

ChessNet™

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Commands

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Controls screen displays

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Connect Menu

Controls modem and network play

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Chat Menu

Chat is available in connected mode only. Through it you can communicate with your opponent at any time while connected.

Extended Chat will bring up a re-sizable dialog box that you can position anywhere on your screen. Click inside the box to type messages to you opponent. Any messages that your opponent sends will be seen in the Chat window. Extended chat messages can be saved at any time by clicking on the System Box in the upper left corner of the extended chat window and selecting Save. Saving a game also saves any extended chat messages for the game with a TXT filename extension.

The One Liner chat ensures compatibility with ChessNet version 2.0. However, if you keep lines short enough (under 40 characters per line) in Extended Chat your entire message will be received correctly in any ChessNet version.

Conclude Game Menu

Offer Draw

Even Match

Resign

Admit defeat

Hangup

Terminate modem or network connection

New

Selecting New from the Game menu will reset the current board in preparation for a new game.

In connected mode, this option will also reset your opponent's board and reverse sides. It is considered poor sportsmanship to select this option without first resigning or agreeing to a draw. It is the equivalent to accidentally knocking over the pieces to avoid an embarrassing loss.

Related Topics:

[Connect Menu](#)

Save - Save As

Games may be saved to disk at any time. After a Load, Save or Save As operation, the file used becomes the currently selected file and its name appears in the title bar. The Save option will overwrite a currently selected file. Save As will always prompt you for a file name with a dialog box.

Save Settings

Selecting this option will save the current game environment. These include player names, ChessNet options, colors, clock settings, computer play settings, connect options and display choices. The next time you play ChessNet these will be loaded as default settings.

Save On Exit

Colors

Computer Play

Show Coordinates

Show Captures

Notation

Enter Names

Time Control

Connect Menu

Show Clocks

Show Moves

Slide Pieces

Enter Names

This option permits you to enter the players' names. Names are saved to disk and displayed next to their respective sides.

Related Topics:

[Network Connect](#)

Exit

Select Exit to leave ChessNet.

Computer Play

Computer Play Off

Computer Plays Black

Computer Plays White

These options are mutually exclusive and may be selected at any time. You may turn the computer chess algorithm on or off at any time, or use this set of options to switch sides during a game. In connected mode the chess algorithm is automatically turned off and may not be used while connected.

Related Topics:

Level 1-6

Time Control

Rotate Board

Hint

The Hint option allows you to ask the computer to suggest the move you should make. The hint response is quick. It approximates computer play at Level 2. If you want to have the computer perform a deeper search, set the play level to a higher number and have the computer switch sides and make your move for you. If you decide you have a better move, you may take the move back using the Replay Moves feature.

Related Topics:

[Replay Moves](#)

[Undo Last Move](#)

Replay Moves

Select Replay Moves to back out any or all moves. With the mouse, click on the scroll bar arrows on the right side of the moves list display. With the keyboard, use the numeric keypad '+' or '-'. The chess algorithm is temporarily turned off during this mode.

There are two ways you may exit Replay Moves. One, by continuing the game with a new move at any point. Two, by toggling the replay moves option off in the play menu. Toggling the replay moves option off aborts the replay, resuming the game after the last move recorded. In connected mode, your opponent must approve your request to take back a move.

Note: When not connected, selecting Replay Moves pauses the time clocks. Thus, you may pause a game by hitting the Replay Moves accelerator key combination, Control-P, and restart the clocks by making your next move or by hitting Control-P again.

Related Topics:

[Connect Menu](#)

[Show Moves](#)

[Move Notation](#)

Undo Last Move

Selecting Undo Last Move from the Play Menu will allow you to take back your last move. This can also be easily accomplished by using the accelerator key sequence, Control-U.

Related Topics:

[Accelerator Keys](#)

[Show Moves](#)

[Move Notation](#)

Computer Play Level

Level 1 - 6

These six options control the depth of the computer's search for the best move. Level 1 is the easiest. Level 4 or 5 will present challenging play to a chess expert. You may switch levels when the computer is not thinking. A new level setting will apply to the computer's next move. The level options are not accessible when a game is time controlled. The computer will play its best game within the given time criteria.

Related Topics:

[Computer Play](#)

[Time Control](#)

Time Control

When selected the game will be a timed game. This option can only be selected at the outset of a new game.

When the computer plays in the countdown mode, it will attempt to make 40 moves in the total time made available to it before the first move. In effect, the depth of the computer's search will vary from move to move, depending on the complexity of the position and the amount of time remaining on the computer's clock.

You will be notified if a player's flag drops, but you may continue to play the game regardless. In connected mode, either player may set either or both clocks before starting the game. The settings are transmitted to the other player and are displayed on both machines.

Related Topics:

[Set Clocks](#)

[Tournament Time Settings](#)

[Computer Play](#)

[Level 1-6](#)

Set Clocks

Set White Clock

Set Black Clock

Clocks may be set individually to any time using the format HH:MM:SS. To set the clocks using a mouse, first click on the HH, MM or SS then click on the scroll bar arrows to increment or decrement the time. Via keyboard, use the left or right arrow keys to switch between hours, minutes or seconds and use the up and down arrows to change the settings. End the dialog by clicking outside the clock area, or hit the Enter key. Choosing New from the Game Menu will reset the clocks to last game's settings. Setting a clock puts the computer or a player in a countdown mode.

Related Topics:

[Time Control](#)

[Tournament Settings](#)

[Computer Play](#)

Tournament Time Settings

Tournament time settings can be from one to three sequences of settings. When three sequences are used, the first and second specify how many minutes are allowed to complete a chosen number of moves. The third set specifies whether all subsequent timing periods shall be identical to the second or all remaining moves are to be completed within a given time period. When one of the sequences specifies a certain time period to complete all remaining moves, that sequence is known as *Sudden Death*.

Related Topics:

[Time Control](#)

[Set Clocks](#)

[Computer Play](#)

Rotate Board

See how the other side lives! Board rotation affects the display only.

Colors

ChessNet allows you to customize the appearance of the playing area by changing the color of the following items:

- White Squares
- Black Squares
- Board Border
- Background

Related Topics:

[Setting Colors](#)

[Save Settings](#)

Setting Colors



Any of the displayed colors may be selected by clicking the mouse on the desired color, or by selecting it using the arrow keys then pressing Enter.

Show Coordinates

Toggles the board coordinate display on or off. The coordinates are the letters and numbers appearing to the left of and on top of the board.

Related Topics:
[Save Settings](#)

Show Clocks

Toggles the clock display on and off.

Related Topics:

[Save Settings](#)

Show Captures

Toggles the display of captured pieces on and off. Captured pieces are shown in order of capture to the right of the board. When Show Captures is on, the moves list display shows the last three moves only.

Related Topics:

[Show Moves](#)

[Move Notation](#)

[Save Settings](#)

Show Moves

Toggles the moves list display on and off. The last move made is shown in reverse video. You may scroll through the entire list of moves or the current game by clicking on the moves list scroll bar arrows. Using the keyboard, you may scroll through the list of moves with the numeric keypad '+' or '-'.

Related Topics:

[Show Captures](#)

[Move Notation](#)

[Save Settings](#)

Clear Message

Clears the status line message display, at the bottom of the board, of all text. In connected mode, all messages transmitted via the *Chat* option are cleared from the status line.

Move Notation

Algebraic Notation

Selecting this option puts the move list in algebraic notation when it is displayed. This is a more compact form of coordinate notation, and is the choice of chess enthusiasts and most modern publications.

Coordinate Notation

The coordinates of both the from and to square are recorded in the move list.

Related Topics:

[Show Moves](#)

[Save Settings](#)

Slide Pieces

The Slide Pieces mode may be used with a mouse. It toggles the method of moving the pieces. If Slide Pieces is in effect, you may move a piece with legal moves by dragging it to its destination. If you attempt to make an illegal chess move, the piece will return to its starting square.

When Slide Pieces is not in effect, only pieces with legal moves will be outlined by a blinking rectangle as you move the cursor over them. Once a piece is selected, the rectangle outline will only blink in the destination squares that are legal chess moves.

Related Topics:

[How to Move](#)

[Save Settings](#)

Save On Exit

Selecting this option will cause a fly-out menu to appear allowing you to instruct the computer to 1)
Always save settings on exit

- 2) Prompt you whether you should save settings each exit.
- 3) Not to bug you.

Related Topics:
[Save Settings](#)

Sounds

The Sounds option gives you the ability to turn the multimedia sound effects On/Off. This has no effect on the CD Player option that allows you to play any of your favorite music CDs in your computer CD-ROM player.

Related Topics:

[CD Player](#)

CD Player

You may play any of your favorite music CDs in your computer's CD-ROM drive while you enjoy your game. If a CD-ROM drive is present on your system, you will be able to select the *CD Player...* menu item.

Once selected, you may place the CD Player dialog box anywhere on your screen by dragging the CD Player Title Bar to the desired screen location. Clicking on the *System-Menu* box, in the upper left corner of the CD Player dialog, allows you to move, close or alter the dialog box appearance.

Status	shows the current CD track, the total number of CD tracks and the elapsed time into the current track.
Buttons	makes the CD play, stop, previous track, next track and eject control buttons visible.
No Title	shrinks the dialog box by eliminating the Title Bar. Double-clicking on a blank area of the dialog box will cause the Title Bar to re-appear.
Small Buttons	shrinks the dialog box by making the control buttons smaller.

Related Topics:

[Sounds](#)

Modem Connect

This choice brings up a dialog box in preparation for connecting with an opponent over modems. Both computers must be connected to Hayes compatible modems, and both must be running ChessNet 2.0 or later. There are two choices for connecting, the first requires initial telephone voice contact, the second dials from computer to computer.

Do you have a telephone on the same line as your modem?

Yes No

Related Topics:

[Trouble Shooting Modem Connect](#)

Connect - Voice to Data

If you have a phone attached to your modem line, it is possible to verbally arrange a match and connect with your opponent in one phone call. First, call your opponent using the telephone connected to your modem. After you both have the ChessNet software running, one player should select *Dial*, the other *Answer*. Both players should select Voice to Data as the Connect Type. End the Connect dialog with OK. ChessNet will establish a data connection and the Hang Up dialog box will appear asking you to hang up the phone. After you hang up, click OK to get the Hang Up dialog box to disappear. The board will reset and you are ready to play!

When finished playing, you may resume a conversation with your friend by lifting the telephone receiver just before you select Hang Up from the Conclude Game menu.

Notes: Connecting Voice to Data does not work equally well on all modems that have two phone jack ports. On some, it seems to work better if the player that selects Dial clicks OK first, a few seconds before the Answer player clicks OK to initiate the connect.

Replacing the telephone receiver into its cradle can generate line noise. If your opponent's computer is awaiting your move, the line noise could be interpreted as an erroneous first move. Choosing New from the Game menu will reset the board, solving the problem.

A phone number is not required. Before connecting, you may change any of the default settings on the COM Port, Dial Type and Side. When connected, side color selections change each time New is selected from the Game menu.

Connect - Dial Number

The second method of establishing a connection is to select Dial Number as the Connect Type. Arrange who will Dial and who will Answer. The player selecting Answer ends his Connect dialog first. This puts his modem in auto-answer mode for up to 30 minutes. **Important:** The player selecting Dial fills in the number to dial in the Connect dialog. Allowing enough time for the Answer player to end his Connect dialog, the Dial player ends the Connect dialog. ChessNet will dial and connect.

Before connecting, you may change any of the default settings on the COM Port, Dial Type and Side. When connected, side color selections change each time New is selected from the Game menu.

Null Modem Connect

Null modem connect is used when linking two computers together via a null modem cable. Simply set the Baud, Data Bits and Parity to match the settings of your opponent's computer. One party selects Answer, the other Dial.

Null modem connect can also be used when playing over a public bulletin board system (BBS), such as CompuServe, Delphi, GEnie or America On-Line. You establish connection with these BBSs using your normal communications program. A special Modem-to-Modem game playing area is generally available on the BBSs. Once you find an opponent, exit your communication program without disconnecting. Enter the ChessNet Null Modem Connect dialog, and set the parameters to match the Baud, Data Bits and Parity settings used by your communication program.

Related Topics:

[Terminal Emulator Connect](#)

[CompuServe - Modem-to-Modem Play](#)

BBS Terminal Emulator Connect

Terminal Emulator Connect has been added to facilitate connections over a public bulletin board system (BBS) that allows third party modem to modem game play such as CompuServe, Delphi, GENie or America On-Line.

To use the terminal emulator, select Terminal Emulator Connect from the Connect Menu. Type in the local access phone number of the BBS, select the appropriate settings for Dial Type, Port, Baud, Data Bits and Parity, then click on the OK button. A connection to the BBS will be made.

Once the connection is made you negotiate through the BBS to the game play area and establish the challenge in accordance with the BBS guidelines. When instructed by the BBS to begin the match, click on the dialog box Play Game button to start playing chess.

When finished playing, select Hangup from the Conclude Game menu. You will be returned to the BBS system where you may disconnect or challenge another player.

Related Topics:

[CompuServe - Modem-to-Modem Play](#)

Dial Using PC Pursuit

PC Pursuit is a low cost connection package offered by Sprint on the SprintNet data network. One can access SprintNet with a local call from numbers of cities. Once a local SprintNet connection is established, one can traverse the network to a remote city location and dial out to a private number in the remote city. A monthly fee charged which currently allows for non-prime time connections of \$1.00 per hour. Call Sprint at 1-800-336-0437 for details.

One player must select Answer in the Modem Connect Dialog. This puts his modem in auto-answer mode. Subscribers to PC Pursuit are issued an ID and Password, a booklet with all cities served by the package, local SprintNet telephone numbers and Remote City codes. This information is plugged into the PC Pursuit Connect dialog along with the telephone number of the party you are trying to reach. ChessNet will use this information to dial the local SprintNet number, traverse the network to the remote city node of your opponent and make the connection for you.

Notes: SprintNet was formerly know as TeleNet.

Network Connect

This choice brings up a dialog box in preparation of connecting over a Netbios compatible network. Both computers must be logged on to the network, and both must be running ChessNet 2.0 or later. One player must select Listen and the other Call. The Call player chooses the colors. Sides can later be reversed by choosing New from the Game menu. Fill in your and your opponent's network names.

Important: each player must fill in both network names correctly or the network software will not be able to find the other machine. It is possible to invoke more than one instance of ChessNet and play more than one game simultaneously over a network, however be sure to use a different set of names.

Related Topics:

[Trouble Shooting Network Connect](#)

Internet Connect

The Internet portion of the Information Super Highway can change the way chess is played world-wide. Since most four year US universities already have dedicated accounts on Internet, live chess matches can be played around the world virtually free of additional charges!

Upon selecting Internet Connect a flyout menu will present you with two different ways to connect over the Internet, 1) *Internet Connect Using Talk* and 2) as a *Direct Connect Using TCP/IP*. To play ChessNet over Internet, both parties must use the same method of connection, Talk-to-Talk or Direct-to-Direct.

Note: This text is not a tutorial on Internet. Since software packages and services provided to access Internet may differ, all questions about Internet and your connections must be answered by your network administrator and/or your network service provider.

Related Topics:

[Internet Connect Using Talk](#)

[Direct Connect Using TCP/IP](#)

Internet Connect Using Talk

This connect mode supports connection types that have Talk capabilities on both ends. For individual Internet users the *interactive* type of account is very common. An interactive type of connection to Internet can be made from a PC or dumb terminal. In this type of connection the programs that communicate with Internet generally run on a host computer at a remote login site.

With the interactive account you are typically given a login name, a password and the *Domain Name* that was assigned to your host machine. If your login was JBlow and the Domain Name was host_machine.com, you could be reached on the Internet through the name "JBlow@host_machine.com". *Domain-Name-Servers* on the Internet automatically equate this name to your unique numeric Internet address.

Ensure that your Communication Setup is correctly configured then fill in the Phone Number of the Internet connection. Select OK to have ChessNet dial and connect to your Internet host machine. Logon as you normally would. Your opponent must also be logged onto an Internet machine, so it's a good idea to arrange a match in advance.

Once you are logged onto Internet you must be able to get to a command level prompt and be able to run the Talk program to establish a Talk session with your opponent. Talk is a Unix utility found on most host machines on the Internet (even machines not running Unix). Talk will connect you in a real time interactive session with your opponent. Before connecting with Talk, it is useful for both sides to turn off extraneous messages that talk will send to position your cursor. This is accomplished by setting the term environment variable to "*dumb*". This can be done in most Unix shells by typing:

```
export term=dumb
```

or

```
set term=dumb
```

or just

```
term=dumb
```

Note: the term environment variable is often case dependent. Issuing the "*set*" command will show you the current setting of each environment variable. Issuing set before you attempt to set your term variable will generally show a definition for term. If term is lower case, use lowercase when setting term to dumb. If your host responds with an error, there may be a different syntax for setting terminal type on your system. Ask your system administrator or service provider how to correctly do this.

To establish the interactive talk connection you would typically type the following at a prompt:

```
talk Opponent@machine_two.com
```

You may even be able to combine the two commands on one line as:

```
term=dumb talk Opponent@machine_two.com
```

This is actually a better method, since the dumb terminal setting is only in effect for the talk command. Only one side need initiate the talk connection.

If talk successfully contacts your opponent's machine on the Internet, your opponent will get a message with instructions how to accept or decline the connection from your machine. After your opponent accepts, the talk program will acknowledge an established connection. At this point each party should be

able to see what the other is typing. Don't expect the text to be pretty, setting terminal to dumb effectively eliminates all cursor positioning instructions.

Each Internet host may be different. If you are unsuccessful establishing an interactive talk session with your opponent, you must turn to your service provider for help. We can not possibly know whether your account is correctly set up or all nuances of your service provider's system.

Once the talk session has been established, you are now ready to play a game of chess. Both sides should click the Play Game button at the bottom of your terminal window. This brings up a final connect dialog in which one side must select Dial, and the other side Answer in order to successfully connect. When both sides select OK, ChessNet will attempt to establish its connection, using the talk session as a carrier for the ChessNet communications.

After finishing play, select Hangup from the Conclude Game menu. ChessNet will then return you to the terminal emulator window. You can then hit Control-C to get back to a command prompt and logoff your host machine. Click on the Hangup button at the bottom of the terminal emulator window to disconnect the telephone line.

Note: Interactive Internet accounts generally restrict use to programs that reside on remote site host machines. By using Talk as a carrier of its transmissions, ChessNet is able circumvent this restriction and allow you to use a program running on your local machine. A certain amount of overhead is encountered significantly slowing transmissions when sending large amounts of data, such as when loading games.

Related Topics:

[Internet Connect](#)

[Direct Connect Using TCP/IP](#)

Direct Connect Using TCP/IP

Direct Connection Using TCP/IP (Transfer Control Protocol / Internet Protocol) supports a direct connection to either the Internet or to another node on a TCP/IP network. It also supports SLIP (Serial Line Interface Protocol) and PPP (Point-to-Point) connections to the Internet or to local TCP/IP networks.

To establish a Direct Connect Using TCP/IP you must first install a third party TCP/IP network software package that contains programs that allow you to negotiate a TCP/IP network. This package must supply and install a Windows Sockets dynamic link library, named WINSOCK.DLL, in the Windows System directory. The WINSOCK.DLL may differ from one system to another, but their functionality will be the same.

Each TCP/IP network software package may differ. Before attempting to play ChessNet you should be able to perform standard TCP/IP operations such as "get" and "put" to move files to and from your opponents machine. Until you can do this, see your network administrator and/or service provider for help.

To play ChessNet on a TCP/IP network with a direct connection both parties must first be logged on to the network. In the Direct Connection Using TCP/IP dialog, both parties type a Port Number that is greater than 5000. We suggest 5101, however, if that port is busy both parties should try the next sequentially higher number until a port is found that can be used. **Important:** A direct connection can not be established unless the port numbers typed in by both parties are identical. One party selects Listen and clicks OK. The other selects Dial, the piece color and fills in the Listener's TCP/IP address before clicking OK. The TCP/IP address can be a numeric address or a user and domain name combination. The connection will take place automatically. To terminate the TCP/IP connection select Hangup from the Conclude Game menu.

Related Topics:

[Internet Connect Using Talk](#)

[Internet Connect](#)

Offer Draw

When playing the computer, it stubbornly refuses your offer of a draw, but you may turn off computer play and enter a draw. In connected mode, your opponent will have an opportunity to accept or decline your offer.

Resign

You can always resign as a last resort! Even world champions sometimes choose this option.

Hangup

Hang up is available in connected mode only. If you are playing over a modem, this option will disconnect and hang up the phones on both sides. You may resume a voice call if both players first pick up the phones, then one selects this option. Arrange this with your opponent via the Chat option. When playing on a network, this option will remove both players' names from the network and disconnect.

Speaker Sound

To turn the speaker warning sound On/Off:

1. activate *Control Panel*, found in the Main program group.
2. double click on *Sound*
3. select/deselect *Warning Sound*

Voice Recognition

ChessNet 3 accommodates any sound system that supports open ended voice recognition, ie. commands other than Windows menu and system commands. To facilitate your setup, ChessNet 3 supplies voice recognition files for the following systems:

- Sound Blaster
- Microsoft Windows Sound System
- Covox
- Media Vision

Voice Recognition Setup - Copy the file CHESSNET.SRT (for Creative Labs Sound Blaster VoiceAssist), CHESSNET.CML (for Covox Voice Blaster), CHESSNET.VOC (for Dragon/Media Vision's Talk->To Plus) or CHESSNET.VCB (for Microsoft Windows Sound System) to your voice recognition directory. For Dragon/Media Vision Talk->To Plus you must also import CHESSNET.VOC from the Talk->To Plus browser. For all systems retrain the commands using your voice as described in your voice recognition manual.

If you have a voice recognition system other than those named above, consult that system's manual to create a ChessNet voice file for your system. Add any ChessNet menu items you would like to control via voice and add the voice commands found at the end of this appendix to your voice system to accommodate piece movement and play. If your voice system allows more than 64 entries in its command table, adding all 64 board positions (ie. alpha-one for square a1 etc.) may facilitate more reliable voice recognition.

Voice Recognition Usage - Load your voice recognition system and enable it as described in its manual, then run ChessNet. You should now be able to speak your commands instead of typing or moving pieces with your mouse. To move a piece use the appropriate voice commands to match movement notation. For example, to move your king's pawn up two spaces to board position e4, say "*echo four*". A pause between words lets your voice recognition system know that "*echo*" and "*four*" are two separate commands. To take an opponents piece on square c5 with your knight, say "*Knight takes charlie 3*". When in doubt of the correct notation you can move the piece via mouse and consult the moves list for the correct voice commands.

Voice command	keyboard input (case important)	description
alpha	a	"a" column (military-style so b doesn't sound like c, d or e)
bravo	b	"b" column
charlie	c	"c" column
delta	d	"d" column
echo	e	"e" column
foxtrot	f	"f" column
golf	g	"g" column
hotel	h	"h" column
one	1	1 row
two	2	2 row
three	3	3 row
four	4	4 row
five	5	5 row
six	6	6 row
seven	7	7 row
eight	8	8 row
takes	x	as in Qxd4

Rook	R	rook (note that case is important - ie "R" not "r")
Knight	N	knight
Bishop	B	bishop
Queen	Q	queen
King	K	king
equals	=	for promoting pawns, as in d8=Q
castle	O-O	castle (note: <letter O><dash><letter O>)
castle	O-O-O	castle queenside (note: <letter O><dash><zero> <dash><letter O>)

Trouble Shooting Modem Connect

First ensure that all Communication Setup parameters are correctly selected. Modem should contain the brand and model name of your modem manufacturer. If you can not find your modem type, select a modem type that your modem is compatible with or choose the first item in the list, Custom Initialization. When Custom Initialization appears as the modem type you can specify a Custom Initialization String to be sent to the modem or leave it blank and have no initialization string sent.

Port must match the COM port that your modem is hooked up to or set to use. Dial Type must match the type of phone line you are using, Tone or Pulse. Connect Type must match that selected by your opponent. Use Dial Number to have the computer's modem dial and establish connection with your opponent's computer. You may only use Voice-To-Data if both parties have a telephone connected through their modem. If one party has ChessNet version 2.0 and the other ChessNet 3 the party that has ChessNet 3 must check the "Use Version 2.0 Communications" checkbox.

Unable to Use COM3 or COM4

If you are unable to use COM3 or COM4 edit your SYSTEM.INI file. Ensure that the following statement is present, exactly as shown on a line by itself in the [386Enh] section:

```
COMIrqSharing=TRUE
```

Restart Windows and try again. If that does not solve the problem, run MSD at the DOS prompt. First, check COM ports to verify that the COM port you think your modem is using is indeed on your system. Second, check MOUSE to see if you have a serial mouse installed. COM1 and COM3 share the same IRQ, 4. COM2 and COM4 share the same IRQ, 3. You may experience IRQ conflicts if your mouse is on COM1 and you attempt serial communications on COM3 (same goes for a mouse on COM2 and modem on COM4). If you are experiencing such an IRQ conflict and you are using an internal modem you will need to reset a switch on your modem to use IRQ 5 (or any free IRQ). Also add the following line to (or change) the SYSTEM.INI, [386Enh] section to read:

```
COM3Irq=5
```

Trouble Shooting Network Connect

ChessNet will play over any netbios compatible network. A netbios interrupt handler is similar to a TSR, terminate and stay resident, program. You run it from the prompt, it loads and stays resident in memory to handle all netbios interrupts. In order to connect using netbios, you must login to the network and ensure that netbios is loaded before you enter Windows. For Novell networks, the file you need to run is NETBIOS.EXE.

The Network Connect dialog requires that you input your and your opponent's names. You should use the names that are used on the network. A number of networks have case dependent naming conventions. If you type your name in lower case your opponent must type your name in lower case, i.e. your network may not recognize "SAM" as being the same as "sam".

Chess Hotline BBS

The *Chess Hotline BBS* is a free service bulletin board dedicated to chess. It is accessible 24 hours a day and located in Long Beach California, USA. Charles Rostedt, the bbs operator, is also proprietor of *The Chess Palace*. The Chess Palace offers a full line of chess materials. The telephone number of the 14,400 baud bbs is 310-634-8549.

To download an updated list of ChessNet users, log on to the bbs, then type:

T - to enter the file transfer section.

3 - to enter the ChessNet support directory.

D - to download a file.

CN_USER.ZIP is the name of the file to download.

CompuServe

CompuServe is the world's largest informational resource service. As an owner of ChessNet you are entitled to a Free Introductory Membership, and a \$15 usage credit on CompuServe. To obtain yours, contact CompuServe at 1-800-848-8199 and ask for Rep 355.

Masque regularly updates a list of registered ChessNet users. To download an updated list, log on to CompuServe, then type:

GO GAMCPUB	- to enter the game publisher's forum.
3	- to enter the libraries section.
5	- to enter the Masque's support directory.
4	- to download a file.

CN_USER.ZIP is the name of the file to download.

CompuServe offers Modem-to-Modem play of ChessNet at a reduced rate, even with players on their International nodes. An updated list of registered ChessNet users can be downloaded any time from CompuServe.

Related Topics:

[Playing Modem-to-Modem](#)

CompuServe - Modem-to-Modem Play

CompuServe offers Modem-to-Modem (MTM) play of ChessNet at a reduced rate, even with players on International nodes. The MTM Gaming Lobby (GO MTMLOBBY) allows you to meet, chat, arrange matches and play MTM games with other players around the world.

The following will help you to find and connect with an opponent for play through the CompuServe MTM Gaming Lobby.

- 1) Logon to CompuServe
- 2) Type GO MTMLOBBY at any "!" prompt to move to the MTM Gaming Lobby
CompuServe returns the following response:
Entering the lobby, enter /HELP for assistance.
- 3) The command /USERS will display a list of other players in the Lobby. If you do not have an opponent, you can either meet one in this forum or use the MTM Challenge Board (GO CHALLENGE), the Modem Games Forum (GO MODEMGAMES) or CompuServe Mail (GO MAIL) to schedule a match.
- 4) Pair up with your opponent by typing /CHALLENGE # *ChessNet* (where # is the player number of your opponent). For assistance with Lobby commands, type /HELP.
- 5) After you receive the following two messages:
Switch to ChessNet when connected...
Connected to [connection id]
- 6) Click on the PLAY GAME button
- 7) Many users log on to CompuServe at 7 data bits, Even parity. At this point you may change communication parameters to 8 data bits with No parity to speed communication. One player selects DIAL, the other ANSWER
- 8) Upon completion of the game, select HANGUP from the Conclude Game menu
- 9) You will be returned to CompuServe, which will display the following prompt:
>> NET CMD MODE <<
>>
To re-enter the MTM Gaming Lobby, type:
LG
CompuServe will display:
>> EXIT <<
Returning to the lobby, enter /HELP for assistance
- 10) You can now find another opponent, or use other CompuServe services (/EXIT). The Modem Games Forum (GO MODEMGAMES) invites you to post the outcome of your game.

Related Topics:

[Terminal Emulator Connect](#)

[CompuServe Free Introductory Membership](#)

[Downloading ChessNet user list](#)

ChessNet Club Edition

ChessNet Club Edition is now available. The club edition allows up to eight boards to be played simultaneously using one computer, one modem and one data or phone line. The minimal computer hardware and phone usage requirements make the club edition the ideal alternative for club competition. And, eight boards played over one data line significantly reduces average per board connect charges.

ChessBase USA and Masque Publishing are discussing the feasibility of creating an exciting, new Scholastic Modem Chess League. If you are interested, write:

**ChessBase USA
National Scholastic League
75 Main Street #16
Manasquan NJ 08736**

Related Topics:

[Inexpensive Connect Alternatives](#)

[CompuServe - Modem-to-Modem Play](#)

[PC Pursuit Connect](#)

Inexpensive Connect Alternatives

CompuServe allows Modem-to-Modem (MTM) play at a rate of one-half normal connect charges. Current US prices are \$6 per hour for each side. These prices also apply for play against someone on an international node. Using ChessNet Club Edition at \$6 per hour, a US team of eight players can challenge a European team for less than \$1 per hour, per board. ChessNet users are entitled to a Free Introductory Membership, and a \$15 usage credit on CompuServe. To obtain yours, contact CompuServe at 1-800-848-8199 and ask for Rep 355.

PC Pursuit is a low cost connection package offered by Sprint on the SprintNet data network. Each month, \$30 buys 30 hours of non-prime time connect, \$50 buys 60 hours of non-prime time connect. Total connect charges can be as little as \$1 per hour. For more information, contact Sprint at 1-800-736-1130.

Related Topics:

[CompuServe - Modem-to-Modem Play](#)

[PC Pursuit Connect](#)

ChessNet

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Flag Drop

A timer has counted down to zero.

Port

Choose the communications port that your modem is connected to.

Dial Type

If you do not have a touch tone line, choose pulse.

Side

The dial player may choose White or Black for the first game.

Connected Mode

When playing ChessNet over a modem or a network.

U.S.C.F

The US Chess Federation, is a non-profit educational corporation and the official organizing body for chess in the US. They are the best source for all your chess needs. This Summary of the Official Rules of Chess is reprinted with their permission. Masque Publishing is grateful to them for granting this permission.

Game Menu

Controls Game Files

<u>New</u>	Starts a new game.
<u>Load</u>	Loads a previously saved game.
<u>Save</u>	Saves the current game.
<u>Save As</u>	Saves the current game with a different name.
<u>Save Settings</u>	Saves the current settings as default.
<u>Print Moves</u>	Prints the moves list..
<u>Enter Names</u>	Enters the players' names.
<u>Exit</u>	Exits from ChessNet.

Play Menu

Controls Game Play

<u>Computer Play Off</u>	Sets game to you vs another human.
<u>Computer Plays Black</u>	The computer plays black and you play white.
<u>Computer Plays White</u>	The computer plays white and you play black.
<u>Hint</u>	Tells the computer to give you a hint.
<u>Replay Moves</u>	Allows you to backup the game and replay moves.
<u>Undo Last Move</u>	Allows you to backup the game one move.
<u>Level 1-6</u>	Sets the computer's skill level
<u>Time Control</u>	Set timers for current game.

Load

A game previously saved with ChessNet may be loaded for resumption, analysis or replay. Games are always loaded and displayed at their final position. When selected, a Load dialog box appears with a file name entry field and a files list. The default file name extension for ChessNet games is *.CHS. Select a file for loading by clicking on the file name with the left mouse button or type the name into the file name entry field.

Related Topics:

[Loading when Connected](#)

[Replay Moves](#)

Loading when Connected

When a game is loaded in connected mode, all moves are transmitted to your opponent and loaded on both machines. Applicable, clock settings are also transmitted so timed games may be resumed. Once all information has been sent, you are ready for continuation of play.

Related Topics:

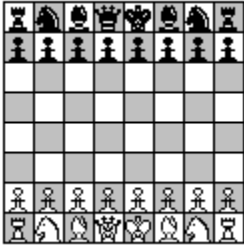
[Connect Menu](#)

Print Moves

To print an entire list of moves, select this option from the Games menu.

Game Setup

Chess is a game for two players, one with the "White" pieces and one with the "Black" -- no matter what colors your set actually uses. At the beginning of the game, the pieces are set up as pictured below.



Setup Hints

U.S.C.F

Setup Hints

These hints will help you to remember the setup:

1. Opposing Kings and Queens go directly opposite each other.
2. The square in the lower right corner is a light one (light on right).
3. The White Queen goes on a light square, the Black Queen on a dark square (Queen on color).

U.S.C.F

The Pieces and How They Move

White always moves first, and then the players take turns moving. Only one piece may be moved at each turn (except for castling, a special move that is explained later). The Knight is the only piece that can jump over other pieces. All other pieces move only along unblocked lines. You may not move a piece to a square already occupied by one of your own pieces. But you can capture an enemy piece that stands on a square where one of your pieces can move. Simply remove the enemy piece from the board and put your own piece in its place.

<u>The King</u>	<u>The Queen</u>
<u>The Bishop</u>	<u>The Knight</u>
<u>The Rook</u>	<u>The Pawn</u>

Special Moves:

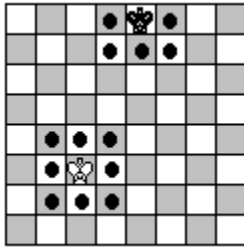
<u>Castling</u>	<u>En Passant</u>
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U.S.C.F

The King



The King is the most important piece. When he is trapped, his whole army loses. The King can move one square in any direction -- for example, to any of the squares with dots in this diagram. (An exception is castling, which is explained later.) The King may never move into check -- that is, onto a square attacked by the opponent's piece.

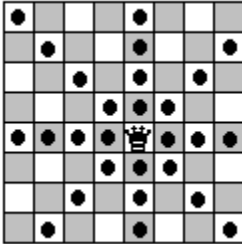


U.S.C.F

The Queen



The Queen is the most powerful piece. She can move any number of squares in any direction -- horizontal, vertical, or diagonal -- if her path is not blocked. She can reach any of the squares with dots in this diagram.

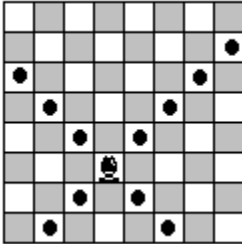


U.S.C.F

The Bishop



The Bishop can move any number of squares diagonally if its path is not blocked. Note that this Bishop starts on a light square and can reach only other light squares. At the beginning of the game, you have one dark-square Bishop and one light-square Bishop.

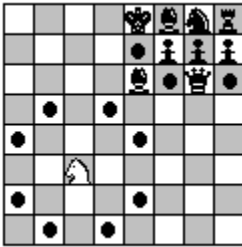


U.S.C.F

The Knight



The Knight's move is special. It hops directly from its old square to its new square. The Knight can jump over other pieces between its old and new squares. Think of the Knight's move as an "L". It moves two squares horizontally or vertically and then makes a right-angle turn for one more square. The Knight always lands on a square opposite in color from its old square.

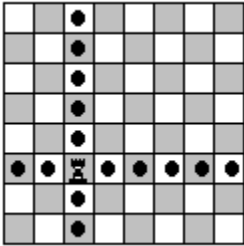


U.S.C.F

The Rook



The Rook is the second most powerful piece. The Rook can move any number of squares vertically or horizontally if its path is not blocked.

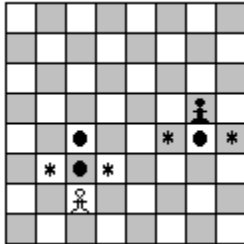


U.S.C.F

The Pawn



The pawn moves straight ahead (never backward), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward one or two squares.



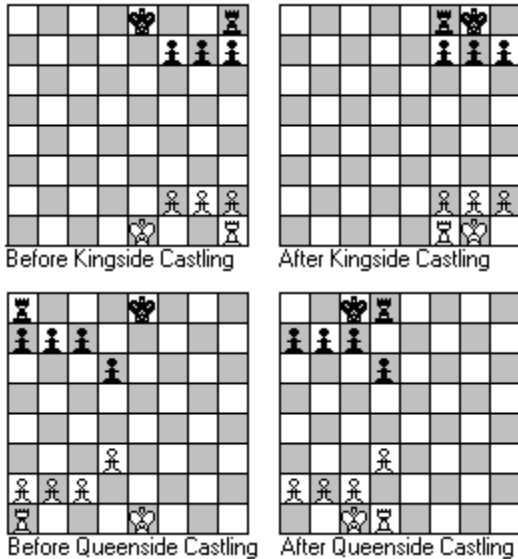
In the diagram, the squares with dots indicate possible destinations for the pawns. The White pawn is on its original square, so it may move ahead either one or two squares. The Black pawn has already moved, so it may move ahead only one square now. The squares on which these pawns may capture are indicated by an *.

If a pawn advances all the way to the opposite end of the board, it is immediately promoted to another piece, usually a Queen. It may not remain a pawn or become a King. Therefore, it is possible for each player to have more than one Queen or more than two Rooks, Bishops, or Knights on the board at the same time.

U.S.C.F

Castling

Each player may castle once during a game if certain conditions are met. Castling is a special move that lets a player move two pieces at once -- his King and one Rook. In castling, the player moves his King two squares to its left or right toward one of his Rooks. At the same time, the Rook involved goes to the square beside the King and toward the center of the board (see illustrations below).



In order to castle, neither the King nor the Rook involved may have moved before. Also, the King may not castle out of check, into check or through check. Further, there may not be pieces of either color between the King and the Rook involved in castling.

Castling is often a very important move because it allows you to place your King in a safe location and also allows the Rook to become more active.

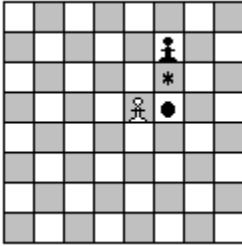
When the move is legal, each player has the choice of castling King-side or Queen-side or not at all, no matter what the other player chooses.

How to Castle

U.S.C.F

En Passant

This French phrase is used for a special pawn capture. It means in passing, and it occurs when one player moves a pawn two squares forward to try to avoid capture by the opponent's pawn. The capture is made exactly as if the player had moved the pawn only one square forward.



In the diagram, the Black pawn moves up two squares with the dot. On its turn the White pawn may capture the Black one on the square marked with the *. If the White player does not exercise this option immediately -- before playing some other move -- the Black pawn is safe from en passant capture for the rest of the game. But new opportunities arise with each other pawn in similar circumstances.

U.S.C.F

Check and Checkmate

The main goal of chess is to checkmate your opponent's King. The King is not actually captured and removed from the board like other pieces. But if the King is attacked (checked) and threatened with capture, it must get out of check immediately. If there is no way to get out of check, the position is a checkmate, and the side that is checkmated loses.

You may not move into check -- for example, move into a direct line with your opponent's Rook if there are no other pieces between the Rook and your King. Otherwise, the Rook could capture the King, which is not allowed.

What to do when in check

What to do when a player can't move

U.S.C.F

When you are in Check

If you are in check, there are three ways of getting out:

1. Capturing the attacking piece;
2. Placing one of your own pieces between the attacker and your King (unless the attacker is a Knight);
3. Moving the king away from the attack.

If a checked player can do none of these, he is checkmated and loses the game

U.S.C.F

Stalemate

If a King is not in check, but that player can make no legal move, the position is called a stalemate and the game is scored a draw, or tie.

U.S.C.F

How to Move

Mouse

Slide Pieces Option - ON

You may move a piece with legal moves by dragging it to its destination. If you attempt to make an illegal chess move, the piece will return to its starting square.

Slide Pieces Option - OFF

Only pieces with legal moves will be outlined by a blinking rectangle as you move the cursor over them. When you select a piece by clicking on the piece, the rectangle will remain on that piece until you either move it or de-select it. To de-select a piece, click the mouse in the selected piece's square again. Once a piece is selected, the rectangle outline will only blink in the destination squares that are legal chess moves. To make the move, click the mouse in a destination square that shows the blinking rectangle.

Keyboard

The arrow keys move a solid rectangle around the board. The rectangle will blink only if positioned over a piece that can move. Select a piece by hitting the Enter key. The blinking rectangle will now remain solid. To de-select a piece, hit Enter while the solid rectangle is over the selected piece's square. Once a piece is selected, move to a destination square. A valid destination square is indicated by a blinking rectangle. Hit Enter to make the move.

How to Castle

To castle while playing ChessNet, simply move your King two squares to its left or right toward the Rook you wish to castle with.

Castling

ChessNet Keys

Keys	Function
DIRECTION key	Moves the <u>highlighted</u> cursor left, right, up, or down a square.
ENTER	Selects the piece highlighted or Moves the <u>selected</u> piece to the highlighted square or de-selects the piece if no move has been made
F1	Gets Help and displays the Help Index for ChessNet. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics.

Accelerator Keys	Function
CNTL+N	Start a <u>New</u> game
CNTL+L	<u>Load</u> a saved game
CNTL+S	<u>Save</u> the current game
CNTL+H	Give a <u>Hint</u>
CNTL+P	<u>Replay Moves</u>
CNTL+U	<u>Undo Last Move</u>
CNTL+T	Toggle <u>Show Captures</u>
CNTL+V	<u>Save Settings</u>

A square outlined by a blinking rectangle.

A square/piece outlined by a solid rectangle.