

# Modem Chess Help

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## Main Controls

### File Menu

- New Game: Starts a new game from the beginning.
- Open Game: Loads a saved game from disk. NOTE: Checkers games are not saved with the move history, so you will not be able to take back moves after loading a saved game. Chess games do save the history.
- Save Game: Saves the current game to disk.
- Redraw: Redraws the screen.
- Exit: Exits the game.

### Game Menu

- Previous Turn: Undoes the last turn taken. This move can be redone.
- Next Turn: Redoes an undone turn. If a move has been taken back, and then a new turn is performed, any of the taken back turns are lost. This button is for immediate usage after taking back a turn.
- Change Mode: Starts a new game, changing to and from chess to checkers.

### Help Menu

- Help Index: Opens this file at the index.
- Registration: [Register](#) this game.
- About: Shows an about screen for those without the help file.

## Registration

Registration for Modem Chess is \$10, to activate the modem features. Both persons on either end of the modem game must be individually registered, so its really 10 bucks a person. In order to receive a code to allow you to activate modem mode in Modem Chess, you must mail me a letter either by post or email.

Send a check or money order to:

Noel Dillabough  
General Delivery  
Blind River, ON  
POR 1BO

Upon receiving your letter, I will send you the newest version of Modem Chess and a registration code. Please specify the name you want shown in the registration window.

For the fastest possible service, send me your email address if you have one. I can be reached on the internet at:

[noel@ramsey.cs.laurentian.ca](mailto:noel@ramsey.cs.laurentian.ca)

## About Modem Chess

Modem Chess is distributed as shareware. Rather than display those awful buy-me nag screens, I decided to not put in any runtime bug screens, and allow all features to work except for modem mode. There is no need to register Modem Chess if you do not need to use the modem features. To allow potential registering clients to try before they buy, Modem Chess will allow you to connect and play up to 5 moves without registration.

Feel free to distribute Modem Chess freely, in its compressed format, to BBS's or your friends.

Also, if there are any questions or comments about Modem Chess, or ideas for new features, please mail me either by post or email at:

Noel Dillabough  
General Delivery  
Blind River, ON  
POR 1BO

[noel@ramsey.cs.laurentian.ca](mailto:noel@ramsey.cs.laurentian.ca)

Enjoy!

## **Pawn Promotion**

Select a piece to promote your pawn to, and press OK.

There was much debate over whether or not you can promote your pawns to queens, or if you must only use the dead pieces. I left it up to the individuals to choose by what rules they wish to go by.

## How to Play Chess

I am not going to go into the details of how to play the game Chess, because most people already know how to play. However, I did want to mention that all the rules (to the best of my limited knowledge) have been implemented in Modem Chess, such as castling or en passant.

Also, Modem Chess will tell you if you do an illegal move.

If, by any misprogramming on my part, Modem Chess does not recognize an illegal move, or does not allow a legal one, please mail, email, or phone me right away and I will correct it for the next release. If you have net access, save the game and mail it to me uuencoded so I can reproduce it easily.

## Modem Mode

Modem Chess wouldnt be Modem Chess without this feature. Here is where you initialize play by modem games, and modify your phone list and com port settings.

### How to Setup for Modem Play:

1. Select the correct com port for your modem, ie Com2
2. Select someone from the phone list, or select host if you are hosting
3. Click on the Telephone to initialize the modem, or dial if you are the one dialing your opponent.

### What The Buttons Do:

**OK** Button: This button closes the modem window and lets you continue with the game.

**Help** Button: This opens the help screen at this page.

**Add** Button: This adds or modifies the user that has been typed in to the top most edit field, with the phone number entered in the middle edit field.

**Delete** Button: This deletes the currently selected opponent.

**Phone** Button: This initializes modem play, and also serves as a send button for messages that you type in the bottom edit field. This is how you chat to your opponent.

**Cancel** Button: This hangs up the phone and resets your modem. Use this to end a modem session, or to close a failed modem session. (For example when the line was busy upon calling)

All settings in this window are saved from session to session, so your phone numbers of opponents will be saved, as will the com port setting.





