

Configure networking support

This game uses Windows Sockets version 1.1 interface. It's necessary to add Microsoft (or compatible with Windows Sockets version 1.1 interface) TCP/IP protocol to network configuration tub for the network adapters. To quickly display the Network option in Control Panel, right-click the Network Neighborhood icon on the desktop, and then click Properties on the context menu. There are some variants of computers connecting:

- Computer on local network - you should use TCP/IP protocol for the network adapter. If your local network doesn't use DNS server specify an IP address manually. Type an IP address and subnet mask in the respective boxes. The network administrator must provide these values for individual users, based on the network ID and the host ID plan for your site.
- Computer is Dial-up Server (Client) - you should use TCP/IP protocol for the Dial-Up adapter. Specify an IP address manually. Type an IP address (for example 1.0.0.1) and subnet mask (for example 255.255.255.0) in the respective boxes. Another user should specify another IP address (for example 1.0.0.2) and the same subnet mask (for example 255.255.255.0). If your computer works on local network with DNS Server too IP address should be obtain automatically.
- Computer is Dial-up Client of Internet provider - you should use TCP/IP protocol for the Dial-Up adapter. IP address should be obtain automatically from PPP Server Internet provider. You can know your IP address after connection to Internet if you run [Winipcfg.exe](#) from your Windows 95/98 folder.

For more information see [Microsoft Windows 95 help](#), Microsoft Windows 98 help, Microsoft Windows NT help or [NetIntelGames](#) on-line guide.

Connecting of the players

When you run the game you should enter your name and choose the mode of the game beginning. There are three modes of the game beginning:

- connect to the Game Server;
- as the Game Server;
- connect through the NetIntellGames Server.

When you want to play with your opponent over the Internet, LAN, modem or direct connection, first of you should choose mode "as the Game Server" but other - "connect to the Game Server". If you want to connect to the Game Server you should enter IP address (for example 123.18.15.155) or the name (for example Alex, but only on Microsoft networks!) of the computer where was running this Game Server. If the connection will be establish your name will display on the top of the game window. When the other player connects to the Game Server the game will run automatically. On principle all sessions of the game may run on the one computer.

You may choose the third mode "connect through the NetIntellGames Server" if your computer is connected to the Internet that time and you don't know IP address of your opponent. In this case your opponent should choose this mode too. NetIntellGames Server only dispatches the connection inquiries and joins player's programs together. It doesn't connects to player's programs during the game! You can know the URL and the mode of work of the NetIntellGames Server if you visit our [Home Page](#).

Register information

This is not free software. This game is available to play only 10 minutes each session. If you want to use this software freely a registration fee of \$10 is required. For registration details and ordering information, please visit the [NetIntelGames](#) or use Ordering Information on the Web item in the Registration menu. When you receive email with your personal registration code enter it in the registration text box in the "Register" dialog and push the OK button.

Purpose of the game

The primary objective in chess is to checkmate your opponent's King. When a King cannot avoid capture then it is checkmated and the game is immediately over. If a King is threatened with capture, but has a means to escape, then it is said to be in check. A King cannot move into check, and if in check must move out of check immediately. There are three ways you may move out of check:

- Capture the checking piece;
- Block the line of attack by placing one of your own pieces between the checking piece and the King. (Of course, a Knight cannot be blocked.);
- Move the King away from check.

If a King is not in check, and no other legal move is possible, then the position is said to be in stalemate. A stalemated game is a draw, or a tie.

The starting position

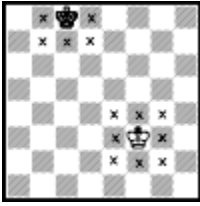


Chess is played by two players beginning in the position shown above. The White player (the player of the light colored pieces) moves first. Then each player takes a single turn. In fact, a player must move in turn. In other words a move cannot be skipped.

When setting up the pieces, keep in mind two things. The light colored square goes on the player's right, and Queens go on their color next to the Kings on the center files.

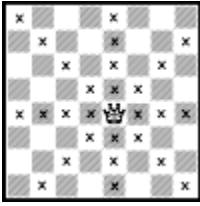
You may not move a piece to a square already occupied by one of your own pieces. You may capture an opposing piece by replacing that piece with one of your own pieces, if it can legally move there.

The King



The King(K) is the most important piece. When it is trapped so it cannot move without being captured, then the game is lost. This trap is called checkmate. The King can move one square in any direction. A King can never move into check, or onto a square where it can be captured by an opponent's piece. If a King is not in check, and no other legal move is possible, then the position is said to be in stalemate. A stalemated game is a draw, or a tie.

The Queen



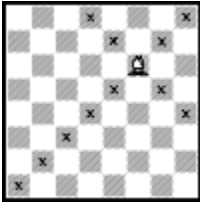
The Queen(Q) is the most powerful piece because she can move to any square in any direction as long as her path is not blocked. Her range and the ability to attack many pieces at once are the source of her power.

The Rook



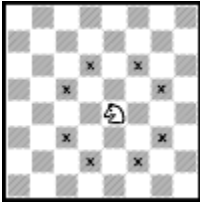
The Rook(R) is a very powerful piece because it can move to any square along its file or row as long as its path is not blocked. Its range is the source of its power.

The Bishop



The Bishop(B) is a powerful piece because it can move to any square along its diagonals as long as its path is not blocked. Its range is the source of its power.

The Knight



The Knight(N) is nearly as powerful as the Bishop not because of its range, but because it is the only piece that can hop over other pieces in an L-shaped path. This ability makes it particularly powerful in the early stage of a game when the board is crowded with pieces.

The Pawn



The Pawn(p) is the least powerful piece because of its poor mobility. It may move only one square forward if its path is not blocked. However, it may move as an option one or two squares forward on its first move only. It may capture only diagonally one square. It may not capture forward. It may not move backward. The lowly Pawn usually does not last long, but if it is able to reach the 8th row or rank, then it can promote itself to any other piece except the King. A Pawn thus promoted is replaced by that piece. Therefore, it is possible to have more than one Queen, or two Rooks, Bishops, or Knights on the board at one time.

Castling

Castling (short OO or long OOO)



Here Black is castled short or on the King side. White is uncastled.



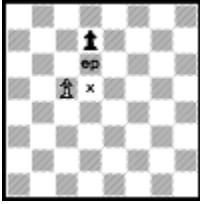
Here Black is castled long or on the Queen side. White is uncastled.

Castling is an important move in chess. It allows a player to quickly move both the King to safety and the Rook to the center for battle. For this reason, wise players carefully guard their ability to castle and usually castle early in the game. Likewise, clever players will attempt to prevent their opponent from castling.

When castling the player moves his King two squares toward one of the player's Rooks and moves that Rook to the opposite side of the King. A player may not castle if either the King or the Rook involved have already moved. Also, the King may not castle out of, through, or into check. There must be no pieces between the King and Rook when castling.

Capturing En Passant

Capturing En Passant (ep)



A player may capture another player's pawn in passing (En Passant) under very specific circumstances. This move is designed to prevent a player from taking advantage of the two-square first move rule for pawns which might allow them to pass their opponent's pawn(s) without a chance to capture.

The capture is made exactly as if the pawn moved only one square on the first move. In the picture, Black's pawn moved up two squares as is its right. White captured the pawn by removing it from the board and placing the passed white pawn on the square marked ep before playing another move. This move, like any other, is optional and can occur as often as a similar situation arises between pawns.

How to move your piece

When it's your turn, you can use the mouse to select (invert the image) the piece you want to move by single clicking with the left mouse button. If selected piece can go or capture it image is inverted. Then you choose new position of this piece (mouse pointer will be arrow with OK if it's available) and click the left mouse button. If you change your mind you can click the left mouse button over primary choosing piece.

How to surrender

When it's your turn, you can surrender choosing the appropriate item of the menu.

How to offer a drawn game

When it's your turn, you can offer a drawn game choosing the appropriate item of the menu.

Chat

If you want to send message to your opponent please select "Chat" item of the program menu. After that you can type your message in the edit box of the chat dialog and press "Enter" key on the keyboard to send this message. If the chat dialog will prevent you to play the game just click the left mouse button outside this dialog.

Alarm

Please select "Start alarm" or "Message alarm" items of the program menu accordingly if you want to get a notice when the new game is beginning or your opponent's message comes to you.

Mouse pointers



- **W** - You should wait for your opponent.
- **Ok** - You can put selected piece to this place.
- **No** - You can't put selected piece to this place.

