

ChessBuddy™ 2.0 - user guide [Motorola i730]

The chess player in your pocket™

chessbuddy.com



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Welcome to ChessBuddy™



ChessBuddy™ - The chess player in your pocket! Developed by Coffeebreak Media, ChessBuddy™ is the world's first application that enables you to play chess against your phone. Because of the extremely efficient state-of-the-art ChessBuddy™ Artificial Intelligence engine (SeeBay™ engine), ChessBuddy has fast response times in most game play situations, while keeping the game challenging. You can save up to 5 games, so if you're ever short of time, you can finish your games later. ChessBuddy™ 2.0 has 5 levels of strength: baby, easy, medium, hard and pro. But it doesn't stop there: ChessBuddy™ isn't just well designed on the inside: its polished look and feel and eye-grabbing graphics are unique for cell phone games. No doubt it will take everything possible out of your phone! From animated moves, to fast game play. Finally, a custom user interface sets this game apart from all the others. Check out the [Features Chart](#) on page 8 for a comprehensive list of all the (new) features!

Starting ChessBuddy™



After starting up ChessBuddy™ on your i730, ChessBuddy™ will set up the board, and do some Yoga in order to prepare for the game. When ChessBuddy™ is finished with this, you'll see the startup screen appear. Wait until it finished displaying, and you'll be taken to the ChessBuddy™ main menu. This is where you will find most of the commands that we'll talk about in the following sections. Take a good look at the right *soft button* on your phone's display, where it says **board**. You can always use this button to view the chess board, after you did something in the menu. And when you're viewing the board, a **menu** key will allow you to return to the menu whenever you want. Also note that ChessBuddy™ has a built-in Instructions feature that you can use whenever you get lost.

Main Menu



From the main menu, you can control most of ChessBuddy™'s features. The following options are available in this menu:

New Game	Starts up a new game, using the options specified in the Settings menu. (see under <i>Playing a game</i> , page 5)
Settings	Shows the settings menu, where you can change playing level, play color, board skin and sound. (see under <i>Settings Menu</i> , page 4)
File	Save or load games, so that you can continue playing them later. (see under <i>File Menu</i> , page 5)
Instructions	Some on-screen instructions to help you when you get lost.
Credits	Information about the version of the game, as well as some other details.
Exit	Quits the game.

Settings Menu

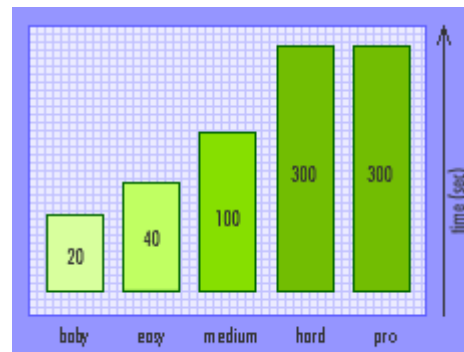


From the Settings Menu, you can change the level of play; the play color (black / white); the sound (on / off); and the board skin color (blue, brown, and green). In the Settings menu, there's always one active, highlighted (yellow) item. To activate another item, press **right** or **left** on the 4-way navigation key. Once you highlighted the item of choice, you can change its value by pressing **up** and **down**. At the center bottom of the screen, you can always see which navigation key directions are active. (can be pressed.)

In the screenshot to the right, the Play Color item is now active (since its choice box is yellow.) At the center bottom, you see that all navigation key directions are active, except for the **up** direction. This means that you can press **left** to activate the Level item, **right** to activate the Sound item, and **down** to select *black* as the play color. So, while **left** and **right** are used for navigating between the various onscreen items, **up** and **down** are used for changing the setting of one particular highlighted item.

Level setting

There are 5 levels to choose from: baby, easy, medium, hard, and pro. The harder the level, the further ChessBuddy™ will think ahead when calculating its moves. Because it thinks deeper, it also thinks longer. The table to the right will give you an indication of the ChessBuddy thinking times in the various levels. These are the maximum thinking times; the actual thinking time is usually much shorter, especially in the easier levels. (a few seconds, generally.)



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Play Color setting

This is the color that you use for playing. So, you choose white if you want to play with the white pieces; black otherwise.

Sound setting

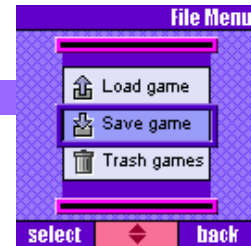
ChessBuddy™ makes a certain sounds during game play, for instance to indicate that it made a move. You can switch off these sounds by switching the Sound menu option to off. That way, you can play in public places without having to look stupid.

Board Skin setting

ChessBuddy™ has various board skin colors, so if you're sick of one color, simply swap it with another. Three skins are included: blue, brown, and green. You can see them below.



File Menu



You can save up to five games, for instance if you want to continue playing at a later time. In order to save a game, use the Save game option in the file menu. A list will appear, showing you five slots you can save your games in. Select one of them. If you choose a slot that already contains a game, that game will be overwritten by the new one.



You can load a game in much the same way by choosing Load game from the file menu. You'll see a list with the game slots. Choose one of the games you saved earlier (shown above.)

Deleting all games

Use the Trash games item from the file menu to delete all saved games and refresh the database. After selecting that item, you will see a screen asking you for confirmation. Of course you'll be able to save up to 5 games again after deleting the games.

Playing a game



Starting a new game is not all that complicated: just choose New game from the ChessBuddy™ main menu. You'll see the board appear with all the pieces in the starting position. Depending on the color you play with (see Settings Menu, page 4) the white or the black pieces are located at the bottom. Don't forget that during the game, you can always go back to the menu, for instance to save your game, change the level, change the board skin, switch the sound on or off, etc. You can then return to the board by using the board soft button in the main menu.

Making a move

Use the 4-way navigation key (or the number keys) for moving the blinking pointer (a small rectangle) around on the board. Move the pointer over the piece you want to move, and press the **OK** button. A rectangle in a different color will indicate the piece you selected. You can always press **Q** to deselect, in case you selected the wrong piece by mistake. Now select the square to move to. Of course only legal moves are allowed. After you make your move, the switches at the side of the board will turn, indicating who's the next player to move. When ChessBuddy™ is thinking, its move switch will blink green/red.

Depending on the level and board position ChessBuddy™ will think longer or shorter before making a move. If you make an illegal move, a small message will appear, as shown to the right.



Showing the captures

To see which pieces have been captured by either side, press the 'captures' key under the chess board at any time during game play. This will give you a quick overview of the captured pieces.



Castling

You castle by moving your king two squares to the right or to the left: the rook will then move automatically. Note that you can only castle when your king and castling rook haven't moved yet; when you're not in check; and when the square that the king 'jumps' over is not being attacked.

En-passant captures

When you move a pawn two squares ahead (from the pawn's starting position), and you end up adjacent to one of your opponent's pawns, your opponent can capture the pawn you just moved *en-passant*. He does this by moving his pawn diagonally to the empty square you just jumped over with your pawn, and then removing your pawn. This must be done immediately following your move; so, your pawn cannot be captured *en-passant* if your opponent decides to make another move first.

Promotions

When one of your pawns reaches the 8th (final) rank of the board, you can promote it to a queen, rook, bishop, or knight. You can choose this piece using a small promotion menu that will pop up, as shown below.



Draw by repetition

If the exact same position is repeated 3 or more times in the game, the player to move can claim a draw.

Requirements

The i730 version of ChessBuddy 2.0 works on any i730, no matter which firmware version. Other than this, you need to have enough space available on your phone in order to store ChessBuddy. Usually, you don't need to worry about these details, since the i730 comes with plenty of space, but below are the values just in case you're interested:

Program Space Requirement: **215k**
Data Space Requirement: **55k**

Questions, comments...?

Should you still have questions after reading this manual, or would you like to provide us with your feedback, then don't hesitate to contact us through the *contact us* section at chessbuddy.com. You can also go to that website for the latest information regarding ChessBuddy™. You can also contact us using the email address listed in the Credits section of the ChessBuddy™ menu.

Credits

ChessBuddy™ - by Coffeekbreak Media.
A game programmed by Niek van Suchtelen. (reachable through coffeekbreakmedia.com)
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Many thanks go out to:

- Lola, the main development workstation, for her infinite patience.
- Victoria Levine and the rest at Motorola, for all their support.
- Nextel, for distributing ChessBuddy™.
- and you, the customer, for making this all possible.

Features Chart

Product Name: **ChessBuddy™**
Product Version: **2.0.0**
Developer: **Coffeek Media**
Year of production: **2003**

Main Features:

- Unique ChessBuddy SeeBay™ Artificial Intelligence engine. SeeBay is extremely efficient, and was especially developed from the ground up for relatively low memory, low speed Java enabled devices such as the Motorola i730. It's probably the only well playing chess engine in existence today running on Java enabled handsets.
- 5 levels of difficulty [\[new to 2.0\]](#)
- Chess clocks
- Opening book [\[new to 2.0\]](#)
- Game saving, up to 5 games
- Board 'skins' in various colors [\[new to 2.0\]](#)
- Captured pieces view [\[new to 2.0\]](#)
- *En-passant* moves, draw by repetition detection
- Selective promotions [\[new to 2.0\]](#)
- Unique graphical user interface [\[new to 2.0\]](#)
- No network connection necessary: the SeeBay™ AI is built right into the program itself. Therefore you don't need a network connection in order to play chess on the phone.
- Smoothly animated moves
- Play with either black or white [\[new to 2.0\]](#)
- Player switches on the side of the board, indicating who is the next player to move: the computer's switch will blink when it's thinking.
- On-screen instructions