby, use the **Online settings/Change lobby** menu command.

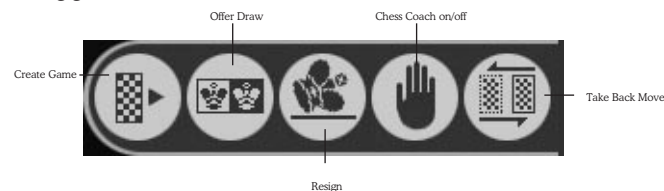
After a match starts, the board becomes plain, and the Game Status and Captured Pieces windows appear while the other windows close, replaced by the In-Game Chat window. This is the **Play** layout.

During the Lobby layout, the Shortcut Bar's structure is:

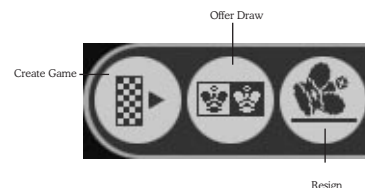


When playing an online game, the Shortcuts Bar's structure depends on the type of game you're playing.

For training games:



For expert games:



You can start a game using **Get Game** - an instant matchmaking tool. Get Game is available both from the **Shortcut Bar** and from the **Game/Get Game** menu. Click on the Get Game button and Chessmaster will select the closest match to the values set up in the **Game Description**.

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

There are two main game types:

1. **private**, visible only by the host and the players he invites
2. **global**, visible by all players.

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

Two special values are **the spectator limit**, which defines how many players can watch the game, and **the chat mode** available during the game (players and spectators altogether or players separately / spectators separately).

After creation, the game is visible in the host's **Game List**. Private games are invisible to other players unless the host specifically challenges somebody using the **Player List**. The challenged player then sees the game in his Game List and in a small window in the lower right corner of the screen. After a challenge is accepted, the ongoing game is globally visible (anybody can become a spectator in a private game, if the spectator limit allows it). Global games are visible in everybody's Game List.

The most direct way to **challenge a player** is to double click on his name in the Player List.

Apart from training, rated and teaching games, there are many other types of games available in the Online area, such as **tournaments**, **simultaneous games**, **ladders**... Please refer to the electronic manual (available in the **Help** menu) to learn about all the Online features.

PLAY: LAN

If you and several buddies are linked in a network and each of you has a copy of Chessmaster, you can play chess using your network. Just install each Chessmaster copy on the respective computers and you're set.

There are a couple of important differences between the Online and LAN game modes.

First, you don't need to create another user to play in LAN. You'll be identified with your currently used alter ego.

Second, you can't play tournaments or ladders. All the other Online features work in the LAN game mode.

LEARN: ACADEMY

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

To learn how to play, click "**Learn / Academy**" in the main menu.

If you're **new** to chess, please start with the **IM Josh Waitzkin's Academy**, which takes you gradually through the fundamental principles of chess, all the way to basic chess strategies.

The **advanced** players might browse **GM Larry Christiansen's Attacking Chess** course, featuring famous examples of attacking games.

You should also be aware that Chessmaster 10th Edition contains all the tutorials previously featured in the Chessmaster series.

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

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

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

If a tutorial asks you a question, you must click on the right answer, or click on the appropriate board square, or make the move on the board. All tutorials provide instructions. Moreover, you can experiment: if you're not supposed to move pieces, you won't be able to grab any – it's as simple as that.

To get back to the list of available tutorials, close the current tutorial's window.

Completed tutorials are marked with a small red "check" icon in the tutorial list.

LEARN: OPENINGS

Opening moves in chess have been studied and improved upon for hundreds of years. Chessmaster recognizes over 2200 opening book lines, and you can practice any of them.

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

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

To **practice an opening**, browse the opening list and select one of them, then click "OK". Some openings have variations; click the + and - icons to expand or collapse them.

While browsing for an opening in the **opening reference book**, you can see the most commonly used pieces by the symbols displayed next to them. A three-points circle marks the most commonly used piece, while an empty circle marks the least common piece. Pieces without symbols are not used in the opening branch selected.

You can browse the openings by either using the openings tree (click on the + and - icons to expand/close the branches) or moving the pieces on the board. When a piece is lifted off the board, the possible destination squares which belong to the current opening are marked with symbols. This helps develop a visual understanding of the game flow during openings.

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

LEARN: DATABASE

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

To help players navigate easily, CM splits the **Database** window in four tabs.

1. The Moves tab displays a list of all matches available. Browsing through the list updates the match information displayed - opponents, moves, and other statistical data like event, site, date etc.
2. The Key Info tab displays the tree of all available keys (chess positions) in the database. The current position is taken from the currently selected match (see the Moves tab), whose moves are displayed next to the board. Browsing through the keys tree or through the game moves updates the key information displayed (results, ECO, subkeys/subgames, etc.)
3. The Data Query tab allows the player to search the database for player names, events, dates, etc. There are two search types: basic, where the player asks simply "Who?", "Where?" and "When?", and advanced, with no less than 6 different query slots and three alternative search items possible.
4. The Position Search tab allows the player to build a position on the board (in a more visual manner than, say, the Key Info tab) and search for that position in the database.

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

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

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

Game information

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



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

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

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

LEARN: FAMOUS GAMES

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

The **Famous Games** window contains a list of all the 825 games in the database.

To watch a game, first scroll the list and select the game you want. When clicking on a game, you can see the ending position, as well as the game's starting commentary. Click on the **Watch Game** button when you've decided upon a game.

To browse the game, use the **Move List** or the **Shortcut Bar's Next/Previous** icons. You can read the commentary from the Annotation window.

To choose another game, use the **Watch Another Game** icon from the Shortcuts Bar.

FUN: PLAY, FUN: LEARN & FUN: PUZZLES

These game modes allow kids to play chess games against low-level opponents, with the help of simplified tools, using funny animated chess in a colourful and easy-to-use interface. The Learn section offers lessons on the basics of chess and simplified drills; on top of that, the lessons completed award Master Class points and allow kids to print Chess Certificates. Also, the Puzzles section lets kid test their skills by solving simple chess puzzles.

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

The Chess Coach

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

The Game Status

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



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

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

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

WARRANTY

Ubisoft guarantees to the original buyer of the multimedia product that the compact disc (CD) supplied with this multimedia product shall not show any fault during a normal-use period of one hundred and eighty (180) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with this manual and your registration card if you have not already sent it to us by registered letter to: Technical Support, Ubisoft Limited, Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the multimedia product at the place of purchase.

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

The User recognises expressly that he uses the multimedia product at his own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

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UBISOFT CONTACTS AT YOUR DISPOSAL

TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first! By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7! If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time. Make sure to include all information on your system, your problem, and the game you are playing. If you do not have internet access, Our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian Technical Support
Technical Support Info Hotline
1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: 0906 643 0200, available hours 9.00 am until 7.00 pm Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill before making the call.