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Introduction to K-Chess Elite

Welcome to K-Chess Elite, the educational <u>chess</u> program.

K-Chess Elite is simple to use, informative, and plays a good game. It comes with both 16 bit and 32 bit versions in the one package.

K-Chess Elite allows you to play with two opponents, one person against the computer (either black or white), or the computer against itself. To <u>move</u>, pick up a piece with the mouse and drag it and drop it where you want it. Or just type in the move that you want to perform.

At the top of the screen is the <u>Menu Bar</u> from which all functions of the game can be operated. The main part of the screen is occupied by the <u>Board</u> and the <u>Pieces</u> on it. To the right of the board the <u>Status Panel</u> displays information about the game's progress. Below the board all the <u>taken pieces</u> are shown.

You can get all sorts of <u>helpful information</u> by clicking on pieces with the left mouse button and squares with the right mouse button, using the <u>Quick Hint</u> or <u>Computer Move</u> to get assistance from the computer, using <u>undo</u> and <u>redo</u> to experiment with different moves, and watching the computer's analysis of the game in the Workings Box near the bottom of the <u>Status Panel</u>. In fact, K-Chess can help you to play better by showing you more information about the game and more flexibility in how you play it. This help file even includes some useful <u>guidelines for beginners</u>.

<u>Comments</u> can be recorded within games. Whole games can be <u>saved</u> to disk and <u>reopened</u> later. Both the <u>board layout</u> and the <u>list of moves</u> can be printed.

The game is highly customizable, and you can change dozens of <u>options</u> that control the game's operation and behaviour.

The Rules of Chess

The game of chess is played by two opponents by moving pieces on a square board.

THE BOARD

The chess board is made up of 64 equal squares in colour alternately light (the "white" squares) and dark (the "black" squares). The chess board is positioned between the players so that the square in the corner to the right of each player is white.

The 8 rows of squares running between the edges of the chess board nearest the two players are called "ranks". The 8 rows of squares running at right angles to the ranks are called "files". The rows of squares of the same colour touching at the corners are called "diagonals".

THE PIECES

At the start of the game one player has 16 light coloured pieces (the "White" pieces) and the other player has 16 dark coloured pieces (the "Black" pieces). The pieces consist of 1 King, 1 Queen, 2 Rooks, 2 Knights, 2 Bishops and 8 Pawns.

Each player's pieces are initially positioned on the board to cover the two ranks nearest the player. The 2 Rooks occupy the 2 corner squares in the first rank, the 2 Knights occupy the 2 squares next to the Rooks on the first rank, the 2 Bishops occupy the 2 squares next to the Knights on the first rank, the King and Queen occupy the 2 centre squares on the first rank such that the King is on a square of the opposite colour to itself, and the 8 Pawns occupy the whole of the second rank.

PLAY

The two players move alternately, each player making one move at a time. The player who has the White pieces makes the first move.

Except for castling, a move is the transfer of a piece from one square to another square which is either vacant or occupied by an opponent's piece. No piece, except the Rook when castling or the Knight, can cross a square occupied by another piece.

A piece played to a square occupied by an opponent's piece takes the opponent's piece as part of the same move, and removes it from the board.

MOVES

The King, except for castling, can move to any adjacent square that is not attacked by an opponent's piece. Castling is a move of the King and Rook, counted as a single move, in which the King is transferred from it's original square to either of the nearest squares of the same colour in the same rank, then the rook towards which the King has moved is transferred over the King to the square the King has just crossed. Castling may not be performed if the King has already been moved, or with a Rook that has already been moved. Castling may not be performed if there is any piece between the King and the Rook involved, or if the squares that the King is on or that it must cross or that it will occupy is being attacked by an opponent's piece.

The Queen can move to any square on the rank, file or diagonal on which it is placed.

The Rook can move to any square on the rank or file on which it is placed.

The Knight can move one square along the rank or file plus one square along a diagonal moving away from the square it left.

The Pawn can move only forward. Except when making a capture, it may advance on it's first move one or two vacant squares along the file on which it is placed, and on subsequent moves one vacant square along the file on which it is placed. When making a capture it advances on one square along either of the diagonals on which it is placed.

A Pawn attacking a square crossed by an opponent's Pawn which has advanced two squares on the previous move can capture the pawn as though the latter had only advanced one square. This capture can only be made on the

move immediately following such advance, and is known as "en passant".

On reaching the end of a file a Pawn is immediately exchanged, as part of the same move, for a Queen, Rook, Knight or Bishop of the same colour at the player's choice. This is called 'Pawn promotion'.

CHECK

The King is in check when it's square is attacked by an opponent's piece. The check must be averted on the move immediately following, otherwise it is "mate". Check can be averted either by taking the attacking piece, moving a piece between the attacking piece (unless the attacking piece is a Knight), or moving the King.

THE END OF THE GAME

The game is won for the player who has mated the opponent's King. The game is considered won for the player whose opponent resigns. When using clocks, the game is won by the player whose opponent exceeds their allotted time.

The game is drawn under any of the following circumstances:
1.   When the King of the player whose turn it is to move is not in check, but such player cannot make a legal move. This is called "stalemate".
2.   On demand by either player when the same position appears three times, the same player having the move each time. The position is considered the same if pieces of the same kind and colour occupy the same squares, and the possible moves of all pieces are the same.
3.   On demand by the player who's turn it is to move if at least fifty moves have been made by each player without a capture of a piece and without a Pawn move having been made.
4.   By agreement between the two players.

Guidelines for Beginners

The information below is from a work entitled "Good Chess Guidelines for Beginning & Amateur Players" by Joe Brooks.

First, a quick primer on the relative values of the pieces. These values only have meaning when deciding whether or not to trade pieces. One is not necessarily winning just because one has more material. Having said that, here it is:

Pawn = 1   Knight = 3   Bishop = 3.25   Rook = 5   Queen = 9

The King is never actually captured, and thus is not listed. The Bishop, while slightly more valuable than a Knight in most cases, is often traded on an equal basis with the Knight. Two Bishops, however, is almost always better than Two Knights, as the advantage of the Bishops is additive. In fact, one place they are definitely superior is in the endgame. You can force checkmate with Two Bishops vs. a lone King, but cannot *force* checkmate with two Knights vs. a lone king. Also, in chess parlance, the Pawn is not considered a "piece"   Pawns and pieces are usually referred to as separate things. Knights and Bishops are considered minor pieces, Rooks and Queens major pieces. If you hear someone say he is "a piece up", that generally means he is a minor piece ahead in material. If he were a Rook or Queen up, he would usually specify which. If you've managed to trade your Knight or Bishop for a Rook, you are said to be up the Exchange. Trading a Bishop for a Rook is called being up the minor Exchange, and trading a Knight for a Rook is called being up the major Exchange, though most often no distinction is made between the two, as the difference is small. Having defined a few terms, on to the guidelines.

1.   Start with moving a center pawn 2 squares forward. This occupies and controls the center, meanwhile opening lines for your pieces to get into play (in chess parlance, we say the pieces are "developed" when brought into play). This also allows you to keep the side (or "wing") pawns intact so your King has a safe place to castle later. This rule is here because centerpawn openings are both the easiest to play and to understand, and should be concentrated on by the beginning player. It does not mean other choices are bad, they're just not good ones for beginning players.

2.   Make only as many Pawn moves as is necessary in the opening to effectively develop the rest of your pieces or as necessary for defense. This is usually no more than four in the early opening phase of the game. The end of the opening phase is generally considered to be reached when all the pieces have been developed and the King has castled.

3.   Get all your pieces developed as quickly as possible. One piece will not accomplish anything by itself, and you basically can't do anything until you do this first.

4.   Develop Knights before Bishops. People will give many reasons for this, but as William Lombardy, a US GrandMaster, once told me, those other reasons are basically so much hot air. The real reason is that Knights move more slowly than Bishops, and take longer to get where they're going. A Bishop can travel long range and be developed almost instantly to the desired square. While I think the other reasons may have some minor impact, I think he's essentially correct.

5.   Develop Knights toward the center (not the edges). Remember, "A Knight on the rim is dim." This is because it only has half the scope there as in the center. You can prove this by putting a Knight in the center of the board, and counting the squares it attacks (you should get eight), and then putting it on the side, and counting how many squares it covers (four). Since this placement has a larger effect percentagewise on the Knight than any other piece (try it   and notice what happens to the Rook!), and the Knight is also a slow moving piece, this rule actually applies to almost all pieces, but *especially* the Knight.

6.   Castle early for King safety and to develop the Rooks, usually immediately after the development of Knights and Bishops, sometimes even before both Knights and both Bishops have come into play, depending on necessity. If you can wait until the Knights and Bishops are in play, however, this gives you the choice of deciding on which side to castle, though sometimes there is only one good choice, as one wing or the other may already be weakened, in which case delaying would give no benefit. See items #1 and #21.

7.   Do not move a piece twice in the opening. Doing so delays getting your other pieces developed and delays castling.

8.   Do not bring the Queen out too early. It is a valuable piece, and therefore an easy target for lesser pieces. If you bring it out too early, you are likely to find yourself moving the Queen over and over to get it to

safety (repeatedly violating guideline #7), and delaying the development of your pieces while your opponent essentially takes one free turn after another, developing his. If you need to move it so your King can castle queenside, generally moving it up to the second rank just to get it out of the way is ok. Moving it farther than this before you've finished development is usually inviting trouble.

9. Control the center squares. Traffic generally has to run through the center of the board in one way or another. Control the center of the board, and you usually will have more freedom to put your plans into effect than your opponent, as your pieces will have more scope & power from the center of the board, being able to get to any spot on the board relatively quickly.

10. Keep one or more Pawns in the center. This helps you achieve #9 above, as one way to control the center is by occupying it, and Pawns are the most difficult piece to budge.

11. Place your pieces on open lines (open lines are lines of movement that are unobstructed by pawns). Place Bishops on open diagonals, Rooks on open files (files are columns, ranks are rows).

12. Coordinate your pieces to work together. One common way to do this is to double pieces up, such as putting a Queen and Bishop on the same diagonal, or putting two Rooks on the same file or rank. They support each other's movement along the diagonal, file, or rank in question, and are essentially twice as powerful this way.

13. When protecting a piece, use the least valuable piece available to do so. Especially, protect Pawns with Pawns (forming a Pawn chain). Why tie up a valuable piece to protect a Pawn if it's not necessary? Not only does using less valuable pieces for protection free up the more powerful pieces, but the less valuable pieces are less likely to be scared away or dislodged from their defensive posts.

14. Avoid isolated Pawns if possible. Isolated pawns are those that can no longer be protected by an adjacent pawn (because there are no pawns on the adjacent files). Isolated pawns generally occur as a result of Pawn captures being made, so carefully look at the resulting Pawn structure when you have the choice of capturing with a Pawn or another piece. Isolated pawns are weak because they are subject to attack and must be defended by other pieces.

15. Especially avoid doubled isolated Pawns. Doubled Pawns are two pawns of the same color on the same file. The Pawn in back is weak because its movement is inhibited by the Pawn in front. This is not terribly weak by itself. However, doubled isolated Pawns are *very* weak, as they both cannot be supported by other pawns and cannot move freely, a bad combination.

16. Make moves that threaten, when possible. These moves limit your opponent's choices, and basically allow you to call the shots, as your opponent usually must respond to your threat before proceeding with his own threats. Alternately, do not get carried away with making your own threats to the point that you overlook your opponent's threats. Being the one who is calling the shots is called having the initiative.

17. Don't make pointless threats. This includes checks. Checking or attacking something simply for the sake of doing so has no value. If the threatened piece can simply move away with no detrimental consequences, and there is no advantage to you in making the move in the first place, then the threat is pointless. Doing this can even force your opponent to make a good move. Pointlessly threatening a Knight on the rim just forces your opponent to move it back towards the center of the board, for example. However, if the Knight is trapped there, then attacking it would allow you to win the piece.

18. When ahead in material, exchange pieces. For example, if the total value of your pieces on the board (see relative values listed above) is 16, and the total value of your opponents pieces is 11, this is roughly a 3 to 2 edge. Trade Rooks, however, and now the total value of your pieces is 11, your opponent's pieces have a total value of 6. This is almost a 2 to 1 edge, which is obviously better.

19. When behind in material, don't exchange pieces. This is essentially #18 looked at from the other side of the coin.

20. When you are attacked, try to exchange the attacking pieces to reduce the power of the attack. This takes precedence over #18 & #19, as the safety of the King is more important than anything else.

21. Don't weaken Pawns in front of your castled King. Generally this means don't move them unless you absolutely have to. Once moved forward they become easier targets for attack.

22.   Try not to leave your pieces in positions where they are loose (undefended). Loose pieces become targets for attack, and are more likely to be lost than pieces that are defended.

23.   Avoid creating holes in your position. A hole is a square that can no longer be defended by a Pawn. Since a Pawn is the most useful piece when it comes to threatening another piece to make it move away from a particular spot, this would mean a piece can lodge itself in this hole and be extremely hard to drive away. This is especially bad if the hole is near where your king is hiding out.

24.   Bring your King into action in the endgame. Once the danger of the middle game is over and there are very few pieces on the board, the King need not cower in the corner anymore. He instead becomes a powerful attacking piece.

25.   Find your opponent's weaknesses and exploit them. This may be anything from a set of doubled or isolated pawns to a vulnerable King position to something as esoteric (and beyond the scope of this file) as a weak square or a lack of development. To understand how to exploit these weaknesses, play over master games, and watch how they do it. Games of the old masters (Morphy, Tarrasch, Nimzovitch, Lasker, & Capablanca, for example) often illustrate these concepts better than modern games, as they are simply easier to follow and more straightforward in their style of play.

26.   Don't sacrifice a piece without a clear reason, like a DEFINITE checkmate. Only masters are justified in making speculative sacrifices, and even they will not generally do so. Speculative sacrifices fail much more often than they succeed. If your name is Mikhail Tal, you can ignore this one.

27.   Always assume your opponent will make the best move. Assume he will be fooled, and you will eventually set yourself up for trouble. Only by determining the best moves for *both* sides can accurate analysis be done.

28.   Do not follow any of these preceding guidelines blindly or mechanically. Analysis always supersedes these guidelines. If your analysis says you have checkmate in three moves no matter how your opponent replies (you are said to "have mate in three"), then all the guidelines go out the window. Obviously, it doesn't matter if you have to put your Knight on the rim to deliver checkmate. If you see a *specific* reason to break a guideline, such as mate or the win of material, particularly of a piece or more, and you believe your analysis is sound and the benefits outweigh the negatives of breaking that guideline, then by all means break it. These guidelines are simply to help you win, and are not hard and fast rules for every situation. This leads us to #29...

29.   Be careful when grabbing material, as it can be used as a way of luring your pieces into positions where they will be useless to prevent an onslaught against your King, or even in preventing your pieces from ever developing and getting into the game. But as Bobby Fischer once said (paraphrased), "If you can't see a good reason not to take a piece, then take it." Simply put, don't get greedy over material at the expense of the safety of your King, but don't refuse outright gifts, either.

30.   And fittingly last, if you are playing a game and are a Rook down or more, with no attack, passed pawn (a Pawn whose passage is unopposed by other pawns and thus is a serious threat to promote to a queen), or other significant compensation, against a knowledgeable player who is not likely to blunder badly enough for you to get back in the game, graciously resign and get on with the next game. There are exceptions to this, especially with timed play and/or when tournament prize money is on the line at the amateur level, but it is generally a sign of good sportsmanship to admit when you've been defeated and congratulate your opponent. This almost always occurs at the master level, regardless of circumstance few would be caught dead playing drearily on until the inevitable mate is delivered. It should *always* occur when the games are friendly. Also, if you are the victor, be gracious about winning, don't gloat, and compliment your opponent on the things he did right.

Helpful Hints

During the game you may get help on the game in the following ways:

a)   Click on a piece with the left mouse button. All the squares to which that piece can move will be highlighted.

b)   Click on a square with the right mouse button. All the squares containing pieces which threaten that square will be highlighted.

c)   Use the Quick Hint operation on the Move pull down menu to get a suggestion from the computer. If you like that move then select Redo to make it your own. Note that the computer only thinks for a fraction of a second to work out a Quick Hint.

d)   Use the Computer Move operation to accept whatever move the computer determines. This allows the computer to take as much time as allowed by the time limits as specified in the Clocks page of the Options dialog box, thereby giving a more thorough analysis than Quick Hint. If you do not like the move then select Undo to take it back.

e)   Look in the Workings Box at the bottom of the Status Panel to the right of the screen to see the list of moves the computer is analysing, and the score it has given them.

This help file also includes the rules of chess, and some useful guidelines for beginners.

The Board

The chess board is the main area covering the left and centre of the screen, and is where all the action of the game takes place, and where all the pieces are played.

The board is divided into 64 squares, defined as 8 ranks (from one side of the board to the other) and 8 files (from one end of the board to another).

The Pieces

Each player starts with 16 same coloured pieces on the board, either White or Black, consisting of a King, a Queen, 2 Rooks, 2 Knights, 2 Bishops and 8 Pawns. Each piece has it's own set of valid moves.

The King moves to an adjacent square in any direction.

The Queen moves to any square on it's current rank, file or diagonal.

The Rook moves to any square on it's current rank or file.

The Knight moves in an "L" shape, two squares along it's current rank or file then one square away at right angles.

The Pawn only moves forward, normally one square, but optionally two on it's first move.

See the Rules for a complete description of all valid moves in chess.

Entering and Displaying Moves

Pieces may be moved using either the mouse or the keyboard.

Using the mouse, drag and drop the piece where you want it to go. (This involves moving the mouse pointer over the piece to be moved, pressing and holding the left mouse button, moving the mouse to where you want the piece to go, and releasing the mouse button.) If the move is invalid then the piece will jump back to its original location and allow you to make another move. Note: to castle, move the King the two squares and the Rook will automatically jump over it.

Using the keyboard, display the Enter Move dialog box by pressing the <Enter> key or by selecting the Enter Move operation from the Move pull down menu. Then type in a move using algebraic notation. The move does not need to be completely specified, as long as it is not ambiguous. For example, enter the starting square and the destination square as in "e2e4", or the piece and destination square as in "Pe4", or just the destination square "e4" if there is only one piece that can move there. Finally press <Enter> or click on the [Ok] button.

The move list in the Status Panel displays all the moves made in the game using a long form of the algebraic system.

Algebraic Notation

K-Chess uses a long form of the algebraic system to enter and display moves. Moves specify the name of the piece, the starting and destination squares on the board, and information about the type of move and status of the game.

Pieces are identified by a letter: K for King, Q for Queen, R for Rook, N for Knight, B for Bishop and P or blank for Pawn.

Squares are identified by the file (A-H starting from the Queen side of the board) and the rank (1-8 starting from White's end of the board) put together as in A1, E2, D4.

A minus sign "-" between the starting and destination squares indicates a normal moves, and an "x" indicates that a piece was taken.

A plus sign "+" after the moves indicates Check, and an asterisk "*" indicates Mate.

The Status Panel

The Status Panel is the area on the main screen to the right of the <u>board</u>, and displays information about the status and progress of the game.

The first item specifies the turn number, and which player (White or Black) is due to make the next move.

The second item indicates the current <u>Mode of play</u> and whether the computer is thinking(if it is the computer's turn to move) or waiting (if it is the user's turn to move).

The third item shows the clocks. The game clock at the top or middle shows the total elapsed game time. The player clocks below or on either side (white on the left and black on the right) show the elapsed time for each player. The operation and appearance of the clocks are specified on the <u>Clocks page</u> of the <u>Options dialog box</u>.

The fourth item is the list of all <u>moves</u> in the game so far. This list may be scrolled backwards by clicking on the scroll bar at the right of the list. Double click on any move to undo or redo the game to that move.

The optional fifth item shows either a <u>Comment</u> (if one has been entered), or the computer player's Workings including thinking status, value of the move being analysed and best line the computer has found so far. Comments allow information about the game to be entered manually, and the Workings show the computer's analysis of the game. The Comment and/or Workings information can be turned on and off through the Show Comments and Show Workings check boxes in the <u>Status page</u> of the <u>Options dialog box</u>.

The last item displays important messages about the status of the game and its completion. In particular, it tells whether either player is in Check. It also indicates when the game has come to an end through Checkmate, Stalemate, Resignation or expiration of time.

The Status Panel can be displayed or hidden through the Show Status Panel check box in the <u>Status page</u> of the <u>Options dialog box</u>.

Modes of Play

K-Chess has many different modes of play. The current mode is displayed near the top of the <u>Status Panel</u>.

a)   Board Setup mode allows the <u>board</u> to be set up with the pieces in specific positions. This mode is selected from the <u>Board Setup Mode</u> or <u>Clear Board</u> operations on the <u>Play menu</u>.

The four playing modes allow different combinations of human and computer opponents:

b)   Auto Play mode has the computer playing against itself. This mode is selected from the <u>Auto Play</u> operation on the <u>Play menu</u>.

c)   Play White mode has a human opponent playing White and the computer playing Black. This mode is selected from the <u>Play White</u> operation on the <u>Play menu</u>.

d)   Play Black mode has a human opponent playing Black and the computer playing White. This mode is selected from the <u>Play Black</u> operation on the <u>Play menu</u>.

e)   Two Player mode allows two human players to play. This mode is selected from the <u>Two Player</u> operation on the <u>Play menu</u>.

Other temporary modes are also used at specific times. The first three of these are controlled by the settings on the <u>Moves page</u> of the <u>Options dialog box</u>.

f)   Loading mode is while the computer is loading a previously saved game to the beginning of the game through the <u>Open</u> operation on the <u>Game menu</u>.

g)   Running mode is while the computer is fast loading a previously saved game to the end of the game through the <u>Open</u> operation on the <u>Game menu</u>, or doing a fast multiple move <u>undo</u> or <u>redo</u>.

h)   Playing mode is while the computer is slow loading a previously saved game to the end of the game through the <u>Open</u> operation on the <u>Game menu</u>, or doing a slow multiple move <u>undo</u> or <u>redo</u>.

I)   Ready mode is when the computer has started a new game but is waiting for the first move to be made, before a specific playing mode has been selected and before the clocks have been activated.

j)   Game Over mode is when the game has been won or drawn.

The Taken Pieces Panel

The Taken Pieces Panel is the area on the main screen below the Board, and shows all the pieces that have been taken by both players during the course of the game.

In Board Setup Mode pieces may be dragged to and from the Board and Taken Pieces Panel to set the board up as desired.

The taken pieces can be displayed either in the order in which they were taken, or in order of value from highest to lowest.

The Taken Pieces Panel can be displayed or hidden, and the order of the pieces changed, through the settings on the Status page of the Options dialog box.

The Menu Bar

All the functions in K-Chess can be accessed from the Menu Bar at the top of the window above the Board and Status Panel. Selecting any item on the Menu Bar opens a pull down menu which contains many operations that can be performed. Many of these operations can also be activated from the Button Bar or by shortcut keys.

The Menu Bar itself can be activated with the mouse by clicking on any menu item; or with the keyboard by pressing the <F10> or <Alt> keys and then using the cursor movement keys and <Enter> to select the required item; or by holding the <Alt> key and pressing the letter highlighted for a menu item, that pull down menu is opened. For example, the "Game" menu is pulled down by pressing <Alt+G>.

The pull down menus on the Menu Bar are as follows:

The Game menu contains operations to the start, save, reload and print whole games.

The Play menu contains operations to set the board and control how it is played and displayed.

The Move menu contains operations to make and withdraw one or more individual moves.

The Help menu gives access to several types of useful information about K-Chess.

The Button Bar

Many of the functions in K-Chess can be accessed easily from the optional Button Bar. These operations can also be activated from the Menu Bar or by shortcut keys. Move the mouse pointer over any button to display a tool tip which indicates the function of the button.

The Button Bar can be moved or hidden through the settings on the Status page of the Options dialog box.

Shortcut Keys

Most functions within K-Chess Elite can be accessed directly by shortcut keys.

MENU SHORTCUTS

<Alt+G>	Activate Game pull down menu
<Alt+P>	Activate Play pull down menu
<Alt+M>	Activate Move pull down menu
<Alt+H>	Activate Help pull down menu

GAME SHORTCUTS

<Ctrl+N>	New game
<Ctrl+O>	Open existing game
<Ctrl+S>	Save game
<Ctrl+A>	Save game As new name
<Ctrl+P>	Print Moves
<Ctrl+B>	Print Board
<Ctrl+R>	Print Setup

PLAY SHORTCUTS

<Alt+A>	Auto Play mode
<Alt+W>	Play White mode
<Alt+B>	Play Black mode
<Alt+T>	Two Player mode
<Alt+Q>	Rotate Board
<Alt+Z>	Freeze Game
<Alt+O>	Options

MOVE SHORTCUTS

<Alt+U>	Undo last move
<Alt+R>	Redo last move
<Alt+D>	Undo All
<Alt+L>	Redo All
<Alt+I>	Quick Hint
<Enter>	Enter move
<Alt+C>	Computer move
<Alt+S>	Stop thinking
<Alt+Y>	Replay last move
<Alt+N>	Resign
<Alt+E>	Comment

HELP SHORTCUTS

<F1>	Get Help

Game menu   <Alt+G>

The Game pull down menu on the <u>Menu Bar</u> contains operations to commence, load and save games, and exit the program.

<u>New</u>   Reset the board to commence a new game
<u>Open</u>   Open a previously saved game
<u>Save</u>   Save the current game
<u>Save As</u>   Save the current game with specific name
<u>Print Moves</u>   Print the game listing
<u>Print Board</u>   Print the current board layout
<u>Print Setup</u>Change the printer settings
<u>Exit</u>   Exit from K-Chess

Game|New   <Ctrl+N>

The New operation on the <u>Game pull down menu</u> resets the board to starting positions, ready to commence a new game.

Game|Open <Ctrl+O>

The Open operation on the Game pull down menu displays the Open dialog box. This allows a previously saved game to be retrieved and reused.

The speed at which the moves are replayed as the game is openend, and whether the game is opened to the beginning or the end, is determined by the settings on the Moves page of the Options dialog box.

Game|Save   <Ctrl+S>

The Save operation on the Game pull down menu saves the current game into a file.

If the current game has not already been given a name (ie it has been created with the New operation) then the Save As dialog box will be shown automatically so that a name can be assigned prior to saving.

Game|Save As   \<Ctrl+A\>

The Save As operation on the <u>Game pull down menu</u> displays the <u>Save As dialog box</u>. This allows the current game to be saved in a new <u>file</u>.

Game|Print Moves   <Ctrl+P>

The Print Moves operation on the Game pull down menu prints all the moves in the current game to the default printer.

The printer's attributes are controlled by the Print Setup dialog box. The type and size of print is controlled by the settings on the Printer page of the Options dialog box.

Game|Print Board <Ctrl+B>

The Print Board operation on the Game pull down menu prints the current board layout on the default printer. The whole client area of the main window is printed, including the Status Panel and Taken Pieces Panel if displayed.

The printer's attributes are controlled by the Print Setup dialog box.

Game|Print Setup   <Ctrl+R>

The Print Setup operation on the Game pull down menu displays the Print Setup dialog box. This allows the printer settings to be viewed and changed.

Game|Exit   <Alt+X>

The Exit operation terminates K-Chess.

Play menu   <Alt+P>

The Play pull down menu on the Menu Bar contains operations to control the board setup, mode of play and playing options.

Board Setup Mode   Set layout of board
Clear Board   Clear all pieces from the board
Set First Player   Set which player moves first
Auto Play   Auto Play mode
Play White   Play White mode
Play Black   Play Black mode
Two PlayerTwo Player mode
Rotate Board   Rotate the board
Freeze Game   Freeze the game
Options   Change the operation and appearance of the game

Play|Board Setup Mode

The Board Setup Mode operation on the Play pull down menu starts Board Setup Mode. This allows pieces to be dragged to and from anywhere on the board (as long as the destination is valid). Pieces may also be dragged on and off the board, to and from the Taken Pieces Panel. The layout of the board can thereby be set up to a specific starting position.

Take all pieces (except Kings) from the board with the Clear Board operation.

Pawns can be promoted to another piece by dropping them on a square on their last rank.

Board Setup Mode may be terminated by selecting the Setup Board operation again, or by choosing one of the four Playing Modes.

Play|Clear Board

The Clear Board operation on the Play pull down menu removes all pieces except the Kings from the board, and starts Board Setup Mode if it is not in that mode already.

Board Setup Mode may be terminated by selecting the Setup Board operation again, or by choosing one of the four Playing Modes.

Play|Set First Player

The Set First Player operation on the Play pull down menu allows the player to move first to be specified. This operation is only available in Ready and Board Setup Modes.

There are two options:

White   sets the first player to White
Black   sets the first player to Black

At the start of a new game, the default first player is White. If a game is part way through, and the board is reset with the Board Setup Mode operation, then the default first player is the player that was due to make the next move.

Play|Auto Play   \<Alt+A\>

The Auto Play operation on the <u>Play pull down menu</u> starts <u>Auto Play Mode</u>. In this mode the computer plays both White and Black. The clocks are started immediately.

This mode can also be selected by double clicking on the mode indicator near the top of the <u>Status Panel</u>.

Play|Play White   <Alt+W>

The Play White operation on the Play pull down menu starts Play White Mode. In this mode a human opponent plays White and the computer plays Black. The Board is rotated if necessary so that the White pieces are at the bottom, and the clocks are started immediately.

This mode can also be selected by double clicking on the white clock in the Status Panel.

Play|Play Black   <Alt+B>

The Play Black operation on the Play pull down menu starts Play Black Mode. In this mode the computer plays White and a human opponent plays Black. The Board is rotated if necessary so that the Black pieces are at the bottom, and the clocks are started immediately.

This mode can also be selected by double clicking on the black clock in the Status Panel.

Play|Two Player   <Alt+T>

The Two Player operation on the Play pull down menu starts Two Player Mode. In this mode human opponents play both White and Black. The clocks are started immediately.

This mode can also be selected by double clicking on the game clock in the Status Panel.

Play|Rotate Board   <Alt+Q>

The Rotate Board operation on the Play pull down menu turns the board 180 degrees, as if looking from the other player's perspective.

The board can also be rotated by double clicking on the edge of the board.

Play|Freeze Game   <Alt+Z>

The Freeze Game operation on the Play pull down menu freezes the game. This suspends the computer's calculations and the clocks, allowing you to go and do something else for a while. Normally the board is also covered while the game is frozen, but this can be changed through the settings on the Moves page of the Options dialog box.

This function can also be selected by double clicking on the message panel at the bottom of the Status Panel.

Play|Options   <Alt+O>

The Options operation on the Play pull down menu displays the Options dialog box. This contains several pages of options which can be set to customise the way the game plays and how it is displayed.

Move menu   <Alt+M>

The Move pull down menu on the <u>Menu Bar</u> contains operations to perform or reverse a move, start or pause play, and set options.

<u>Undo</u>	Reverse the last move
<u>Redo</u>	Restore the previous reversed move
<u>Undo All</u>	Reverses all moves
<u>Redo All</u>	Restores all moves
<u>Enter move</u>	Type in a move in normal notation
<u>Quick Hint</u>	Get a hint from the computer
<u>Computer move</u>	Make the computer perform the next move
<u>Stop thinking</u>	Force the computer to make it's move
<u>Replay</u>	See the last move again
<u>Resign</u>	Concede defeat
<u>Comment</u>	Enter a comment

Move|Undo   <Alt+U>

The Undo operation on the Move pull down menu reverses the last move that either the computer or human opponent made. This reversed move may be reinstated by Redo or Redo All. Use Undo All to reverse all moves to the start of the game.

Move|Redo   \<Alt+R\>

The Redo operation on the Move pull down menu reinstates the last move that had been reversed by an Undo or Undo All. Use Redo All to reinstate all moves to the end of the game.

Move|Undo All

The Undo All operation on the Move pull down menu reverses all moves that have been made by both players, right back to the start of the game. The reversed moves may be reinstated by Redo or Redo All. Use Undo to reverse just the last move.

The speed at which the pieces move back is determined by the settings on the Moves page of the Options dialog box.

Move|Redo All

The Redo All operation on the Move pull down menu reinstates all moves that had been reversed by Undo or Undo All to the end of the game. Use Redo to reinstate just the last move.

The speed at which the pieces move is determined by the settings on the Moves page of the Options dialog box.

Move|Quick Hint   <Alt+I>

The Quick Hint operation on the Move pull down menu shows the move the computer would make in the situation. This function is similar to doing Computer Move then Undo, except that the computer is not given as much time to search for the best move (only about half of one second).

Move|Enter Move   <Enter>

The Enter Move operation on the <u>Move pull down menu</u> displays the <u>Enter Move dialog box</u> in which a <u>move</u> can be typed. This can be used instead of the mouse to perform a move.

Move|Computer Move   <Alt+C>

The Computer Move operation on the Move pull down menu instructs the Computer to make the next move for you.

If you don't like the move the Computer makes, it can be reversed by selecting Undo.

Move|Stop thinking <Alt+S>

The Stop thinking operation terminates the computer's searching time and forces it to make it's move immediately.

Move|Resign   <Alt+N>

The Resign operation on the <u>Move pull down menu</u> records a resignation against the current player and terminates the game.

Move|Replay   <Alt+Y>

The Replay operation on the Move pull down menu replays the last move that was made so that it can be seen again. This function is similar to doing Undo then Redo.

Move|Comment   <Alt+E>

The Comment operation on the <u>Move pull down menu</u> displays the Comment Box into which information about the game can be entered. Any number of comments may be stored throughout the game, and may be reviewed with the <u>Undo</u> and <u>Redo</u> operations. The visibility of the Comment Box is determined by the settings on the <u>Status page</u> of the <u>Options dialog box</u>.

Help menu   <Alt+H>

The Help pull down menu on the <u>Menu Bar</u> contains a number of different types of assistance and information about <u>K-Chess Elite</u>.

<u>Help</u>   Get help about K-Chess
Using Help Find out how to use the help system
<u>Help Index</u>   See a list of major Help topics
<u>Rules of Chess</u>   See the rules of chess
<u>About K-Chess</u>   See program and author information
<u>Documentation</u>   View additional documentation
<u>Registration</u>   View registration and support info
<u>Catalogue</u>   View the product catalogue

Help|About

The About operation on the Help pull down menu displays the About dialog box which shows program details and copyright information.

Help|Documentation

The Documentation operation on the <u>Help pull down menu</u> opens a Notebook window and displays the contents of the <u>README.TXT</u> file which comes on the original installation disks.

This file contains installation requirements, installation instructions, and any last minute information that may not be documented elsewhere.

See the <u>Registration</u> operation for information on pricing, registration, and support.

Help|Registration

The Registration operation on the <u>Help pull down menu</u> opens a Notebook window and displays the contents of the <u>REGISTER.TXT</u> file which comes on the original installation disks.

This file contains all pricing and registration details and support information.

See the <u>Documentation</u> operation for installation instructions and other information.

Help|Catalogue

The Catalogue operation on the <u>Help pull down menu</u> runs the online product catalogue which comes on the original installation disks.

From here you can see all the other products in the ARK ANGLES range, encrypt credit card information, and print a registration/order form.

Freezing the game

The game can be frozen by selecting Freeze Game on the Move pull down menu.

When the game is frozen, the clocks are stopped so that you can go away and do something else. If the Freeze Covers Board check box in the Moves page of the Options dialog box is checked, then the board is also covered.

The game can be resumed by selecting Freeze Game on the Move pull down menu again, or by clicking on the board covering, or by selecting a playing mode, or by making a move.

Saved Game Files

K-Chess Elite can read saved games from K-Chess versions 1.x and 2.x, Turbo Chess, and some other chess programs, as well as it's own format files. Most of these game files will have a file extension of either .CHS or .KCH.

K-Chess Elite saves games is a readable format which can be viewed and changed with any text editor. It incorporates both the initial setup of the board (if not at the beginning of the game) and all moves made.

On the <u>Game pull down menu</u>, use the <u>Save</u> or <u>Save As</u> operations to save the current game to a file, and the <u>Open</u> operation to read it in again.

Open dialog box

The Open dialog box allows a previously saved game file to be selected and opened.

Press the <Enter> key or click on the [OK] button to open the selected game file.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without opening any game file.

Save As dialog box

The Save As dialog box allows a game file to be selected, or a new name to be entered. This will then save the current game under that name. When a game is saved under a new name, the original game file, if any, remains unchanged under it's old name.

Press the <Enter> key or click on the [OK] button to save the current game under the new name.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without saving the game.

Print Setup dialog box

The Print Setup dialog box allows the printer and print characteristics to be selected.

The Printer group contains buttons to use the default Windows printer, or select a specific printer from a list.

The Orientation group contains buttons to print on the paper in either Portrait or Landscape orientation.

The Paper group contains lists to select the size of the paper and the source from which the printer will get it.

Press the <Enter> key or click on the [OK] button to accept the new settings and close the dialog box.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without changing the settings.

Press <Alt+O> or click on the [Options] button to choose from additional settings specific to the type of printer selected.

Press <Alt+E> or click on the [Network] button to access a printer on the network (if available).

Enter Move dialog box

The Enter Move dialog box allows a move to be typed in rather than performed with the mouse. Type in a move in algebraic form.

The move does not need to be completely specified, as long as it is not ambiguous. For example, enter the starting square and the destination square as in "e2e4", or the piece and destination square as in "Pe4", or just the destination square "e4" if there is only one piece that can move there.

Press the <Enter> key or click on the [OK] button to perform the move and close the dialog box.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without performing the move.

Promotion dialog box

The Promotion dialog box is displayed when a Pawn advances to the opposite end of the <u>board</u>. It allows a <u>piece</u> to be selected to which the Pawn will be promoted: either a Queen, Rook, Knight or Bishop.

Use the <Tab> key to select the desired piece and then press the <Enter> key, or simply click on the desired piece with the mouse. This will close the dialog box and promote the pawn to the selected piece.

Options dialog box

The Options dialog box contains dozens of settings to control the operation and presentation of the game.

There are five pages of controls.

The Clocks page has controls for the type, duration and scope of time limits, the behaviour of the game clocks, and the playing strength of the computer.

The Moves page has controls for how fast moves are made, what information is displayed about moves, and what features the computer can use to work out moves.

The Board page has controls for the size, colour and texture of the board, and which set of chess pieces are used.

The Status page has controls for the button bar, what status information is displayed, whether the taken pieces are displayed, sound effects and screen appearance.

The Printer page has controls for formatting the printing of game listings.

Select any page by clicking on it's tab at the top of the dialog box.

Press the <Enter> key or click on the [OK] button to accept the new settings and close the dialog box.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without changing any settings.

Click on the [Defaults] button to set all the options on the current page back to their default values.

Options dialog box - Clocks page

The Clocks page on the Options dialog box has controls for the type, duration and scope of time limits, the behaviour of the game clocks, and the playing strength of the computer.

The Time Limits buttons specify what type of time limit is to be used in the game. Setting player game time enforces a maximum time for each player to play the whole game, regardless of the number of moves in it. Setting player turn time enforces a maximum time for each move. Setting moves per hour enforces a minimum rate of play. Setting computer to match user's time makes the computer take about the same average time as it's human opponent.

The Length input line allows values to be entered for game time limit (in minutes per player), turn time limit (in seconds per turn) and playing rate (in turns per hour).

The Playing Strength slider specifies how far ahead (number of moves, or ply) the computer searches when analysing moves. The higher the number the further ahead the computer looks therefore the stronger it plays, but the longer each move may take.

The User Limit Scope buttons specify how the time limits specified above are enforced on human opponents. The Computer Moves For User setting allows the computer to take over and move for the player when the player's time is up. The User Loses Game setting causes the user to lose the game if they exceed their time (just as the computer opponent does also).

The Clock Press buttons specify whether the clocks are automatically set to the next player after every turn, or whether players need to manually click on the clocks themselves after they have moved (as if they were pressing the buttons on a real chess clock).

The Clock Type buttons specify whether the clocks are displayed in analogue and digital format.

The Think Timeslices slider specifies the length of time given to the computer to think without interruption. The higher the number the more efficient it will be in analysing the game, but the less responsive K-Chess and other applications running at the same time may be.

Options dialog box - Moves page

The Moves page on the Options dialog box has controls for how fast moves are made, what information is displayed about moves, and what features the computer can use to work out moves.

The Piece Moving Options group specifies how fast certain moves are made. The Open Files To End check box determines whether saved games are opened to the beginning of the game or played through to the last move. If files are opened to the end, the Fast File Open check box determines how quickly the moves are made. The Fast Move Undo check box determines how quickly multiple move undos are performed. The Fast Move Redo check box determines how quickly multiple move redos are performed. If the Fast File Open, Fast Move Undo or Fast Move Redo check boxes are not selected, then the speed by which moves are performed is determined by the Piece Moving Speed and Delay Between Moves sliders.

The Hints group specifies what types of assistance the computer gives and what information it displays. The Show Attacks and Show Jeopardies check boxes determine whether threatened pieces are shown surrounded by a coloured border. The Show Piece Hints check box determines whether clicking on a piece with the right mouse button will show the squares to which that piece can move. The Show Square Hints check box determines whether clicking on a square with the left mouse button will show the pieces which threaten or can move to that square. The Show Piece Captions check box determines whether the name and status of each piece is displayed when the pointer moves over it. The Drag Moves Pieces check box determines whether the whole piece moves with the pointer when it is being dragged.

The Piece Moving Speed slider specifies the number of steps the pieces are to take in each move. The higher the number the slower the movement will be.

The Delay Between Moves slider specifies the time delay between each move when multiple moves are played together such as when opening saved games and doing Undo All or Redo All. The higher the number the longer the delay between moves.

The Playing Options group specifies other features to be enabled or disabled. The Use Opening Library check box specifies whether the computer can make use of the library of opening moves. The Allow Think-ahead check box specifies whether the computer can think during a human opponent's time. The Freeze Covers Board check box specifies whether the board is to be covered when the game is frozen. The Allow Resignation check box specifies whether the computer opponent is allowed to resign when it is losing.

Options dialog box - Board page

The Board page on the Options dialog box has controls for the size, colour and texture of the board, and which set of chess pieces are used.

The Board Texture buttons specify what texture the board is to have.

The Pieces buttons specify which set of pieces are to be used.

The Board Size slider specifies the dimensions in pixels of each square on the board. The higher the number the larger the board.

The Colours buttons display the Colours dialog box to set specific colours on the board. The White Squares button allows the colour of the white squares to be changed. The Black Squares button allows the colour of the black squares to be changed. The Attacks button allows the border colour of squares under attack to be changed. The Jeopardies button allows the border colour of squares in jeopardy to be changed.

The Highlight Border Size slider determines the thickness of the highlight border on squares under attack or in jeopardy. The higher the number the thicker the border will be.

Options dialog box - Status page

The Status page on the Options dialog box has controls for the button bar, what status information is displayed, whether the taken pieces are displayed, sound effects and screen appearance.

The Button Bar buttons specify whether the Button Bar is to be displayed, and where.

The Status Panel group contains check boxes which specify what information the status panel displays. The Show Status Panel check box determines whether the status panel is displayed at all. The Show Comments check box determines whether any entered Comments are displayed. The Show Workings check box determines whether the computer's own analysis of the game is displayed.

The Taken Pieces group contains check boxes which specify how the taken pieces are displayed. The Show Taken Pieces check box determines whether the taken pieces panel is displayed at all. The Sort Taken Pieces By Value check box determines whether the taken pieces are displayed in the order in which they were taken, or sorted by value.

The Audio buttons specify what sounds are to be used in the game.

The Refresh Frequency slider specifies the length of time between each screen update. The higher the number the less often the computer Workings in the Status Panel are updated, but the more efficient the program is.

The Screen Font list box determines what font is used on the main window. Press the down arrow button to the right of the list box to show other fonts that can be selected.

Options dialog box - Printer page

The Printer page on the Options dialog box has controls for formatting the printing of game listings.

The Printer Font group contains items which specify the type to be used. The first list box determines what font is used. The second list box determines the size of the font. Press the down arrow button to the right of each list box to show other settings that can be selected. The Bold and Italic check boxes allow either or both of those characteristics to be selected.

The Print Setup button displays the Print Setup dialog box to allow the printer settings to be viewed and changed.

Colours dialog box

The Colours dialog box allows a colour to be selected from a predefined list, or a new colour to be created.

Click on a specific colour to select it.

To add a custom colour to the list press <Alt+D> or click on the [Define Custom Colors] button, select the new colour from the rainbow or enter the colour details, then press <Alt+A> or click on the [Add to Custom Colors] button to add it to the list.

Press the <Enter> key or click on the [OK] button to change to the new colour.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without changing the colour.

About dialog box

The About dialog box shows program name, version, and copyright information about K-Chess Elite.

Click on various parts of the dialog box for special effects and a list of credits.

Press the <Enter> or <Esc> keys or click on the [OK] button to close the dialog box.

Credits and Copyright

K-Chess Elite 16 and K-Chess Elite 32 were developed by Rob McDonell, ARK ANGLES.

Both programs and all accompanying documentation are Copyright © 1997 by Rob McDonell, ARK ANGLES. All Rights Reserved.

Particular thanks are given to the following people for their ideas and feedback: Kathy McDonell, Michael McNeil, Stephen Newlyn, Tim Parish, Brian Rondel, Manfred Saliger, Michael Smith, Kevin Zuvela.

Thanks are also given to Joe Brooks for his work *"Good Chess Guidelines for Beginning & Amateur Players"*, included with this help file. Unfortunately we have been unable to trace Joe to personally express our appreciation for this useful tutorial.

Special licences and customised versions of K-Chess are available. Please contact ARK ANGLES with your requirements.

For further information or support please contact Rob McDonell, ARK ANGLES.

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Note: K-Chess Elite is installed by K-Install for Windows installation and setup package. K-Install has many powerful features for software developers and electronic publishers, and is available as a separate product from ARK ANGLES. See the catalogue on the Help pull down menu for more information.

System Requirements

K-Chess Elite comes with both 16 bit and 32 bit versions in the one package.

K-Chess Elite 16 requires a PC with 386 or higher processor, 2MB memory, 1MB free disk space, VGA graphics, and running Windows 3.1 or higher or OS/2 Warp 3.0 or higher with Windows.

K-Chess Elite 32 requires a PC with 386 or higher processor, 4MB memory, 1.5MB free disk space, VGA graphics, and running Windows 95 or higher or Windows NT.

Both programs require graphics resolution of at least 600 x 480 in 16 colours. The textured backgrounds look best in 256 colours or higher.

A printer is required for printing game listings and board layouts.

A sound card is required for sound effects.

Upgrading

K-Chess Elite has many additional features over K-Chess for Windows 2.x including

* new Windows 95 look and feel
* optional button bar for one click access to common functions
* display of taken pieces sorted by value or order taken
* hide or show status panel with enhanced information display
* variable speed moving pieces
* adjust speed of file open, undo and redo functions
* sound effects and spoken messages
* multiple sets of pieces
* easy customisation of colours
* textured, resizable board
* board rotation
* print board layout
* enhanced print moves with selectable font and size
* enhanced attack/jeopardy highlighting
* more time limit options
* manual or automatic clock setting
* analogue or digital clocks
* setup board using drag and drop
* adjustable playing strength by changing search depth
* add comments to any point in a game
* quick hint function to suggest a move
* replay last move
* undo all and redo all functions
* double click on move listing to undo or redo to that move
* allows optional resignations by either player
* recognises two Kings stalemate
* more sample games complete with comments
* games saved in new text format for use outside of K-Chess
* reads all earlier K-Chess and Turbo Chess files
* enhanced help with rules and guidelines for beginners
* full keyword search in help
* window maximisation

plus more.

K-Chess Elite can be installed in the same directory as another version of K-Chess, or it can be installed in a new directory.

Evaluation Version

This is an Evaluation Version of   K-Chess Elite which allows you to try virtually all the functions of the program for 60 days at no cost.

At the end of the 60 day evaluation period you are obliged to either purchase the full version of the program, or stop using it.

This evaluation version omits the Save and Save As functions. It also has a time limit, and will stop working 60 days after initial installation.

The full registered version offers great value for money. You get all the functions of this evaluation version plus

*   the very latest update to the program,
*   Save and Save As functions so you can save all your games and comments,
*   additional commented sample games,
*   both a 16 bit version for Windows 3.1 and OS/2, and a 32 bit version for Windows 95 and NT,
*   no registration reminder messages,
*   no time timit,
*   12 months support from the author,
*   eligibility for upgrades and special offers,
*   bonus software from ARK ANGLES.

See the REGISTER.TXT file or select the Registration operation from the Help pull down menu for more information on registering.

See the ORDERFRM.TXT file for an order form.

Click on the Catalogue button above or select the Catalogue operation from the Help pull down menu for the complete ARK ANGLES catalogue, which includes the ability to encrypt a credit card number for electronic ordering.