

Checkmate FAQ

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Checkmate - FAQ/Strategy Guide

Version 1.2

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1. Introduction

This FAQ was originally an FAQ for a pocket priced version of this game, but I went down to my local game store and found a preowned copy of the proper game. I also found a copy of GTA Manchester (an extra add on for the GTA London add-on).

So I got bot of them and have updated this FAQ so it applies to the actual game. Anyway, enjoy!

2. Controls

While navigating all menus, the D pad is to highlight your selection, and the circle button is used to select your option. The cross button is the back button. The gameplay controls are as follows:

Directional pad - Move the cursor, and when a piece is selected, move that piece.

Triangle button - This will bring up the Pause Menu and if a piece is selected, it will highlight the spaces it can move to.

Circle button - Pick up a piece to move it, and place it down where the cursor is.

Cross button - Put the piece back where it was before you picked it up.

Start button - Brings up the Game setup screen.

None of the other buttons are used in this game. Note: In most games, the cross button is select but in this game it isn't. Try to remember this or, like me, you could press back after setting up all the options.

3. How to start a game

On the main menu, select start, or continue to finish a saved game. After you press 'start', you are taken to the game setup screen. Use D pad up and down to change the option, and D pad left and right to change that option's values.

Opponent lets you pick between the computer and a second player but you will need a second controller attached to activate this option. Lead player lets you decide which player will move first in the game. Difficulty sets how hard the game is. On hard mode, the computer is almost unbeatable.

Select character lets you pick what character is displayed at the side of the game screen. The character doesn't do anything, but it's nice to personalise the game.

Accept will move you onto the match screen so you can start the game.

4. Pause menu

Pressing Triangle during a game activates the pause menu. Undo will take you back to your last move so you can redo it if you please, settings will let you change various options such as the colour of the chess pieces and the cursor, and save will record your current progress to a Playstation one memory card in memory card slot 1. Quit will make you forfeit the match and return to the main menu, counting as one up to the computer.

5. Match notes

During the game, messages may appear on the screen. They will say one of the following things.

- | | |
|------------------------------|---|
| Piece cannot move there | - This is simplicity in itself. |
| Check | - The king can be taken in the next move. He either has to move out of the way or get another piece to block him. |
| Checkmate | - The king can be taken on the next move and has no means of escape. |
| King is about to be captured | - Either you did not block a 'check', or you are putting the king where it can be taken. Try making another move instead. |
| Draw by Material | - Draw due to lack of force. |
| Draw by Repetition | - The same moves have been repeated three times. |
| Draw by Stalemate | - Unable to find a move to make |
| Draw by moves | - 50 moves have been made without any pieces being taken. |

No more moves

- After 800 moves have been made, the match automatically ends, no matter who won.

6. How to play chess, for those who don't know

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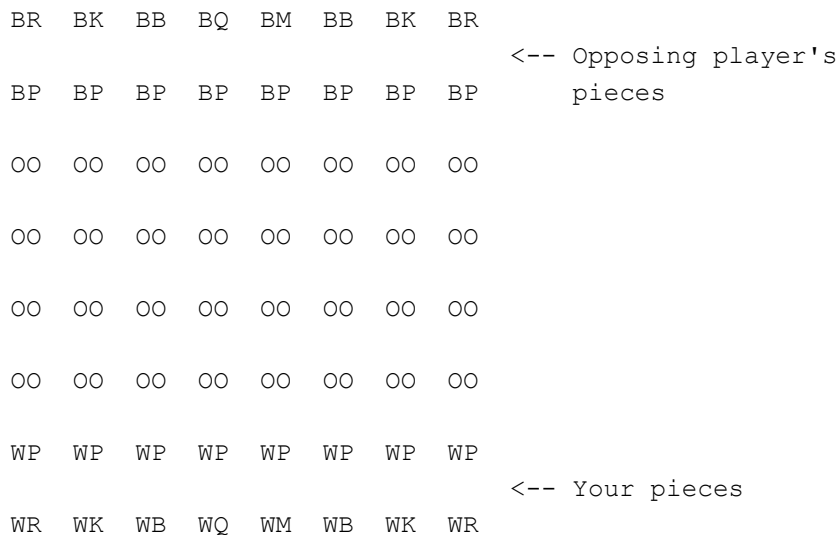
I'll only explain the basic rules here. If you want to learn more or you want a more comprehensive guide, I suggest you find a book on the game and study that.

Chess is played on an 8x8 squared board with the squares in either black or white. Each player has a set of pieces, usually black or white, and he/she sets them up on his side of the board. The other player uses pieces of another colour and he/she sets them up on the other side of the board, to make it symmetrical. Here is a diagram:

- BP - Black Pawn (small piece, eight per player)
- BR - Black Rook (Looks like a castle turret, two per player)
- BK - Black Knight (horse, two per player)
- BB - Black Bishop (Pointy piece, two per player)
- BQ - Black Queen (Second largest piece, one per player)
- BM - Black King (largest piece on the board, one per player)

- WP - White Pawn (small piece, eight per player)
- WR - White Rook (Looks like a castle turret, two per player)
- WK - White Knight (horse, two per player)
- WB - White Bishop (Pointy piece, two per player)
- WQ - White Queen (Second largest piece, one per player)
- WM - White King (largest piece on the board, one per player)

- OO - Blank square (no pieces should be on this square)



White player moves first, then black, white, black, white, black, and so on. Only one piece may be moved per move. Each piece may only move a certain way, so you need to learn these.

Pawns can only move away from you. On their first move they may move two squares but from then on they must move one. They are allowed to move one square on their first go as well. To capture a piece, that

piece must be diagonally in front of it. The pawn moves to that square you remove that piece from the board.

The Correct way --- OO OO OO

```

      OO    BR    OO    The pawn can only take
      /
      /
      WP    OO    OO    the rook if it is one
                           square away diagonally
                           in front of it.
```

Bishops can move diagonally in any direction for any number of places but cannot jump over other pieces. To take a piece, that piece must be on a diagonal line to the bishop and must have no other piece blocking the way. It can only move on one line at a time.

Knights are the most complicated piece to move. They may jump over pieces, friendly or opposing, but must move two spaces in one direction (not diagonal) and one space to the another, for example:

BK --> Next square --> Next square

```

      |
      v
Down a square
```

OR

```

      Up a square
      A
      |
```

BK --> Next square --> Next square

Rooks are exactly the same as bishops except they move in straight lines rather than diagonal lines. They take pieces exactly the same way.

The queen is the ultimate piece. It has the same properties as the bishop and the rook combined. It can move diagonally any number of spaces AND straight lines any number of spaces. It can only move in one line per move though, so no cheating!!!

Tip - Try to protect your queen as much as possible, it is very valuable.

The king can move in any direction but only one square at a time. It can take pieces like any other piece, but you must on no account put your king in danger of being taken.

The object of the game is to trap your opponent's king so it can't escape anywhere and therefore must be taken. If this happens to your king, you lose the game. This is called a checkmate. If the king is in a position to be captured it is called check, and you must either

1. Move the knig away from danger
2. Take the piece that is threatening the king
3. Move one of your pieces in the way so the king is shielded.

Finally, if one of your pawns makes it to the other side of the board without being taken, it can be changed into any other piece, apart from the king. The most common choice is the queen, and if you already have a queen on the board, you can use a rook turned upside down. It will have all the regular properties of the piece you have swapped it for.

The best thing to do before playing Checkmate is to get a chess set and play a few games with somebody, so you can get to know the pieces and the best moves to make. There are more advanced moves you can make in the game of chess, but some of them cannot be used in this game.

7. Special Moves

While in chess, there are many special moves, in this game, only one of them can be used. The move is called castling, and it involves the king and a rook. This move can only be made if neither the king nor the rook has moved at all in the game.

```

00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 WM 00 00 WR

```

1. Make sure there are no pieces in between the king and the rook.
2. Move the king next to the rook and move the rook to the other side of the king.

After the move has been completed, the pieces should be like this:

```

00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 WR WM 00

```

As you can see, the pieces have ended up on the opposite sides of each other. This is a good move to use in the early stages of the game, or to get the king out of check.

REMEMBER: You can only use this move if none of the required pieces have moved. If you move the king away, then back to it's original place, the move will not work.

To use it in 'Checkmate', select the king and move it two space in the direction of the rook. Press the circle button and king will be dropped and the rook will move to the other side automatically. This can only be used once per game, so no cheating!

Another special move is called 'En passant' and it was created in France. It involves a pawn moving for it's first go, and an opponent's pawn. Usually, the opponenet's pawn (white for this example) will take your pawn if it moves one square, like this:

```
1.      BR BK BB BQ BM BB BK BR
        BP BP BP BP BP BP BP BP
          |
        OO OO OO OO V OO OO OO
        OO OO OO WP OO OO OO OO
        OO OO OO OO OO OO OO OO
        OO OO OO OO OO OO OO OO
        WP WP WP OO WP WP WP WP
        WR WK WB WQ WM WB WK WR
```

```
2.      BR BK BB BQ BM BB BK BR
        BP BP BP BP OO BP BP BP
        OO OO OO OO BP OO OO OO
          /
        OO OO OO WP OO OO OO OO  The pawn on this row will
        OO OO OO OO OO OO OO OO  take the pawn diagonally
        OO OO OO OO OO OO OO OO  above it.
        WP WP WP OO WP WP WP WP
        WR WK WB WQ WM WB WK WR
```

However, if you move your pawn two spaces, it will be beside white pawn, so you cannot be taken. If this happens, your opponent can pretend you've only moved one square, so you can still be taken. Your piece is taken off the board, and WP moves into the position you would have been in had you only moves one square.

8. Saving and loading

To save a match, it must be your move. Press triangle to access the

pause menu, then move the cursor to 'save' and press circle. Select memory card slot one (you must have a Playstation memory card to save) and select it. Only one save file is available, so the game is automatically saved there. You need one block free to save. After you save, you will be returned to the game, where you left off. To load the saved game, you must be at the main menu. Select the 'load' option and select memory card slot one. You must have a previously saved game to load. Once you have loaded the match, you are taken straight to the game screen, exactly when you saved the game before.

Bonus characters are not saved when you save a game. If you turn off the system, character codes must be re-entered.

9. Multiplayer

While Checkmate is mainly one player game, there is an option for you to plug in a second controller and play chess against a friend. Plug in the second controller while the game is turned off then on the main menu select start. At the setup game screen, go to the option of your opponent, and use D pad left and D pad right to select 2P (2nd player). Start the game.

The first player will be white, the second, black. White moves first then the cursor switches colour and control is passed to player two. Player 2 makes a move, the cursor changes back to it's first colour, and player one makes a move. When, eventually, someone wins, a message will appear on screen, stating:

```
-----  
|           Player #           |  
|           WINS                |  
-----
```

A new game is then started, and player one and player two can play another game. To quit multiplayer, select quit at the pause menu to return to the main menu, then enter the game setup screen. Change 2P back to COM. The game is reset when you turn off your playstation.

10. Legal stuff

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bodo_parkour@hotmail.co.uk

Please title your email responsibly so I don't delete it without reading and replying to it first. It may take up to a week for replies as I am busy.

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