

Default

COLLABORATORS

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REVISION HISTORY

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Chapter 1

Default

1.1 MAIN

Voz-Chess V1.1 (c) 1994-1995 by Gerry Quinn

Installation

Rules of Voz-Chess

Author & Copyright

Rules of Chess

Other Info

Voz-Chess Options

More Stuff

The Future

Voz-Chess is a simple Chess based puzzle game.

It runs from the Workbench on all Amigas, and automatically adapts to Workbench 1.3 or 2.0+ colour schemes. It is multitasking-friendly and uses no system time when waiting for input.

1.2 RULES

R U L E S O F V O Z - C H E S S

Several White pieces have been secretly placed on a chessboard, but hidden from you. You can click with the mouse on any square, and you will be told how many pieces are attacking that square. Your objective is to guess their positions in the minimum number of clicks. You have three free guesses, after that each guess costs ten points. To make a guess, place the pieces from the box onto the board and click the "Guess!" gadget. You must place all pieces on the board to make a guess.

A large number of options are available from the menu. But start with the default "Easy" mode. In this mode, you will be shown which five squares the pieces are on, so all you have to do is decide which is which.

To pick up a piece just click the left mouse button on it. If you then click on another piece they will be swapped. If you click on the "box" where the pieces start, they will be returned to it. You can move them freely anywhere, but when you press "Guess!" they must be right.

1.3 OPTIONS

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V~O~Z~- C~H~E~S~S~~~O~P~T~I~O~N~S
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All the following options are selected from the menu.

The Standard game, in which you are not told where the five pieces are, is very hard. If you select "One Type", however, all the pieces will be the same sort, which makes matters a bit easier.

You may prefer a "Custom Game". Set up the custom rules on the menu, then select this option. You can choose board size, and how many pieces are active. E.G. you could have just King, Knight and Bishop on a 6x6 board, which is a good choice for a relatively easy puzzle (in fact this is the default).

If you select "One Type" here in the Custom menu, the number of pieces depends on how many are active. "Easy" here is the same as for standard games, but of course it is disabled when there is only one type of piece. All the options in the Custom menu only work when "Custom" is selected in the "Game_Rules" menu. Your most recent set of custom rules is saved when you quit, as long as your disk is write-enabled.

Your score for each game is the number of squares you have clicked on, plus ten for any guesses after the third. If you give up, 99 points are scored. The current score is shown in a box beside the board. When each game is finished, an ongoing rating is calculated, a bit like a chess rating - every result brings it up or down slightly.

You have a separate rating for each style of play i.e. Standard, Easy, Custom, and five One-Piece games. The rating for Custom is reset if you play a game with different custom rules. These ratings are saved, along with the current custom rules, every time you quit (so long as your disk is write-enabled). If you delete the file "voz-ratings", all current ratings will be forgotten, and the custom rules will revert to the default (6x6 board, with King, Knight and Bishop).

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O T H E R   O P T I O N S
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About      - Message

Give Up    - Show solution.  You score 99 (the worst)

New Game   - Set up a new board

Quit       - Quit game and save scores (if write-enabled)
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Confirm Hits - Tells you how many pieces are exactly correct when you guess. This is the default mode. You can turn it off if you want but there is no score bonus for doing so. Messages are shown in the window title bar.

Spread Out - Spreads the pieces around a bit more evenly e.g. on an 8x8 board there will be at least two squares between any two pieces, and on 6x6 and 7x7 boards, at least one square. No effect on smaller boards.

The game window can be dragged around or sent behind others. Click on it to re-activate. Unless you have two computers, you probably won't notice, but Voz-Chess will adapt itself to WB1.3 or WB2+ colour schemes.

1.4 INSTALL

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I~N~S~T~A~L~L~A~T~I~O~N~
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Voz-Chess should be kept in its own drawer, and then it can easily be copied, just by dragging the drawer to wherever you want it. The following files should always be present:

Voz-Chess - the game itself
Voz-Chess.guide - this document
voz-graphics.iff - the graphics

Voz-Chess.info, Voz-Chess.guide.info - the icon files

The file "voz-rating" may or may not be present. It saves scores and custom setups, but can be deleted at will - custom setup will then revert to the default.

You can edit the graphics if you like, just load them into a paint program, then save them out as a four-colour brush, the same size as before. Don't change the colours. Note that altered versions may be distributed, but not in the same directory as the standard program.

If Voz-Chess fails to run, check that (i) all files are present; (ii) your LIBS: directory has the usual libraries; (iii) Workbench is hi-res with at least four colours; (iv) you have 75K or so of RAM to spare.

1.5 CHESS

R U L E S O F C H E S S

To play Voz-Chess, here is all you need to know:

Chess pieces attack various squares around them, but do not attack their own squares. The King and Knight always attack certain nearby squares. The others attack along lines or diagonals. If the line is blocked by another piece, that piece's square is attacked, but no squares beyond it - otherwise all squares right across the board are attacked.

King: Attacks the eight squares adjacent to it.

Knight: Attacks the eight squares that are exactly a knight-jump away... which means two squares away along one row or column, and then one square on either side. For example, in a 3 x 2 rectangle, the opposite corners are a knight-jump away from each other.

Rook: Attacks every square along rows and columns, unless

blocked by another piece.

Bishop: Attacks every square along each diagonal, unless blocked by another piece.

Queen: This megapiece combines the moves of Rook and Bishop. Attacks in eight directions, unless blocked by another piece.

1.6 COPYRIGHT

C O P Y R I G H T

Voz-Chess may be copied freely (unmodified) on any medium, but must always be accompanied by this document. It may not be sold except for a nominal copying charge, unless with my express written permission. It may be uploaded to the Internet. Also, it may be included in CD compilations so long as they contain mostly freely-distributable material.

Bug reports, comments, etc. to:

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1.7 INFO

T~E~C~H~N~I~C~A~L~I~N~F~O

Voz-Chess was written entirely in Blitz Basic 2. Graphics were drawn in DPaintIV. Crunched with Imploder V3.1.

The game concept is derived from Martin Gardner's "Puzzles from Other Worlds" (Oxford Paperbacks). In "Chess by Ray and Smull" the eponymous astronauts instruct their ship's computer VOZ to generate puzzles of this type, and some examples are given for the reader. The original idea was conceived by one Jaime Poniachik of Buenos Aires.

A VOZ emulator seemed an obvious theme for a computer game. Of course it should have been called "MYUSM-Chess" but that was just too hard to pronounce. It would have been nice to have a program which generated exactly enough attack-numbers to solve the position, but alas I could find no way to implement this.

V1.0 had a small bug which prevented proper operation in "Easy" mode on WB1.3 machines. (Actually the program was perfect but the graphics file was bugged!)

1.8 FUTURE

T H E F U T U R E

Now that I have a multiscan monitor, I plan to do a super-cool DblPal version sometime, maybe with some extra options - and possibly a PC version. Meanwhile you will have to put up with this...

1.9 MORE

M O R E S T U F F

If you like this little game, you may be interested in some others I have done:

"Spelltris" - Tetris variant; letters fall down and you have to make words. 1 Mb needed, 1.5 Mb preferable. This game appeared on a coverdisk of Amiga User International (on or about September '95).

"Holomaze" - 3D Maze where a six-pronged object must move in a hollow box, in which tracks are cut in the six faces. Full design, edit, and autosolve capability.

"Imperator" - The classic(?) Conquest game, somewhat enhanced.

"Attack of the Smileys" - Dalek variant.

To get the lot, send £5 cash, or Punt or Sterling cheque, to:

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