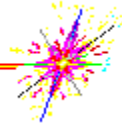


# *Photon Chess*



Version 2.1

Thank you for trying Photon Chess! This is Version 2.1 and is a Shareware program. I am asking for a small fee from anyone who likes and continues to use the Vers. 2.1 program.

## **Legal Disclaimer:**

DCH Electronics and David C. Hedinger assumes no responsibility for any problems this program might cause on your computing equipment. Every effort has been taken to comply with good programming practice regarding the Windows environment. However, as with any new piece of software, you should always have a backup copy, not only of this program but of your entire hard drive as well. Use this program at your own risk.

If I haven't scared you off yet, lets get on with the good stuff!

## ***PHOTON CHESS***

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## Description of Photon Chess the Game

Photon Chess is a two player game of logic and strategy played on a 9 x 9 board of squares. The object of the game is similar to normal chess: to kill the opponent's king. In Photon Chess this can be accomplished in two ways. By capturing the king with a "Block" or by zapping it with a Photonic Beam from your "Laser".

To help in your quest both sides are equipped with a battery of equipment including six 45deg mirrors, four full blocks, two horizontal/vertical and two 45 degree dual sided mirrors, a beam splitter, and a randomizer. In addition, the center of the board harbors a "Black Hole" which absorbs laser beams and randomly places any piece that dares to enter.

Each player gets 2 moves per turn. For example, green can move two pieces one square each. Or one piece can move two squares up, down, left or right. Diagonal moves count as 2 moves. Rotating a piece counts as 1 move. Firing the Laser also counts as one move.

Only Blocks can capture.

Only one capture is allowed per turn.

The laser can only fire once per turn.

**CAUTION!!** You CAN zap and capture your own pieces!! Watch where you aim that thing!

## System Requirements

You will need the following stuff in order to install and use Photon Chess:

Any MS DOS compatible computer capable of running Windows 3.1.  
(AT class, 80286, 80386, 80486 preferred)

VGA or better video display system

Microsoft Windows 3.1

Hard Disk Drive with at least 350k of free space available

.....(OPTIONAL).....

Sound Blaster , Sound Blaster Pro, or compatible sound card with Windows sound driver installed.  
(to hear digitized sound effects)

## **Installing Photon Chess on your hard drive**

Assuming you downloaded the archived file PHOTON.ZIP you must first "UNZIP" the file using PKUNZIP or other compatible de-compression utility. The following files should be extracted from PHOTON.ZIP:

PHOTON.EXE    The Photon Chess for Windows executable program  
PHOTON.WRI    Instructions in Windows 3.1 WRITE format  
README.DOC   Brief loading Instructions in ASCII format  
PHQUEST.DOC   REGISTRATION / Questionnaire  
Several \*.WAV   Sound effects files

To install Photon Chess simply make a new directory on your hard drive called PHOTON and copy all these files into it. You can do this from DOS or use the Windows File Manager.

Note that the .WAV files MUST be in the SAME directory as PHOTON.EXE for the sound effects to work. If you do not have a sound board in your computer you can erase the \*.WAV files and leave the sound option off to save hard disk space. (Or you can rush right out and by a Sound Blaster! We'll wait for you, I promise !)

## **Installing Photon Chess on the Windows Desktop**

Start Windows 3.1 if not already running

From Program Manager make your GAMES group active.

Select File New... Program Item...

Now use Browse to locate PHOTON.EXE or type in the full path and filename on the command line box. Enter "Photon Chess" in the description box. Choose 'Change Icon' and select an icon to represent Photon on your desktop.

When everything is to your liking, click OK. Photon should appear in your GAMES group ready to click and run.

This is pretty much a standard Windows operation. Consult your Windows user guide for more details if you need to.

## Description of the Pieces

The following is a detailed description of each of the Photon Chess Pieces.



### **KING** (1 per player)

Vulnerable to laser on all 4 sides.

Not Rotatable.

The King CAN capture any piece.

One capture allowed per turn.

The safety of the king is all important. Protect it at all cost!



### **LASER** (1 per player)

Vulnerable to laser on all 4 sides.

Rotatable.

Rotates in 45 degree increments if Diag Laser option is checked.

The Laser CAN NOT Capture.

Capable of firing once per turn.

Laser beam can destroy any piece except dual sided mirrors and Randomizers.



### **RANDOMIZER CUBE** (1 per player)

Transparent to laser beams.

Not Rotatable.

Randomizers CAN NOT capture.

When moved onto any piece, the Randomizer transports that piece to a random empty square.

One Randomizing event allowed per turn.



### **BEAM SPLITTER** (1 per player)

Vulnerable to laser on 1 side. (back)

Apex (front) SPLITS laser into 2 beams which exit at right angles to the incident beam.

Sides (left and right) reflect incoming laser at right angle, but do not split the beam.

Rotatable.

Beam Splitters CAN NOT capture.



### **BLOCKS** (4 per player)

Vulnerable to laser on 3 sides.

Mirrored side Reflects laser beam back to it's source, destroying the active laser.

If Mirror is hit Diagonally, beam reflects at a right angle to incident beam.

Blocks CAN capture any piece.

Rotatable.

\* If CRATER option is enabled leaves a crater behind when destroyed by laser.



### **ANGLE BLOCKS** (6 per player)

Vulnerable to laser on 2 sides.

Mirrored side reflects laser beam at right angle to incident beam.

If Mirror is hit Diagonally, beam reflects back to laser, destroying it.

Angle Blocks CAN NOT capture.

Rotatable.



### **45 DEGREE ANGLE MIRRORS** (2 per player)

NOT vulnerable to laser.

Reflects any incident beam at right angle.

If Mirror is hit Diagonally, beam reflects back to laser, destroying it.

Mirrors CAN NOT capture.

Rotatable.



### **HORIZONTAL/VERTICAL MIRRORS** (2 per players)

NOT vulnerable to laser.

Surface reflects incident beam back on itself, destroying the active laser.

If Mirror is hit Diagonally, beam reflects at a right angle to incident beam.

Edges are transparent to laser.

H/V Mirrors CAN NOT capture.

Rotatable.

## **Board Hazards**



### **BLACK HOLE** (Center of board)

Absorbs laser beams.

Any piece that moves into the Black Hole will re-appear at a random location on the board.



### **CRATERS**

If "craters" option is enabled, a crater will form when a

Block is destroyed by a laser hit.

No piece can move onto a crater except:

King: Erases crater.

Block: Erases crater.

Randomizer: Moves crater to random location.

### **Turn Indicator**

To the right of the board area is a large gray rectangle with a black border and two smaller red or green lights inside. This is the Turn indicator. The color of the buttons indicates the current side to play, the number indicates how many moves are left for the current side. The gray background darkens if the laser is fired on the first move, indicating it is no longer active until the next turn.

## **Playing Photon Chess**

### **Selecting a piece**

Before you can move or rotate a piece you must select it. To do this simply point at it with the mouse cursor and click the left button. If you point at a selected piece and left-click again, you can de-select it.

### **Moving**

To move a piece, select it. Then point at the square you want to move to and left-click. If the move is valid, the selected piece will move.

Valid moves include any empty square up, down, left, or right within one or 2 squares of the selected piece. Each square moved counts as one move.

Diagonal moves count as two moves, and are only allowed if a valid 2 move path is available to the diagonal.

### **Rotating**

To rotate a piece, select it. Then right-click the mouse in the same square. The piece will rotate right 90 degrees for each click. If Diag Laser option is checked, Laser will rotate in 45 degree increments. When the piece is the way you want it, leftclick to finalize the move. If the piece is rotated 360 degrees, (4 rightclicks) the rotation will not count as a move. Any other position counts as one move. Kings and Randomizers are symmetrical and can not be rotated.

### **Capturing / Randomizing**

Only Blocks and the King can capture. To capture a piece, move your Block or King onto its square. That piece will be removed from the board and your piece will take its place. Use the Randomizer the same way.

### **Firing the Laser**

To fire the laser, DOUBLE CLICK the left mouse button while the pointer is on the laser square. If the laser is active it will fire. The laser beam will remain visible as long as you continue to hold the button down. Upon release of the button any vulnerable pieces hit will be removed from the board.

### **Mirror Promotion**

If you lose your Laser or Blocks, you can regain them by moving any mirror piece to the last rank of the board. If you can accomplish this feat without getting zapped, you will have the option of promoting the piece to a Laser (only one allowed) or a block (maximum of 4).

### **Winning the game**

The game ends as soon as one of the Kings is destroyed.

## **Game Strategy**

Use your 45 Degree mirrors and beam splitter to set up laser shots to blast the enemy defenses.

Use H/V mirrors and Blocks to protect your laser and king.

Blocks work best in close pairs and triplets.

Don't zap your own pieces!

Your Laser is to Photon Chess what the Queen is to standard chess. Guard it jealously, don't hit an H/V mirror or Block on the wrong side, and avoid firing on the second move if your opponent can sneak in a return shot.

## Menu Options

### Game Menu

**New Game** --- Resets board to starting position.

**Flip Board** -- Spins board 180 degrees for a fresh perspective.

**Craters** -- Toggles crater option ON/OFF.  
Default = OFF

**Sound** -- Toggles Digitized sound effects ON/OFF.  
Default = OFF  
Sound Blaster required for sound.

### Help Menu

**Help** -- Displays Photon Chess Instructions.  
( Not yet implemented )

**About** -- Displays author and version info.



## SHAREWARE Registration

If you enjoy Photon Chess and plan to keep it, please support the author by sending \$10.00 to :

**DCH Electronics  
David C. Hedinger  
206 Chestnut Way  
Salisbury, Md. 21801**

Make sure to include your return address and version # from the 'About Photon' Dialog box. I will list you as a registered owner and send you the latest update of Photon Chess. You will also be notified of any future software releases from DCH Electronics.

A questionnaire is included for your comments and suggestions.  
Thank you and enjoy ***Photon Chess!***