

THE CHESSMASTER® 2100



Macintosh

- Works With or Without MultiFinder and Color
- Color Requires 13" Color Monitor, 256 Color Capability, and 2 Meg. Memory
- 800K Disk 2120020-601002/R101



The Finest Chess Program in the World



The "BEST"* Just Got Even Better!!!

First we took The Chessmaster 2000 and added 10 Man-Years of work by our programmers and graphic artists...

...then we supercharged its brain with the latest, most powerful, chess-playing technology. The resulting triumph contains every feature that skyrocketed "2000" to the top of the charts! Stunning 2-D and 3-D graphics, a mammoth opening library (now expanded to over 150,000 positions), "Hint", "Teaching" and "Show Best Variation" modes, and levels and styles of play from "Newcomer" to "Grandmaster."

Plus...The Chessmaster 2100 boasts even stronger and more varied play with unlimited game levels (from an "easier easy" to a "tougher tough")...triple the number of features, more and different Classic Games and greater in-depth analysis. The special "War Room" mode even allows you to view the Board, Move List, Captured Pieces, Clocks and The Chessmaster 2100 "Show Thinking" window all at the same time!

* From reviews and awards by *The New York Times*, *PC Magazine*, *Compute!*, *PC Week*, *The Chicago Tribune*, *PC World*, *Personal Computing*, *UPI*, *The Software Publishers Association*, *Computer + Software News* and many others.)

Stunning 2-D and 3-D Graphics! Actual Unretouched Screen Photographs.

On Macintosh® Systems, Color Requires
13" Color Monitor, 256 Color Capability, and
2 Meg. Memory.

3-D IBM and Compatibles



2-D Commodore 64/128, Apple II Series



3-D Amiga, Atari ST and Apple IIGS



On-Screen Menu-Driven Easy-To-Use Features*

- Unlimited levels of play from "Newcomer" to "Grandmaster."
- Select an Easier Mode between levels.
- In "Teach" mode, The Chessmaster shows legal moves or pieces threatened by capture.
- Let The Chessmaster suggest a move for you in "Hint" mode.
- Take Back and Replay moves.
- Change sides at any time.
- 2-D, 3-D and "War Room" board designs.
- On-Screen Chess Clocks
- Learn—by selecting the "Watch The Chessmaster Think" mode.
- Save and print all games in progress.
- Replay an entire game—with The Chessmaster analyzing it.
- Solve "The Chessmaster's Brainteasers" or set up your own.

- 110 Classic Games with on-screen game commentary. Learn from history's masters.
- Complete, illustrated booklet with tutorial by the USCF.
- Add your own piece sets using popular paint programs.
- Enormous opening moves library (over 150,000 positions).
- Select time per move, time per game, moves per minute, equal time, minutes per game or tournament time controls.
- Our strongest chess play yet! Also includes "Newcomer" mode for beginners.
- On-screen graphic chess tutorial teaches you how to play chess
- Graphically turn the board 90 degrees to view every angle.
- Enter moves by keyboard in all three major notations.

- Joystick, Mouse or Keyboard control—your choice!
- Save and/or print games.
- Watch and learn as The Chessmaster plays both sides of a game.
- Let The Chessmaster referee your play in "Two People" mode.
- Study — by replaying games from "The Classic Games Library."
- Challenge The Chessmaster to an exciting "Blitz" (or active) game.
- Play "Blindfold" chess.
- Listen as The Chessmaster actually speaks its moves!
- Get instant help on any aspect of the game with just one keystroke.
- The Chessmaster recognizes and announces your opening.
- The "Rate My Play" feature measures your playing strength.

*Some features are hardware dependent and not available on all computers.

THE CHESSMASTER 2100

Macintosh®
Program Disk

Ver. 1.03



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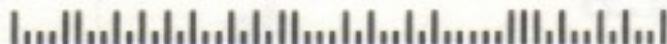
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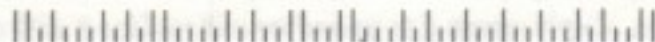
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How to Use

THE CHESSMASTER[®] 2100

on your Macintosh computer

Requirements

The Chessmaster 2100 requires at least one megabyte (1 MB) of memory, and System 6.3 or later.

Installing

The Chessmaster 2100 is distributed on a floppy disk. To install the program, insert the disk into a floppy disk drive and click on the Chessmaster 2100 icon.

If you have a hard disk, you can also install the program by dragging the Chessmaster 2100 icon from the floppy disk to the hard disk. To do this, click on the Chessmaster 2100 icon on the floppy disk, then click on the hard disk icon in the Finder. Drag the Chessmaster 2100 icon from the floppy disk to the hard disk.

To run the program, just double-click on the Chessmaster 2100 icon.

Moving Pieces On The Chess Board

Using the mouse, position the cursor "hand" over the piece you wish to move. Press and hold the mouse button, and drag the piece to the desired square. Release the mouse button to complete your move.

You may also enter moves directly from the keyboard by typing them in the current notation (e.g. e4) in coordinate notation, or in algebraic notation. See the list on the Choices menu below for information on using the notation used by the Chessmaster 2100.

When moving pieces from the keyboard, the program will beep as soon as it recognizes a legal move.

Special Moves

Castling When legal. Castle by moving your King two squares towards the Rook. The Rook will move and place automatically.

En Passant When legal, capture your opponent's pawn "en passant" by moving your pawn ahead and diagonally behind it.

Promotion If your pawn reaches the opposite edge of the board, the Chessmaster will ask you to promote your pawn to a Queen, Rook, Bishop, or Knight. Click on the

How to Use THE CHESSMASTER® 2100

on your Macintosh computer

Requirements

The Chessmaster 2100 requires at least one megabyte (1 MB) of memory, and System 6.0 or later.

Installing The Chessmaster 2100

We recommend that you make a backup copy of your distribution diskette prior to using the program, and keep the original in a safe place.

Hard Disk Owners: create a new folder named "Chessmaster 2100" on your hard disk, and drag the contents of the distribution diskette to that folder.

To run the program, just double-click on the Chessmaster icon.

Moving Pieces On The Chess Board

Using the mouse, position the cursor "hand" over the piece you wish to move. Press and hold the mouse button, and drag the piece to the desired square. Release the mouse button to complete your move.

You may also enter moves directly from the keyboard by typing them in the current notation (e.g. e2e4 in coordinate notation, or e4 in algebraic notation). See **Notation** on the **Choices** menu below for information on changing the notation used by the Chessmaster. Note: When using the keyboard to input moves in algebraic notation, each move must be terminated by pressing the Return key.

When entering moves from the keyboard, the program will beep as soon as it recognizes an illegal move.

Special Moves

Castling: when legal, Castle by moving your King two squares towards the Rook. The Rook will move into place automatically.

En Passant: When legal, capture your opponent's pawn "in passing" by moving your pawn ahead and diagonally behind it.

Promotion: If your pawn reaches the opposite edge of the board, the Chessmaster will ask you to promote your pawn to a Queen, Rook, Bishop, or Knight. Click on the

corresponding radio button, and then the **Promote** button.

The Features

The explanations below are grouped by menu, and cover every feature offered by The Chessmaster 2100.

Features which can be turned on or off are indicated below by a u next to their name (this same symbol appears in the menu itself when that item is turned on).



About The Chessmaster 2100...

Copyright and version information for the curious player.

Chessmaster Help... (⌘?)

Selecting this item will present a dialog box with a list of help topics on the left, and the text for the currently selected help topic on the right. Select a new topic by scrolling through the list and clicking on a particular topic of interest. Return to play by clicking the **Ok** button.

Context-sensitive help is available by holding down the **Shift** key while pressing ⌘?. When you do this, the cursor will change from a hand into a question mark. Use the question mark cursor to select an item from the menu to get help on that menu item.

Desk Accessories

The Chessmaster 2100 operates normally with all Desk Accessory programs.

File

New Game (⌘N)

Starts a new game against the currently selected opponent. If your opponent is the Chessmaster and you have chosen to play Black (see **Action/Switch Sides** below), the Chessmaster will move first.

Open... (⌘O)

Presents a standard file dialog with the names of any games you have saved in the current folder. To load a previously saved game, select it and click on the **Open** button.

If the current folder contains the file **Classic Games**, it will also be displayed in this list. Opening **Classic Games** will display the titles of the Chessmaster's Classic Games of Chess. You may then select the classic game you wish to view (see **Animate Replay** on the **Action** menu below).

Save (⌘S)

Lets you save the current game under a name of your own choosing.

Save As...

Allows you to save the current game under a name different from the one it has at present.

Erase Game...

Allows you to erase a previously saved game without having to leave the program. This feature is useful when you want to make room to save the game in progress on a diskette that is already full.

Settings...

Allows you to see the current state of all the Chessmaster's features. You can also adjust their setting without having to access each feature from its associated menu item.

Once you have set features to match your preferences, you can make those settings the default by selecting the **Save Current Settings** button. These settings will then be in effect every time you start the Chessmaster 2100. You may also return to the original settings chosen by The Software Toolworks by selecting **Restore Toolworks**.

Tutorial...

The Chessmaster 2100 offers a complete introduction to the game of Chess. You may select the complete tutorial, or any section of it. When **Tutorial...** is selected, the menu bar changes to include a **Tutorial** menu, which allows you to pause the tutorial, change the tutorial section, or leave the tutorial to resume normal play.

Page Setup...

This command sets paper size, orientation, and special printing effects.

Page setup options depend on the selected printer and the installed printer driver. If you change printers, make sure the Page Setup options are correct.

Print

Board... - Prints the current board position.

Move List... - Prints all the moves in the current game. The name of each player appears at the top of the list, followed by the moves in the current notation.

Quit (%Q)

Had enough for today? Selecting this item exits the program and returns you to the desktop.

Edit

Undo (%Z)

This command may be used to take back the last move, or replay the last move taken back.

Cut (%H)

Copy (%C)

Paste (%V)

Clear

These editing features are disabled when the Chessmaster 2100 is in use.

Play

Play Level is

Newcomer - When a + appears next to this item, the Chessmaster will play his easiest game.

The Chessmaster's playing strength is determined largely by how far he looks ahead (considering his move, your response to his move, his response to your response, and so on). Newcomer play restricts the Chessmaster to considering his moves and your responses to them, and no more.

Fixed Time... - The Chessmaster will always respond within the specified amount of time (less if he is using a move from his vast opening library). You may select from a list of present values, or manually enter your own.

Time Controls... - Each side must complete a certain number of moves within a given time. If a side runs out of time before making the required number of moves, they lose!

Fixed Depth... - The Chessmaster will look ahead a fixed number of moves (specified by you), and select his move based on that information.

Minutes Per Game... - Each side has a fixed number of minutes in which to win the game. The side whose clock runs out first loses!

Equal Response Time - When the Chessmaster is your opponent, he will try to move about as quickly as you do, based on the average amount of time you spend making each move.

Infinite Time - The Chessmaster will think until you select the **Force Move** item from the **Action** menu.

Style is

Normal - The Chessmaster will choose among several moves that he considers good.

Coffeehouse - The Chessmaster is more likely to make a poor move than when the **Style** is **Normal**.

Best - The Chessmaster will always make the best move available

Opponent is

Chessmaster - Pits you against the Fidelity Chessmaster 2100.

Human - The Chessmaster referees a game between you and another human player.

Autoplay - Lets you watch while the Chessmaster plays both sides of the board.

Deep Thinking (♦)

Like a human opponent, the Chessmaster normally thinks ahead while you consider your move. Should you find the

Chessmaster winning too many games, turn Deep Thinking off to prevent the Chessmaster from thinking ahead.

Championship Play (♦)

When Championship Play is on, the Chessmaster will play his very strongest game. Tournament rules are enforced: you must move the first piece you touch, you cannot take back moves, and you will lose the game if time runs out.

Opening Book (♦)

If the opening book is on, the Chessmaster will quickly consult his library of over 150,000 positions during the early part of the game, rather than thinking about each move. When playing a time-controlled game, the Chessmaster will use the time gained in this manner to think more deeply about moves in the middle game. The Chessmaster plays a stronger game when the opening book is on.

Practice An Opening...

Good chess players are familiar with a large number of opening move sequences. Select this option before the first move is made and the Chessmaster will help you learn. The Chessmaster will always tell you the first move to make, and let you know when you blunder off course. If **Commentary** is enabled, the Chessmaster will prompt you with the next move from the opening you have chosen to practice.

Print Each Move (♦)

Each move will be recorded on the printer in the currently selected notation.

Rate My Play...

When this feature is turned **On**, each complete game (ending in checkmate, stalemate, draw or resignation) will be used to rate your play. Selecting **Off** will let you play practice games which will not be included in your rating total. You may also **Reset** your rating to start over. You should play at least ten games before taking the Chessmaster's rating seriously.

The basic idea is that your rating should increase more if you beat a stronger player than if you embarrass a much weaker player. The exact formula is

$$\text{New Rating} = \pm 16 + (.04 * \min(350, W-S))$$

where **W** is the weaker player's rating, and **S** is the stronger player's rating. This says that against a player of equal strength, your rating will increase by 16 points if you win, and decrease by 16 points if you lose. This value is adjusted based on whether you are "expected" to win (because you are stronger or weaker than your opponent).

You rating can increase by as much as 30 points, should you be skillful (or lucky) enough to beat a player whose rating is more than 350 points greater than yours.

The United States Chess Federation (USCF) assigns the following ratings:

Class D:	below 1400
Class C:	1400 - 1599
Class B:	1600 - 1799
Class A:	1800 - 1999
Expert:	2000 - 2199
Master:	2200 and above

Important Note: The Chessmaster's rating of your play is approximate and unofficial. If you are serious about playing tournament chess, join the USCF! (See the manual for more information.)

Action

Switch Sides (%I)

You and your opponent exchange sides. If you want the Chessmaster to play the White pieces, select this item at the start of a game.

Take Back Last Move (%T)

Undoes the last move done by either side.

Important Note: If you take back or replay moves so that it is the Chessmaster's turn to move, you must use Force Move when you want the Chessmaster to continue play.

Take Back All Moves

Undoes all moves which have been made so far.

Replay Last Move (%R)

Replay the last move which was taken back.

Animated Play...

Allows you to sit back and watch as moves which have been taken back are replayed automatically. This is an excellent way to view the Chessmaster's Classic Games, which are saved with all moves taken back.

Force Move (%F)

If you become impatient while playing at higher levels, you can force the Chessmaster to move immediately by selecting this item. Note that this is the only way to make the Chessmaster move when **Play Level is Infinite Time** has been selected from the **Play** menu.

Analysis...

When this item is selected, you will be asked to specify which side should have its moves analyzed (Black, White or Both) and how long the Chessmaster should spend analyzing each move. You may analyze an entire game, or just the last few moves. For each move analyzed, the Chessmaster will show the move it would have made at that point (including score and predicted line of play), and then play the actual move. Game commentary for classic games will not be shown. For more information about the score and line of play, read about the Thinking Window under the **Window** menu below.

Hint (⌘A)

Ask the Chessmaster for advice. If the Chessmaster has had sufficient time to look a couple of moves ahead, he will respond immediately. Otherwise, he will ask for time to consider the board and suggest a move.

Resign

If you find yourself in a hopeless position, you may resign. Resignation is considered a loss of game.

Offer Draw

If you believe that neither side can win the game, you may offer your opponent a draw. Of course, your opponent is under no obligation to accept your offer!

Solve For Mate...

Asks for the Chessmaster to examine the current position and determine whether the side whose turn it is to move can checkmate his opponent in the number of moves you specify. Normally, you will use the **Setup** feature above to place pieces on the board and choose the side to move before selecting this option.

Pause Game (⌘P)

In case you need to answer the phone or stretch your legs. While paused, the clocks do not tick and the Chessmaster does not think.

The BOSS! (⌘B)

A panic button for tight situations! Be prepared, however, to speak

knowledgeably about the migration patterns of the Arctic tern.

You can customize the picture that is displayed by this command. If the folder containing The Chessmaster 2100 also contains a file named "The Boss" with a PICT resource of 1234, that PICT will be displayed when the BOSS key is pressed.

Board

View

2-D — Displays a "flat," two-dimensional chess board.

3-D — Shows a three-dimensional "perspective" view of the board.

War Room — In addition to a small two-dimensional board, the War Room simultaneously displays captured pieces, the move list and the Chessmaster's thinking process. For a discussion of these displays, see these same items under the **Window** menu below.

Chess Set...

Displays a standard file dialog which allows you to choose an alternate piece set.

The Chessmaster 2100 comes with a utility to convert a PICTure file (edited using a program such as MacPaint or SuperPaint) into a "chess set" file which can be selected using this command.

Clocks (♦)

For each player, the chess clocks show the name, the elapsed time and the last two moves made. When the clocks are off, this information is hidden from view.

Important: The clocks tick even when not displayed. If time controls are in effect, a player can lose on time even if the clocks are hidden.

Coordinates (♦)

Using this option, you may toggle the display of rank and file coordinates along the edge of the chess board. If you enter moves using the keyboard, you may find coordinate display convenient.

Rotate

For added insight into the game, use this option to view the chess board from any side. If you have chosen to play Black, you will probably want to rotate the board so that White is at the top.

Setup

Enter Setup — Selecting this item allows you to place pieces on the board in almost any position you want. Move pieces already on the board normally. To remove a piece, pick it up and drop it off the board. To add a piece, pick up a piece from the "grab bag" and place it on the desired square. You cannot remove the Kings from the board or place another piece on top of a King.

Clear Board — Clears the board of all pieces except the Kings.

New Game Setup — Places the pieces in position for a new game.

Cancel Setup — Return to the game in progress without change.

Setup Complete — You will be asked which side should move first. If one side is in check, only that side is allowed to move. Selecting the "Cancel" button will leave you in setup mode.

Choices

Enter Name...

Let the Chessmaster know who's the boss! The name you choose will be displayed above the clock for the side you have chosen to play.

Sound

The Chessmaster 2100 uses sound and voice to keep you informed of the progress of the game. You may choose from the following settings:

Silent — Ideal for playing at work or late at night.

Bell — The Chessmaster will use a single sound for all occasions.

Music — The Chessmaster uses different songs to signal check, capture, promotion, checkmate, stalemate and other situations of interest.

Voice — On systems with adequate free memory, the Chessmaster will verbally inform you of interesting events.

Piece Slide (♦)

When this item is turned on, the pieces will slide to their destination square. When Piece Slide is off, chess pieces “pop” from their starting square to the destination square.

Notation

Algebraic — All moves will be displayed using algebraic notation. For an explanation of algebraic notation, choose **Tutorial** from the **Game** menu and select the tutorial section of that name. Note: When using the keyboard to input moves in algebraic notation, each move must be terminated by pressing the Return key.

Coordinate — All moves will be displayed in coordinate notation, e.g. e2-e4.

Teaching

Legal — When this item is selected, picking up a piece will display “ghost” pieces on the squares to which that piece can legally move. If a destination square is occupied by an opponent’s piece, the opponent’s piece will be ghosted, indicating that you can capture it.

Threatened — When active, those pieces which your opponent can capture are shown as “ghost” pieces. You may find this useful if you are losing pieces to your opponent because you missed the fact that you were under attack.

Off - disables the Chessmaster’s teaching features.

Commentary (♦)

When this item is turned on, the Chessmaster will provide additional information about the progress of the game. If **Practice an Opening** has been selected from the **Play** menu, the Chessmaster will tell you each move you must make in the selected opening line.

Announce Openings (♦)

If this item is turned on, the Chessmaster will announce an opening line of play as soon as it is recognized.

Touch Piece (♦)

When this option is turned on, you must move the first piece that you pick up. This is the rule in serious games of chess. If you attempt to move another piece, you will receive a message telling you the piece you are required to move.

Blindfold Chess

Off — Pieces are displayed normally.

Hide White — The White pieces will be hidden from view.

Hide Black — The Black pieces will be hidden from view.

Hide Both — Sharpen your skills at true blindfold chess!

You may hold down the Space bar to “peek” at the hidden pieces. Release it to hide the pieces once more.

Set Hash Table...

The Fidelity chess algorithm uses a block of memory (known as a “hash table”) to

remember positions that it has already seen and evaluated while thinking about the next move. The more memory available for this table, the stronger the Chessmaster will play. On systems with inadequate free memory, this menu item will be disabled.

Change Colors...

You can choose the colors used to display light squares, dark squares, the background and the foreground color (used for drawing text). Choose the item whose color you wish to adjust, and select a new color from the palette displayed. You may save your choices, in which case the program will use the colors you have chosen each time it starts. You may also restore the original colors chosen by the Software Toolworks.

Note: this menu item will only appear if your monitor is set to display 16 colors or more. You can adjust the setting for your monitor via the Control Panel desk accessory.

Window

Show/Hide Thinking

Gives you a peek into the Chessmaster's brain. Here's how to interpret the various pieces of information displayed:

Best: The best (based on resulting score) sequence of moves that the Chessmaster has found thus far. If you were to force the Chessmaster to move at this instant,

he would make the first move from this sequence. The rest of the moves in this sequence are your expected reply, the Chessmaster's answer to your reply and so on.

When the Chessmaster is thinking during your turn (Deep Thinking is on), the Best line is based on your making the move that the Chessmaster predicted you would make in reply to his last move (see **Prev**).

Score: Reflects how far ahead (+) or behind (-) the Chessmaster thinks he will be if the Best line of play is played out to the last move shown. The score is computed in pawns and fractions of a pawn, so a score of 1.00 means the Chessmaster will be ahead by one pawn, and -3.00 means the Chessmaster will be behind by three pawns (the equivalent of a Knight or Bishop). Fractional scores come from the Chessmaster's evaluation of positional considerations, e.g. how well he controls the center of the board.

Positions: The total number of board positions that the Chessmaster has examined while contemplating its next move. In general, the more positions the Chessmaster examines, the better it will play.

Depth: The number of half-moves (plies) ahead that the Chessmaster has searched. For example, a Depth of 3 means the Chessmaster has examined all its legal moves, your replies to those

moves, and is now looking at its answer to your reply.

Curr: The line of play that the Chessmaster is examining at this instant. If the score of this line is better than that of Best, this line will become the new Best.

Prev: The Best line from the Chessmaster's last move. If the Chessmaster is thinking while you consider your move, it expects that you will make the second move in this line and bases its search on the resulting board position. This is the same information displayed in the **Best Variation** window.

Show/Hide Best Variation

This window displays the Chessmaster's anticipated line of play immediately after its last move.

Show/Hide Capture

Shows all the pieces that have been removed from the board. This window gives you a quick idea of whether you are ahead of your opponent in material (pieces).

Show/Hide Move List

Displays a list of all the moves in the current game. Moves that have been taken back are displayed in a different color than moves which have already been played. You may take back or replay to a particular move by clicking on that move.

Show/Hide Legal Moves

Displays a list of all the moves that are legal to make. Moves are displayed using the currently selected notation. If it is your turn to move, you may make one of the moves displayed by highlighting it and selecting the **Make Move** button, or by double-clicking on the desired move.

Hide All

Hides all visible windows.

Show All

Makes all of the above windows (**Thinking, Best Variation, Captured Pieces, Move List, and Legal Moves**) visible.

We are certain that you will enjoy playing The Chessmaster 2100, the finest chess program in the world.

Have Fun!!

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