

# #1\$2GNU Chess Help Contents

Playing GNU Chess

GNU Chess menu commands

Game

Edit

Options

Skill

Side

Board

Hint

Most menu settings will be saved in GNUCHESS.INI in your Windows directory.

1contents

2GNU Chess Help Contents

## #3\$4<5 Playing GNU Chess

To move a piece, point the mouse cursor at the square the piece is on, press the left mouse button, then point the cursor at the destination square and click the left button again. If you select the wrong piece, click on it again. To castle, move the king to the square where it should be after the castling move. The rook will be moved automatically. Moves can also be made by pressing F2 and typing the move in algebraic notation, for example e2e3. Type o-o for a King-side castle and o-o-o for a Queen-side castle.

3playing  
4Playing GNU Chess  
5Playing GNU Chess;Moving pieces

## #6\$7k8 Game Menu

### **New**

Reset the board and clocks to start a new game.

### **Open**

Retrieve and resume playing a previously saved game.

### **Save**

Save a game to continue it later.

### **List**

List the moves of the game to a file.

### **Exit**

Exit GNU Chess.

6game

7Game menu

8Game menu;Open game;Save game;List game

## #<sup>9</sup>\$<sup>10</sup>K<sup>11</sup> Edit Menu

### Setup Board

Allows the contents of the board to be edited. Pieces can be moved anywhere on the board. To remove a piece, click the right button or double click the left button on its square. Note that the kings cannot be removed. To add a piece to the board, press a button on the bar and click on the appropriate square. Press the button again to pop it up. Pieces cannot be moved while a button is down. The buttons can also be operated using keys 1 to 9 and 0 (0 is the black queen). Moves can be keyed in using F2. If a button is down, type the coordinates of the destination square. When finished, select **Done** from the menu. Select **Clear Board** to remove all pieces except the kings, and **Restore Board** to restore a normal starting board. The board editor is useful for setting up chess problems on the board.

### Review Game

Replay a game one move at a time. Use the menu to see the next move or take back the previous move. Replay only works properly for games starting from a normal starting board, not one set up differently using the board editor.

### Undo

Undo the last move.

### Remove

Undo the last two moves.

9edit

10Edit menu

11Edit menu;Setup board;Review game;Undo;Remove;Force

## #<sup>12</sup>\$<sup>13</sup>K<sup>14</sup> Options Menu

### **Beep**

Beep when the computer has made its move.

### **Coordinates**

Display board coordinates.

### **Search Stats**

Show search statistics.

### **Animated Searching**

See animation of the searching process. Note that searching is much slower with this option on.

### **Book**

If checked, GNU Chess will use its book of chess game openings to improve its opening game. The file GNUCHESS.DAT must be in the same directory as GNUCHESS.EXE. If this file was not found or could not be opened, the Book menu option is grayed.

### **Hash**

Enable use of the hash file, if one exists. A hash file allows the program to learn from previous games.

### **Hash Depth**

Allows the user to change the minimum depth for using the hashfile and the number of moves from the beginning of the game to use it.

### **Create Hashfile**

Create a hash file. The actual size is the number entered multiplied by 38 bytes. If the size is less than 24, 2 to the power of the number is used. 16 to 17 is a good size to use. A hash file may improve the playing ability of the computer. It will probably place considerable demand on the hard drive while the computer is calculating its move.

### **Compile Book**

The binary book file GNUCHESS.DAT was compiled from the file GNUCHESS.BK3 distributed with GNU Chess for other platforms. If you wish to compile a different book file, name it GNUCHESS.BK and place it in the same directory as GNUCHESS.EXE. The Compile Book menu option will add the file's contents to GNUCHESS.DAT, which will be created if it does not exist. The size of this file is limited to 20000 records.

### **Change Windows**

Change some parameters used by the search algorithm. Generally, just use the defaults.

### **Contempt**

Sets the amount of contempt the computer has for the player. Contempt means that the computer will take a risk in the hope that the player will not see a potential good move. The higher the contempt, the greater the risk the computer is prepared to take.

### **Material**

Draw on lack of material.

### **Recapture**

Use recapture heuristic.

### **Threat**

12options

13Options menu

14Options menu;Beep;Coordinates;Search stats;Animated searching;Hash;Hash depth;Create hashfile;Windows;Contempt;Material;Recapture;Threat;PVS;New eval;Gamein

Use threat heuristic.

**PVS**

Use PVS heuristic.

**New Eval**

Enable new evaluations

**Gamein**

Use gamein timing. Assumes the time specified for time control is the time for a complete game.

## #<sup>15</sup>\$<sup>16</sup>K<sup>17</sup> Skill Menu

### **Time**

Set the time control. Specify the number of moves to make in a certain time. When the time is up, the entries on the second and third lines will be used if they are non-zero, otherwise the clock will be reset to the last set of numbers used. For example, if you enter 20 and 10 on the first line and 1 and 1 on the second line, the computer will generate 20 moves in 10 minutes, then 1 move every minute after that. If either parameter on the first line is zero, the computer will make each move within the time entered in the maximum response time control.

### **Random**

Randomize the move selection slightly.

### **Easy**

If easy mode is off, the computer thinks about its next move during the opponents turn.

### **Depth**

Set the maximum search depth. To reduce the difficulty of play, this can be decreased, to a minimum of 2.

15skill

16Skill menu

17Skill menu;Time controls;Random;Easy;Depth

## #18\$19K20 Side Menu

### **Reverse Board**

Reverse the board.

### **Switch**

Switch sides with the computer. The board will be reversed if necessary so that your pieces are at the front.

### **Switch but don't move**

Same as **Switch**, but it ensures that it will not be the computer's move after the switch. This is useful if you have set up a position with the board editor and want the computer to play white with black moving first.

### **Black**

Computer plays black. The board may be reversed as for **Switch**.

### **White**

Computer plays white. The board may be reversed as for **Switch**.

### **Both**

Computer plays against itself.

### **White to move / Black to move**

Change whose move it is.

### **Force**

Allows the user to enter moves for both sides. The board can be used to play a game between two people while force is on.

18side

19Side menu

20Side menu;Reverse board;Switch;Black;White;Both;Go

## #<sup>21</sup>\$<sup>22</sup>K<sup>23</sup> Board Menu

### **Colors**

Set the display colors.

### **Size**

Set the board size. Small fits on a 640 X 480 screen, medium fits on a 800 X 600 screen, and large fits on a 1024 X 768 screen.

### **Type**

Set the board type to square or simulated 3D.

21board

22Board menu

23Board menu;Colors;Board size

#<sup>24</sup>\$<sup>25</sup>Hint

Display the best move the computer thinks you can make. You can also use Ctrl-H.

24hint  
25Hint