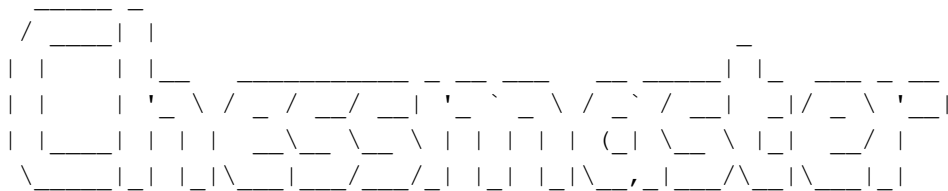


# Chessmaster FAQ

by KeyBlade999

Updated to vFinal on Dec 10, 2012

This walkthrough was originally written for Chessmaster on the GBA, but the walkthrough is still applicable to the GBC version of the game.



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|               Chessmaster               |
|               An FAQ                     |
|               By KeyBlade999             |
|                                           |
|               File Size: 13.8 KB         |
|               Current Version: Final     |
|               Previous Update: 11:25 PM 12/9/2012 |
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Section Negative One: Donations                **MASTER_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

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By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents                **MASTER_0**
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- 1. Donations ..... \*\*MASTER\_-1\*\*
- 0. Table of Contents ..... \*\*MASTER\_0\*\*
- 1. Intro ..... \*\*MASTER\_1\*\*
- 2. Version History ..... \*\*MASTER\_2\*\*
- 3. Legalities ..... \*\*MASTER\_3\*\*

Section One: Introduction \*\*MASTER\_1\*\*

Welcome to another FAQ of mine. This one covers the GBA game, Chessmaster.

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What? It's chess, after all - one of the most seemingly-simple, yet most complex strategy games ever invented.

Section Two: Version History \*\*MASTER\_2\*\*

Final - First and likely only version of this FAQ completed.
11:25 PM 12/9/2012

Section Three: Legalities \*\*MASTER\_3\*\*

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

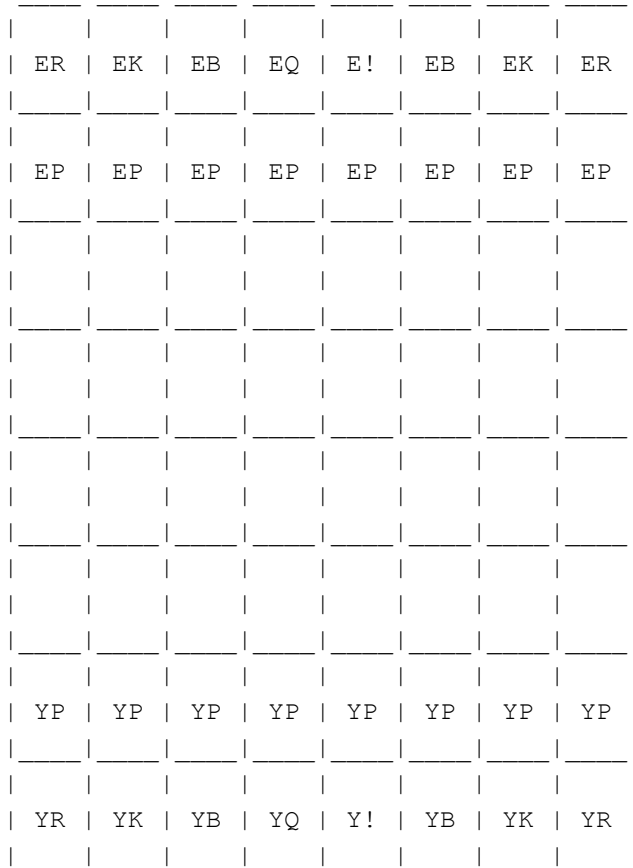
Table with 2 columns: Allowed sites for my FAQs and Forever-Banned Sites. Lists various websites like GameFAQs, CheatCC, and Mega Games.

Section Four: Basics of the Game \*\*MASTER\_4\*\*

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 | For the purposes of this FAQ, we'll avoid the game-specific terms and |  
 | use the terms used in general chess games, to prevent confusion. |  
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You'll have an 8-by-8 tiled board. The farthest two rows of two opposite sites are filled with pieces of the colors white or black. Each side has a set number of pieces, each with their own properties. Moves are made by clicking the piece you want to move, and then its destination, and each person can only move one piece per turn, except in certain cases.

Below is a diagram of the board, and the pieces:



- "E\_": Enemy piece
- "Y\_": Your piece
- "\_P": Pawn
- "\_R": Rook
- "\_K": Knight
- "\_B:" Bishop
- "\_Q:" Queen
- "\_!:" King

In chess notation, it is worth noting that the squares also have certain designations to them. From the white side, if you go left to right, you'll find the columns are given letters A - H, and the rows are labeled, going up, 1 - 8. For example, the White King's starting point is E1, and the Black Queen is D4.

Here are the pieces. Each piece has a certain "value" to it. Consider it like points. If you will lose a 5-point Rook to take out a 1-point Pawn, it isn't worth it, because you lost four points. It is a nice trade value.

~ Pawn: These can move two spaces forward on their first move (or one, if you prefer), and then one space only afterwards. If an enemy piece is

diagonally in front of the pawn, you can take it. It can also capture "en passant" - if you put an unmoved pawn in danger, you can take it if it moves forward two spaces. Finally, if you move a pawn to the opposite end of the board, you can turn it into a Rook, Knight, Bishop, or, most commonly, a Queen. There are eight Pawns per side, all composing the innermost row of the armies. Each is worth one point.

- ~ Rook: These "castles" can move as far in a horizontal or vertical manner as you wish, unless a piece gets in the way. There are two per side, and are found in the corners. These are worth five points.
- ~ Knight: The horsey guys move in "L"-shapes; two spaces in one direction and one more space after a ninety-degree turn. They can bypass any other pieces in the way (there are TWO ways to get to any one space), unlike the other pieces, and capture by landing on a piece. There are two per side, next to the Rooks, and are worth three points.
- ~ Bishops: These holy men will move as far diagonally as you wish, until something gets in their way. There are two per side, between the Knights and the King/Queen, and are worth three points.
- ~ Queen: Like a result of mixed breeding between Rooks and Bishops, the Queen is the most potent piece in the game, able to move horizontally, vertically, or diagonally as far you wish in a straight line until a piece gets in the way. These are worth nine points.
- ~ King: And if the Queen is the most potent, the King is both the most impotent and important. They can travel one piece in any direction, capturing any enemy piece on that space. They obviously move slowly. However, you don't want to lose this piece. If a King is at risk of being taken, it is "check"; if the King is certain to be captured on the next turn, then it is "checkmate" and that King's side loses.

The goal of the game to force the opponent's King into checkmate. As explained earlier, "checkmate" shows that it is guaranteed the King will die on the next turn; "check" merely shows he is at risk, but not necessarily will be taken. If in check, you must do something to protect your King. Mostly, moving one space to the side works, but you often end up also having to sacrifice a piece by putting it in the path of the offending enemy. You cannot execute a move that puts you in check as well.

There are a few techniques one can use.

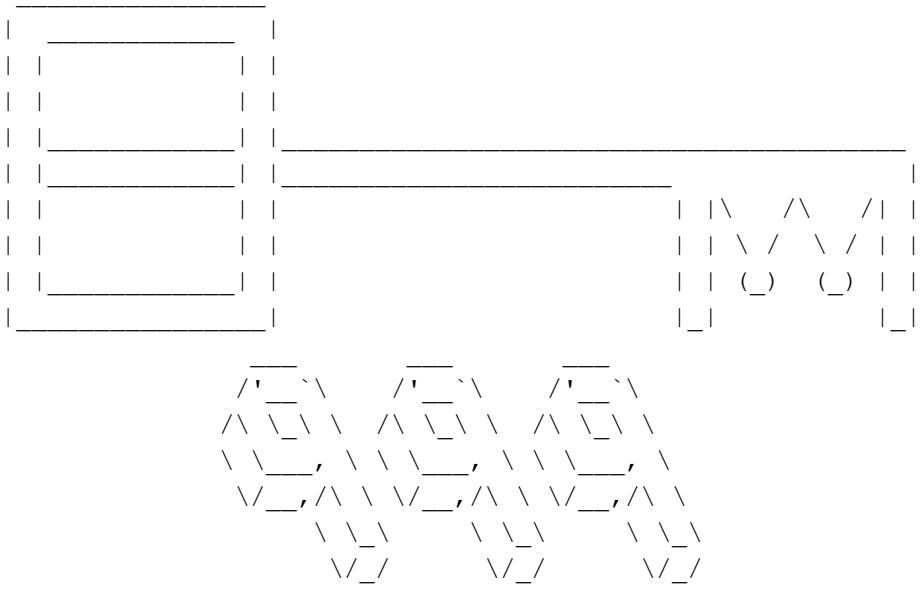
First, capturing en passant is not just a way to play magic tricks. It is one of the lesser-known tricks of the chess world, and a good way to boggle opponents' minds. The trick is explained above, in the Pawn section.

Castling. This is how you truly make your King live. You can castle towards either Rook you have; however, there must be nothing in-between, and the King and the Rook chosen cannot have moved at all for this entire game. And, of course, you can't be put in check. You'll move your King two spaces towards the Rook in question and the Rook will move onto the other side of the King.

And the point values of the pieces. There are dozens of moves one can execute just by their second turn. Strategizing will come into play, and the point values of the pieces really helps. Luring opponents is not necessarily the best idea. Also try to cover every piece you move from a threat - that way, you will force the opponent to give something up to take you down.

That's about it, I guess.

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| This is the end of KeyBlade999's |  
| FAQ for the GameBoy Advance game |  
| Chessmaster. |  
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KeyBlade999

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