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Introduction to K-Chess Elite

Welcome to K-Chess Elite, the educational chess program.

K-Chess Elite is simple to use, informative, and plays a good game. It comes with both 16 bit and 32 bit versions in the one package.

K-Chess Elite allows you to play with two opponents, one person against the computer (either black or white), or the computer against itself. To move, pick up a piece with the mouse and drag it and drop it where you want it. Or just type in the move that you want to perform. Moves can also be made in other ways using either the mouse or keyboard.

At the top of the screen is the Menu Bar from which all functions of the game can be operated. The main part of the screen is occupied by the Board and the Pieces on it. To the right of the board the Status Panel displays information about the game's progress. Below the board all the taken pieces are shown.

You can get all sorts of helpful information by clicking on pieces with the left mouse button and squares with the right mouse button, using the Quick Hint or Computer Move to get assistance from the computer, using undo and redo to experiment with different moves, and watching the computer's analysis of the game in the Workings Box near the bottom of the Status Panel. In fact, K-Chess can help you to play better by showing you more information about the game and more flexibility in how you play it. This help file even includes the Rules of Chess and some useful guidelines for beginners.

Comments can be recorded within games. Whole games can be saved to disk and reopened later. Both the board layout and the list of moves can be printed.

The game is highly customizable, and you can change dozens of options that control the game's operation and behaviour. There are some special settings for beginners.

Information for Beginners

To avoid frustration, beginner chess players should set [K-Chess](#) to play it's simplest possible game. This involves a number of options, but they can all be set together by going to the [Options dialog box](#), clicking on the [Strength Page](#) and then on the [Novice] button. To get lots of assistance from K-Chess it is also a good idea at this point to click on the [Moves Page](#) and ensuring that all the Hints options are selected. Finally press <Enter> or click on the [OK] button.

Remember that K-Chess has lots of features and [helpful information](#) for beginners, and some [guidelines](#) to help you play.

History of Chess

There are many theories about where and when chess originated, including some that suggest it is thousands of years old. Perhaps some form of it does date back to ancient times.

The best evidence indicates that chess originated in India around 600 A.D. It spread rapidly through Asia, and was cultivated by the Arabs who in turn introduced it to the territories they had conquered. In time it spread to Spain, Italy, France and other European countries.

Since the late eighteenth century the popularity chess has increased dramatically, especially with the introduction of matches and tournaments. It has been said that there is more literature devoted to chess than for all other games combined.

The Rules of Chess

The game of chess is played by two opponents by moving pieces on a square board.

THE BOARD

The chess board is made up of 64 equal squares in colour alternately light (the "white" squares) and dark (the "black" squares). The chess board is positioned between the players so that the square in the corner to the right of each player is white.

The 8 rows of squares running between the edges of the chess board nearest the two players are called "ranks". The 8 rows of squares running at right angles to the ranks are called "files". The rows of squares of the same colour touching at the corners are called "diagonals".

THE PIECES

At the start of the game one player has 16 light coloured pieces (the "White" pieces) and the other player has 16 dark coloured pieces (the "Black" pieces). The pieces consist of 1 King, 1 Queen, 2 Rooks, 2 Knights, 2 Bishops and 8 Pawns.

Each player's pieces are initially positioned on the board to cover the two ranks nearest the player. The 2 Rooks occupy the 2 corner squares in the first rank, the 2 Knights occupy the 2 squares next to the Rooks on the first rank, the 2 Bishops occupy the 2 squares next to the Knights on the first rank, the King and Queen occupy the 2 centre squares on the first rank such that the King is on a square of the opposite colour to itself, and the 8 Pawns occupy the whole of the second rank.

PLAY

The two players move alternately, each player making one move at a time. The player who has the White pieces makes the first move.

Except for castling, a move is the transfer of a piece from one square to another square which is either vacant or occupied by an opponent's piece. No piece, except the Rook when castling or the Knight, can cross a square occupied by another piece.

A piece played to a square occupied by an opponent's piece takes the opponent's piece as part of the same move, and removes it from the board.

MOVES

The King, except for castling, can move to any adjacent square that is not attacked by an opponent's piece. Castling is a move of the King and Rook, counted as a single move, in which the King is transferred from its original square to either of the nearest squares of the same colour in the same rank, then the rook towards which the King has moved is transferred over the King to the square the King has just crossed. Castling may not be performed if the King has already been moved, or with a Rook that has already been moved. Castling may not be performed if there is any piece between the King and the Rook involved, or if the squares that the King is on or that it must cross or that it will occupy is being attacked by an opponent's piece.

The Queen can move to any square on the rank, file or diagonal on which it is placed.

The Rook can move to any square on the rank or file on which it is placed.

The Knight can move one square along the rank or file plus one square along a diagonal moving away from the square it left.

The Pawn can move only forward. Except when making a capture, it may advance on its first move one or two vacant squares along the file on which it is placed, and on subsequent moves one vacant square along the file on which it is placed. When making a capture it advances on one square along either of the diagonals on which it is placed.

A Pawn attacking a square crossed by an opponent's Pawn which has advanced two squares on the previous move can capture the pawn as though the latter had only advanced one square. This capture can only be made on the move immediately following such advance, and is known as "en passant".

On reaching the end of a file a Pawn is immediately exchanged, as part of the same move, for a Queen, Rook, Knight or Bishop of the same colour at the player's choice. This is called 'Pawn promotion'.

CHECK

The King is in check when its square is attacked by an opponent's piece. The check must be averted on the move immediately following, otherwise it is "mate". Check can be averted either by taking the attacking piece, moving a piece between the attacking piece (unless the attacking piece is a Knight), or moving the King.

THE END OF THE GAME

The game is won for the player who has mated the opponent's King. The game is considered won for the player whose opponent resigns. When using clocks, the game is won by the player whose opponent exceeds their allotted time.

The game is drawn under any of the following circumstances:

1. When the King of the player whose turn it is to move is not in check, but such player cannot make a legal move. This is called "stalemate".
2. On demand by either player when the same position appears three times, the same player having the move each time. The position is considered the same if pieces of the same kind and colour occupy the same squares, and the possible moves of all pieces are the same.
3. On demand by the player whose turn it is to move if at least fifty moves have been made by each player without a capture of a piece and without a Pawn move having been made.
4. By agreement between the two players.

Guidelines for Beginners

The information below is from a work entitled "Good Chess Guidelines for Beginning & Amateur Players" by Joe Brooks.

First, a quick primer on the relative values of the pieces. These values only have meaning when deciding whether or not to trade pieces. One is not necessarily winning just because one has more material. Having said that, here it is:

Pawn = 1 Knight = 3 Bishop = 3.25 Rook = 5 Queen = 9

The King is never actually captured, and thus is not listed. The Bishop, while slightly more valuable than a Knight in most cases, is often traded on an equal basis with the Knight. Two Bishops, however, is almost always better than Two Knights, as the advantage of the Bishops is additive. In fact, one place they are definitely superior is in the endgame. You can force checkmate with Two Bishops vs. a lone King, but cannot *force* checkmate with two Knights vs. a lone king. Also, in chess parlance, the Pawn is not considered a "piece" Pawns and pieces are usually referred to as separate things. Knights and Bishops are considered minor pieces, Rooks and Queens major pieces. If you hear someone say he is "a piece up", that generally means he is a minor piece ahead in material. If he were a Rook or Queen up, he would usually specify which. If you've managed to trade your Knight or Bishop for a Rook, you are said to be up the Exchange. Trading a Bishop for a Rook is called being up the minor Exchange, and trading a Knight for a Rook is called being up the major Exchange, though most often no distinction is made between the two, as the difference is small. Having defined a few terms, on to the guidelines.

1. Start with moving a center pawn 2 squares forward. This occupies and controls the center, meanwhile opening lines for your pieces to get into play (in chess parlance, we say the pieces are "developed" when brought into play). This also allows you to keep the side (or "wing") pawns intact so your King has a safe place to castle later. This rule is here because centerpawn openings are both the easiest to play and to understand, and should be concentrated on by the beginning player. It does not mean other choices are bad, they're just not good ones for beginning players.
2. Make only as many Pawn moves as is necessary in the opening to effectively develop the rest of your pieces or as necessary for defense. This is usually no more than four in the early opening phase of the game. The end of the opening phase is generally considered to be reached when all the pieces have been developed and the King has castled.
3. Get all your pieces developed as quickly as possible. One piece will not accomplish anything by itself, and you basically can't do anything until you do this first.
4. Develop Knights before Bishops. People will give many reasons for this, but as William Lombardy, a US GrandMaster, once told me, those other reasons are basically so much hot air. The real reason is that Knights move more slowly than Bishops, and take longer to get where they're going. A Bishop can travel long range and be developed almost instantly to the desired square. While I think the other reasons may have some minor impact, I think he's essentially correct.
5. Develop Knights toward the center (not the edges). Remember, "A Knight on the rim is dim." This is because it only has half the scope there as in the center. You can prove this by putting a Knight in the center of the board, and counting the squares it attacks (you should get eight), and then putting it on the side, and counting how many squares it covers (four). Since this placement has a larger effect percentagewise on the Knight than any other piece (try it and notice what happens to the Rook!), and the Knight is also a slow moving piece, this rule actually applies to almost all pieces, but *especially* the Knight.
6. Castle early for King safety and to develop the Rooks, usually immediately after the development of Knights and Bishops, sometimes even before both Knights and both Bishops have come into play, depending on necessity. If you can wait until the Knights and Bishops are in play, however, this gives you the choice of deciding on which side to castle, though sometimes there is only one good choice, as one wing or the other may already be weakened, in which case delaying would give no benefit. See items #1 and #21.

7. Do not move a piece twice in the opening. Doing so delays getting your other pieces developed and delays castling.
8. Do not bring the Queen out too early. It is a valuable piece, and therefore an easy target for lesser pieces. If you bring it out too early, you are likely to find yourself moving the Queen over and over to get it to safety (repeatedly violating guideline #7), and delaying the development of your pieces while your opponent essentially takes one free turn after another, developing his. If you need to move it so your King can castle queenside, generally moving it up to the second rank just to get it out of the way is ok. Moving it farther than this before you've finished development is usually inviting trouble.
9. Control the center squares. Traffic generally has to run through the center of the board in one way or another. Control the center of the board, and you usually will have more freedom to put your plans into effect than your opponent, as your pieces will have more scope & power from the center of the board, being able to get to any spot on the board relatively quickly.
10. Keep one or more Pawns in the center. This helps you achieve #9 above, as one way to control the center is by occupying it, and Pawns are the most difficult piece to budge.
11. Place your pieces on open lines (open lines are lines of movement that are unobstructed by pawns). Place Bishops on open diagonals, Rooks on open files (files are columns, ranks are rows).
12. Coordinate your pieces to work together. One common way to do this is to double pieces up, such as putting a Queen and Bishop on the same diagonal, or putting two Rooks on the same file or rank. They support each other's movement along the diagonal, file, or rank in question, and are essentially twice as powerful this way.
13. When protecting a piece, use the least valuable piece available to do so. Especially, protect Pawns with Pawns (forming a Pawn chain). Why tie up a valuable piece to protect a Pawn if it's not necessary? Not only does using less valuable pieces for protection free up the more powerful pieces, but the less valuable pieces are less likely to be scared away or dislodged from their defensive posts.
14. Avoid isolated Pawns if possible. Isolated pawns are those that can no longer be protected by an adjacent pawn (because there are no pawns on the adjacent files). Isolated pawns generally occur as a result of Pawn captures being made, so carefully look at the resulting Pawn structure when you have the choice of capturing with a Pawn or another piece. Isolated pawns are weak because they are subject to attack and must be defended by other pieces.
15. Especially avoid doubled isolated Pawns. Doubled Pawns are two pawns of the same color on the same file. The Pawn in back is weak because its movement is inhibited by the Pawn in front. This is not terribly weak by itself. However, doubled isolated Pawns are very weak, as they both cannot be supported by other pawns and cannot move freely, a bad combination.
16. Make moves that threaten, when possible. These moves limit your opponent's choices, and basically allow you to call the shots, as your opponent usually must respond to your threat before proceeding with his own threats. Alternately, do not get carried away with making your own threats to the point that you overlook your opponent's threats. Being the one who is calling the shots is called having the initiative.
17. Don't make pointless threats. This includes checks. Checking or attacking something simply for the sake of doing so has no value. If the threatened piece can simply move away with no detrimental consequences, and there is no advantage to you in making the move in the first place, then the threat is pointless. Doing this can even force your opponent to make a good move. Pointlessly threatening a Knight on the rim just forces your opponent to move it back towards the center of the board, for example. However, if the Knight is trapped there, then attacking it would allow you to win the piece.
18. When ahead in material, exchange pieces. For example, if the total value of your pieces on the board (see relative values listed above) is 16, and the total value of your opponents pieces is 11, this is roughly a 3 to 2 edge. Trade Rooks, however, and now the total value of your pieces is 11,

your opponent's pieces have a total value of 6. This is almost a 2 to 1 edge, which is obviously better.

19. When behind in material, don't exchange pieces. This is essentially #18 looked at from the other side of the coin.
20. When you are attacked, try to exchange the attacking pieces to reduce the power of the attack. This takes precedence over #18 & #19, as the safety of the King is more important than anything else.
21. Don't weaken Pawns in front of your castled King. Generally this means don't move them unless you absolutely have to. Once moved forward they become easier targets for attack.
22. Try not to leave your pieces in positions where they are loose (undefended). Loose pieces become targets for attack, and are more likely to be lost than pieces that are defended.
23. Avoid creating holes in your position. A hole is a square that can no longer be defended by a Pawn. Since a Pawn is the most useful piece when it comes to threatening another piece to make it move away from a particular spot, this would mean a piece can lodge itself in this hole and be extremely hard to drive away. This is especially bad if the hole is near where your king is hiding out.
24. Bring your King into action in the endgame. Once the danger of the middle game is over and there are very few pieces on the board, the King need not cower in the corner anymore. He instead becomes a powerful attacking piece.
25. Find your opponent's weaknesses and exploit them. This may be anything from a set of doubled or isolated pawns to a vulnerable King position to something as esoteric (and beyond the scope of this file) as a weak square or a lack of development. To understand how to exploit these weaknesses, play over master games, and watch how they do it. Games of the old masters (Morphy, Tarrasch, Nimzovitch, Lasker, & Capablanca, for example) often illustrate these concepts better than modern games, as they are simply easier to follow and more straightforward in their style of play.
26. Don't sacrifice a piece without a clear reason, like a DEFINITE checkmate. Only masters are justified in making speculative sacrifices, and even they will not generally do so. Speculative sacrifices fail much more often than they succeed. If your name is Mikhail Tal, you can ignore this one.
27. Always assume your opponent will make the best move. Assume he will be fooled, and you will eventually set yourself up for trouble. Only by determining the best moves for *both* sides can accurate analysis be done.
28. Do not follow any of these preceding guidelines blindly or mechanically. Analysis always supersedes these guidelines. If your analysis says you have checkmate in three moves no matter how your opponent replies (you are said to "have mate in three"), then all the guidelines go out the window. Obviously, it doesn't matter if you have to put your Knight on the rim to deliver checkmate. If you see a *specific* reason to break a guideline, such as mate or the win of material, particularly of a piece or more, and you believe your analysis is sound and the benefits outweigh the negatives of breaking that guideline, then by all means break it. These guidelines are simply to help you win, and are not hard and fast rules for every situation. This leads us to #29...
29. Be careful when grabbing material, as it can be used as a way of luring your pieces into positions where they will be useless to prevent an onslaught against your King, or even in preventing your pieces from ever developing and getting into the game. But as Bobby Fischer once said (paraphrased), "If you can't see a good reason not to take a piece, then take it." Simply put, don't get greedy over material at the expense of the safety of your King, but don't refuse outright gifts, either.
30. And fittingly last, if you are playing a game and are a Rook down or more, with no attack, passed pawn (a Pawn whose passage is unopposed by other pawns and thus is a serious threat to

promote to a queen), or other significant compensation, against a knowledgeable player who is not likely to blunder badly enough for you to get back in the game, graciously resign and get on with the next game. There are exceptions to this, especially with timed play and/or when tournament prize money is on the line at the amateur level, but it is generally a sign of good sportsmanship to admit when you've been defeated and congratulate your opponent. This almost always occurs at the master level, regardless of circumstance few would be caught dead playing drearily on until the inevitable mate is delivered. It should *always* occur when the games are friendly. Also, if you are the victor, be gracious about winning, don't gloat, and compliment your opponent on the things he did right.

If you have found the above information useful, please let the author Joe Brooks know by mail either through the FidoNet CHESS echo, or at one of the following addresses:

FIDONet netmail address 1:2609/202

Internet email address joe.brooks@newhor.uu.holonet.net.

Helpful Hints

During the game you may get help on the game in the following ways:

- a) Click on a piece with the left mouse button. All the squares to which that piece can move will be highlighted.
- b) Click on a square with the right mouse button. All the squares containing pieces which threaten that square will be highlighted.
- c) Use the Quick Hint operation on the Move pull down menu to get a suggestion from the computer. If you like that move then select Redo to make it your own. Note that the computer only thinks for a fraction of a second to work out a Quick Hint.
- d) Use the Computer Move operation to accept whatever move the computer determines. This allows the computer to take as much time as allowed by the time limits as specified in the Strength page of the Options dialog box, thereby giving a more thorough analysis than Quick Hint. If you do not like the move then select Undo to take it back.
- e) Look in the Workings Box at the bottom of the Status Panel to the right of the screen to see the list of moves the computer is analysing, and the score it has given them.

This help file also includes the rules of chess, and some useful guidelines for beginners.

The Board

The chess board is the main area covering the left and centre of the screen, and is where all the action of the game takes place, and where all the pieces are played.

The board is divided into 64 squares, defined as 8 ranks (from one side of the board to the other) and 8 files (from one end of the board to another).

The size, colours and texture of the board can be controlled through the Board page of the Options dialog box.

The Pieces

Each player starts with 16 same coloured pieces on the [board](#), either White or Black, consisting of a King, a Queen, 2 Rooks, 2 Knights, 2 Bishops and 8 Pawns. Each piece has it's own set of valid moves.

The King moves to an adjacent square in any direction.

The Queen moves to any square on it's current rank, file or diagonal.

The Rook moves to any square on it's current rank or file.

The Knight moves in an "L" shape, two squares along it's current rank or file then one square away at right angles.

The Pawn only moves forward, normally one square, but optionally two on it's first move.

See the [Rules](#) for a complete description of all valid moves in chess.

The size and style of pieces can be controlled though the [Board page](#) of the [Options dialog box](#).

Entering and Displaying Moves

Pieces may be moved using either the mouse or the keyboard.

Using the mouse, drag and drop the piece where you want it to go. (This involves moving the mouse pointer over the piece to be moved, pressing and holding the left mouse button, moving the mouse to where you want the piece to go, and releasing the mouse button.) Alternatively, click on the piece you want to move, then click on the square where you want it to go or the piece you want it to take. If the move is invalid then the piece will go back to its original location and allow you to make another move. Note: to castle, move the King the two squares and the Rook will automatically jump over it.

Using the keyboard, optionally display the Enter Move dialog box first by pressing the <Enter> key or by selecting the Enter Move operation from the Move pull down menu. Then type in a move using any of the accepted notations. The move does not need to be completely specified, as long as it is not ambiguous. For example, enter the starting square and the destination square as in "e2e4", or the piece and destination square as in "Pe4", or just the destination square "e4" if there is only one piece that can move there. Finally press <Enter> or click on the [Ok] button.

An alternate way of moving with the keyboard is to press the Space Bar to display the square cursor, use the arrow keys to locate it over the piece to be moved and press the Space Bar again to select it, then use the arrow keys to locate in onto the destination square and press the Space Bar a third time.

The settings on the Moves page of the Options dialog box enable various methods of moving to be turned on and off.

The move list in the Status Panel displays all the moves made in the game using the notation specified in the Status page of the Options dialog box.

Notation

K-Chess can handle three types of notation to enter and display moves. They are Standard Algebraic Notation (SAN), Long Algebraic Notation (LAN) and Computer Notation (CN).

In the various notations, moves are made up of one or more of the following elements, in order:

1. In SAN and LAN, the name of the piece. Pieces are identified by a single letter. In English these are K for King, Q for Queen, R for Rook, N for Knight, B for Bishop and P or blank for Pawn, however the Text Page on the Options dialog box allows piece names for other languages to be entered. Regardless of language, the old form "Kt" is also accepted for Knights when entering moves.
2. In LAN and CN, the starting Square on the board, and in SAN either the Rank, File or Square if required to remove ambiguity. The File is identified by a letter A-H starting from the Queen side of the board. A Rank is identified by a number 1-8 starting from White's end of the board. A Square is identified by the two together as in A1, E2, D4.
3. In SAN or LAN, an "x" if a piece was taken, or in LAN a minus sign "-" for all other moves.
4. The destination Square in all three notations.
5. For pawn promotion, an optional equals sign "=" followed by the name of the piece to which the pawn has been promoted. Pawn promotions without this indication assume a queen.
6. A plus sign "+" to indicate Check, or an asterisk "*" or hash "#" to indicate mate.

In all notations, castling on the King's side is indicated by "o-o" or "O-O", and castling on the Queen's side is indicated by "o-o-o" or "O-O-O".

When entering moves, the old form "Kt" will be accepted for Knights.

No special insignia is used for en passant moves.

The Status Panel

The Status Panel is the area on the main screen to the right of the board, and displays information about the status and progress of the game.

The first item specifies the turn number, and which player (White or Black) is due to make the next move.

The second item indicates the current Mode of play and whether the computer is thinking (if it is the computer's turn to move) or waiting (if it is the user's turn to move).

The third item shows the clocks. The game clock at the top or middle shows the total elapsed game time. The player clocks below or on either side (white on the left and black on the right) show the elapsed time for each player. The operation and appearance of the clocks are specified on the Strength page and Status page respectively of the Options dialog box.

The fourth item is the list of all moves in the game so far. The list is displayed in the notation as set on the Text page of the Options dialog box. The list may be scrolled backwards by clicking on the scroll bar at the right of the list. Click on any move to undo or redo the game to that move. The blue highlight is always immediately after the move that has just been played.

The optional fifth item shows either a Comment (if one has been entered), or the computer player's Workings including thinking status, value of the move being analysed and best line the computer has found so far. Comments allow information about the game to be entered manually, and the Workings show the computer's analysis of the game. The Comment and/or Workings information can be turned on and off through the Show Comments and Show Workings check boxes in the Status page of the Options dialog box.

The last item displays important messages about the status of the game and its completion. In particular, it tells whether either player is in Check. It also indicates when the game has come to an end through Checkmate, Stalemate, Resignation, Draw or expiration of time.

The Status Panel can be displayed or hidden through the Show Status Panel check box in the Status page of the Options dialog box.

Modes of Play

K-Chess has many different modes of play. The current mode is displayed near the top of the Status Panel.

- a) Board Setup mode allows the board to be set up with the pieces in specific positions. This mode is selected from the Board Setup Mode or Clear Board operations on the Play menu.

The four playing modes allow different combinations of human and computer opponents:

- b) Auto Play mode has the computer playing against itself. This mode is selected from the Auto Play operation on the Play menu.
- c) Play White mode has a human opponent playing White and the computer playing Black. This mode is selected from the Play White operation on the Play menu.
- d) Play Black mode has a human opponent playing Black and the computer playing White. This mode is selected from the Play Black operation on the Play menu.
- e) Two Player mode allows two human players to play. This mode is selected from the Two Player operation on the Play menu.

Other temporary modes are also used at specific times. The first three of these are controlled by the settings on the Moves page of the Options dialog box.

- f) Loading mode is while the computer is loading a previously saved game to the beginning of the game through the Open operation on the Game menu.
- g) Running mode is while the computer is fast loading a previously saved game to the end of the game through the Open operation on the Game menu, or doing a fast multiple move undo or redo.
- h) Playing mode is while the computer is slow loading a previously saved game to the end of the game through the Open operation on the Game menu, or doing a slow multiple move undo or redo.
- i) Ready mode is when the computer has started a new game but is waiting for the first move to be made, before a specific playing mode has been selected and before the clocks have been activated.
- j) Game Over mode is when the game has been won or drawn.

The Taken Pieces Panel

The Taken Pieces Panel is the area on the main screen below the Board, and shows all the pieces that have been taken by both players during the course of the game.

In Board Setup Mode pieces may be dragged to and from the Board and Taken Pieces Panel to set the board up as desired.

The taken pieces can be displayed either in the order in which they were taken, or in order of value from highest to lowest.

The Taken Pieces Panel can be displayed or hidden, and the order of the pieces changed, through the settings on the Status page of the Options dialog box.

The Menu Bar

All the functions in K-Chess can be accessed from the Menu Bar at the top of the window above the Board and Status Panel. Selecting any item on the Menu Bar opens a pull down menu which contains many operations that can be performed. Many of these operations can also be activated from the Button Bar or by shortcut keys.

The Menu Bar itself can be activated with the mouse by clicking on any menu item; or with the keyboard by pressing the <F10> or <Alt> keys and then using the cursor movement keys and <Enter> to select the required item; or by holding the <Alt> key and pressing the letter highlighted for a menu item, that pull down menu is opened. For example, the "Game" menu is pulled down by pressing <Alt+G>.

The pull down menus on the Menu Bar are as follows:

The Game menu contains operations to the start, save, reload and print whole games.

The Play menu contains operations to set the board and control how it is played and displayed.

The Move menu contains operations to make and withdraw one or more individual moves.

The Help menu gives access to several types of useful information about K-Chess.

The Button Bar

Many of the functions in K-Chess can be accessed easily from the optional Button Bar. These operations can also be activated from the Menu Bar or by shortcut keys. Move the mouse pointer over any button to display a tool tip which indicates the function of the button.

The Button Bar can be moved or hidden through the settings on the Status page of the Options dialog box.

Shortcut Keys

Most functions within K-Chess Elite can be accessed directly by shortcut keys.

MENU SHORTCUTS

<Alt+G> Activate Game pull down menu
<Alt+P> Activate Play pull down menu
<Alt+M> Activate Move pull down menu
<Alt+H> Activate Help pull down menu

GAME SHORTCUTS

<Ctrl+N> New game
<Ctrl+O> Open existing game
<Ctrl+R> Reopen current game
<Ctrl+S> Save current game
<Ctrl+A> Save current game As new name
<Ctrl+P> Print Moves
<Ctrl+B> Print Board

PLAY SHORTCUTS

<Alt+A> Auto Play mode
<Alt+W> Play White mode
<Alt+B> Play Black mode
<Alt+T> Two Player mode
<Alt+Q> Rotate Board
<Ctrl+C> Copy Game
<Ctrl+V> Paste Game
<Alt+V> Variation
<Alt+Z> Freeze Game
<Alt+F> Information
<Alt+O> Options

MOVE SHORTCUTS

<Alt+U> Undo last move
<Alt+R> Redo last move
<Alt+D> Undo All
<Alt+L> Redo All
<Alt+I> Quick Hint
<Enter> Enter move
<Alt+C> Computer move
<Alt+S> Stop thinking
<Alt+Y> Replay last move
<Alt+N> Resign
<Alt+E> Comment

HELP SHORTCUTS

<F1> Get Help

Game menu <Alt+G>

The Game pull down menu on the Menu Bar contains operations to commence, load and save games, and exit the program.

<u>New</u>	Reset the board to commence a new game
<u>Open</u>	Open a previously saved game
<u>Reopen</u>	Open the current game file again
<u>Save</u>	Save the current game
<u>Save As</u>	Save the current game with specific name
<u>Print Moves</u>	Print the game listing
<u>Print Board</u>	Print the current board layout
<u>Print Setup</u>	Change the printer settings
<u>Exit</u>	Exit from K-Chess

Game|New <Ctrl+N>

The New operation on the Game pull down menu resets the board to starting positions, ready to commence a new game.

Game|Open <Ctrl+O>

The Open operation on the Game pull down menu displays the Open dialog box. This allows a previously saved game to be retrieved and reused.

The speed at which the moves are replayed as the game is opened, and whether the game is opened to the beginning or the end, is determined by the settings on the Moves page of the Options dialog box.

Game|Reopen <Ctrl+R>

The Reopen operation on the Game pull down menu opens the current game file again. This is a quick way to restore a game back to the point at which it was last saved, or to open another game from the same EPD, FEN or PGN game library.

The way in which the game is opened is as per the Open operation.

Game|Save <Ctrl+S>

The Save operation on the Game pull down menu saves the current game into a file.

If the current game has not already been given a name (ie it has been created with the New operation) then the Save As dialog box will be shown automatically so that a name can be assigned prior to saving.

Game|Save As <Ctrl+A>

The Save As operation on the Game pull down menu displays the Save As dialog box. This allows the current game to be saved in a new file.

Game|Print Moves <Ctrl+P>

The Print Moves operation on the Game pull down menu prints all the moves in the current game to the default printer.

All game and player information is included at the beginning of the printout. If the Chess font is installed on your computer (this is done automatically during program setup) then the current board layout is also included in the printout.

The Print dialog box is displayed to allow the printer and certain characteristics to be selected. The printer's attributes are controlled by the Print Setup dialog box. The type and size of print is controlled by the settings on the Fonts page of the Options dialog box.

Game|Print Board <Ctrl+B>

The Print Board operation on the Game pull down menu prints the current board layout on the default printer. The whole client area of the main window is printed, including the Status Panel and Taken Pieces Panel if displayed.

The Print dialog box is displayed to allow the printer and certain characteristics to be selected. The printer's attributes are controlled by the Print Setup dialog box.

Game|Print Setup

The Print Setup operation on the Game pull down menu displays the Print Setup dialog box. This allows the printer settings to be viewed and changed.

Game|Exit <Alt+X>

The Exit operation terminates K-Chess.

Play menu <Alt+P>

The Play pull down menu on the Menu Bar contains operations to control the board setup, mode of play and playing options.

<u>Board Setup Mode</u>	Set the layout of the board
<u>Clear Board</u>	Clear all pieces from the board
<u>Board Settings</u>	Set initial status of the board
<u>Auto Play</u>	Auto Play mode
<u>Play White</u>	Play White mode
<u>Play Black</u>	Play Black mode
<u>Two Player</u>	Two Player mode
<u>Rotate Board</u>	Rotate the board
<u>Copy Game</u>	Copy game to the clipboard
<u>Paste Game</u>	Paste game from the clipboard
<u>Variation</u>	Play a variation of the current game
<u>Freeze Game</u>	Freeze the game
<u>Information</u>	Record game and player information
<u>Options</u>	Change the operation and appearance of the game

Play|Board Setup Mode

The Board Setup Mode operation on the Play pull down menu starts Board Setup Mode. This allows pieces to be dragged to and from anywhere on the board (as long as the destination is valid). Pieces may also be dragged on and off the board, to and from the Taken Pieces Panel. The layout of the board can thereby be set up to a specific starting position.

Pawns can be promoted to another piece by dropping them on a square on their last rank.

Take all pieces (except Kings) from the board with the Clear Board operation.

Change the castling and en passant status of the board, and details about who moves first, with the Board Settings operation.

Board Setup Mode may be terminated by selecting the Setup Board operation again, or by choosing one of the four Playing Modes.

Play|Clear Board

The Clear Board operation on the Play pull down menu removes all pieces except the Kings from the board, and starts Board Setup Mode if it is not in that mode already.

Board Setup Mode may be terminated by selecting the Setup Board operation again, or by choosing one of the four Playing Modes.

Play|Board Settings

The Board Settings operation on the Play pull down menu displays the Initial Board Settings dialog box. This allows the move number and first player to be set, as well as the castling and en passant status of the board.

This operation is only available in Ready and Board Setup Modes.

Play|Auto Play <Alt+A>

The Auto Play operation on the Play pull down menu starts Auto Play Mode. In this mode the computer plays both White and Black. The clocks are started immediately.

This mode can also be selected by double clicking on the mode indicator near the top of the Status Panel.

Play|Play White <Alt+W>

The Play White operation on the Play pull down menu starts Play White Mode. In this mode a human opponent plays White and the computer plays Black. The Board is rotated if necessary so that the White pieces are at the bottom, and the clocks are started immediately.

This mode can also be selected by double clicking on the white clock in the Status Panel.

Play|Play Black <Alt+B>

The Play Black operation on the Play pull down menu starts Play Black Mode. In this mode the computer plays White and a human opponent plays Black. The Board is rotated if necessary so that the Black pieces are at the bottom, and the clocks are started immediately.

This mode can also be selected by double clicking on the black clock in the Status Panel.

Play|Two Player <Alt+T>

The Two Player operation on the Play pull down menu starts Two Player Mode. In this mode human opponents play both White and Black. The clocks are started immediately.

This mode can also be selected by double clicking on the game clock in the Status Panel.

Play|Rotate Board <Alt+Q>

The Rotate Board operation on the Play pull down menu turns the board 180 degrees, as if looking from the other player's perspective.

The board can also be rotated by double clicking on the edge of the board.

Play|Copy Game <Ctrl+C>

The Copy Game operation on the Play pull down menu copies the state of the board and all moves to the Windows clipboard. This allows the game to be pasted into a document, an e-mail message, or another running copy of K-Chess.

Play|Paste Game <Ctrl+V>

The Paste Game operation on the Play pull down menu pastes any previously copied board and moves from the Windows clipboard. This allows for transfer of a complete game from a document, an e-mail message, or another running copy of K-Chess.

Play|Variation <Alt+V>

The Variation operation on the Play pull down menu displays a smaller duplicate K-Chess board, to allow for investigation of alternate moves. This is essentially equivalent to copying a game to the clipboard, starting another copy of K-Chess, and pasting the current game into it. Any changed options in the variation game will not affect the main game, or any subsequent game as they are not saved.

Play|Freeze Game <Alt+Z>

The Freeze Game operation on the Play pull down menu freezes the game. This suspends the computer's calculations and the clocks, allowing you to go and do something else for a while. Normally the board is also covered while the game is frozen, but this can be changed through the settings on the Moves page of the Options dialog box.

This function can also be selected by double clicking on the message panel at the bottom of the Status Panel.

Play|Information <Alt+F>

The Information operation on the Play pull down menu displays the Game and Player Information dialog box. This enables a number of pieces of information on the game's purpose, location, date and players to be recorded.

Play|Options <Alt+O>

The Options operation on the Play pull down menu displays the Options dialog box. This contains several pages of options which can be set to customise the way the game plays and how it is displayed.

Move menu <Alt+M>

The Move pull down menu on the Menu Bar contains operations to perform or reverse a move, start or pause play, and set options.

<u>Undo</u>	Reverse the last move
<u>Redo</u>	Restore the previous reversed move
<u>Undo All</u>	Reverses all moves
<u>Redo All</u>	Restores all moves
<u>Enter move</u>	Type in a move in normal notation
<u>Quick Hint</u>	Get a hint from the computer
<u>Computer move</u>	Make the computer perform the next move
<u>Stop thinking</u>	Force the computer to make it's move
<u>Replay</u>	See the last move again
<u>Resign</u>	Concede defeat
<u>Offer Draw</u>	Offer the computer a draw
<u>Comment</u>	Enter a comment

Move|Undo <Alt+U>

The Undo operation on the Move pull down menu reverses the last move that either the computer or human opponent made. This reversed move may be reinstated by Redo or Redo All. Use Undo All to reverse all moves to the start of the game.

Move|Redo <Alt+R>

The Redo operation on the Move pull down menu reinstates the last move that had been reversed by an Undo or Undo All. Use Redo All to reinstate all moves to the end of the game.

Move|Undo All

The Undo All operation on the Move pull down menu reverses all moves that have been made by both players, right back to the start of the game. The reversed moves may be reinstated by Redo or Redo All. Use Undo to reverse just the last move.

The speed at which the pieces move back is determined by the settings on the Moves page of the Options dialog box.

Move|Redo All

The Redo All operation on the Move pull down menu reinstates all moves that had been reversed by Undo or Undo All to the end of the game. Use Redo to reinstate just the last move.

The speed at which the pieces move is determined by the settings on the Moves page of the Options dialog box.

Move|Quick Hint <Alt+I>

The Quick Hint operation on the Move pull down menu shows the move the computer would make in the situation. This function is similar to doing Computer Move then Undo, except that the computer is not given as much time to search for the best move (only about half of one second).

Move|Enter Move <Enter>

The Enter Move operation on the Move pull down menu displays the Enter Move dialog box in which a move can be typed. This can be used instead of the mouse to perform a move.

Move|Computer Move <Alt+C>

The Computer Move operation on the Move pull down menu instructs the Computer to make the next move for you.

If you don't like the move the Computer makes, it can be reversed by selecting Undo.

Move|Stop thinking <Alt+S>

The Stop thinking operation terminates the computer's searching time and forces it to make it's move immediately.

Move|Replay <Alt+Y>

The Replay operation on the Move pull down menu replays the last move that was made so that it can be seen again. This function is similar to doing Undo then Redo.

Move|Resign <Alt+N>

The Resign operation on the Move pull down menu records a resignation against the current player and terminates the game.

Move|Offer Draw

The Offer Draw operation on the Move pull down menu makes an offer to the computer opponent to draw the game. The computer will accept the offer if it does not think it has an advantage in the game. Offers of draws can only be made after 30 moves.

Move|Comment <Alt+E>

The Comment operation on the Move pull down menu displays the Comment Box into which information about the game can be entered. Any number of comments may be stored throughout the game, and may be reviewed with the Undo and Redo operations. The visibility of the Comment Box is determined by the settings on the Status page of the Options dialog box.

Help menu <Alt+H>

The Help pull down menu on the Menu Bar contains a number of different types of assistance and information about K-Chess Elite.

<u>Help</u>	Get help about K-Chess
Using Help	Find out how to use the help system
<u>Help Index</u>	See a list of major Help topics
<u>Search Help for</u>	Search for specific topics in Help
<u>Rules of Chess</u>	See the rules of chess
<u>About K-Chess</u>	See program and author information

Freezing the game

The game can be frozen by selecting Freeze Game on the Move pull down menu.

When the game is frozen, the clocks are stopped so that you can go away and do something else. If the Freeze Covers Board check box in the Moves page of the Options dialog box is checked, then the board is also covered.

The game can be resumed by selecting Freeze Game on the Move pull down menu again, or by clicking on the board covering, or by selecting a playing mode, or by making a move.

Saved Game Files

K-Chess Elite can read saved games from all versions of K-Chess, Turbo Chess, and some other chess programs, as well as its own format files and a number of international standard file formats. The following file extensions are commonly used.

CHS	Turbo Chess format, and some other chess programs
EPD	Extended Position Description, a superset of FEN format
FEN	Forsyth-Edwards Notation, a simple format for describing a board layout
KCH	K-Chess and K-Chess Elite native formats
PGN	Portable Game Notation, a comprehensive and internationally accepted format

K-Chess Elite saves games in a readable format which can be viewed and changed with any text editor. It incorporates both the initial setup of the board (if not the standard layout) and all moves made.

Elite can also save in EPD, FEN and PGN formats.

On the Game pull down menu, use the Save or Save As operations to save the current game to a file, and the Open or Reopen operations to read it in again.

Note that the EPD, FEN and PGN format files support game libraries, with numerous different games recorded in one file. If opening a game library, K-Chess will allow a specific game to be selected. When saving to an existing EPD, FEN or PGN file, K-Chess gives the option to either append the game to the end of the file, or replace the whole file.

K-Chess Elite 16 is restricted to reading and writing files with up to 32K records. K-Chess Elite 32 has no such limitation.

Open dialog box

The Open dialog box allows a previously saved game file to be selected and opened.

Press the <Enter> key or click on the [OK] button to open the selected game file.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without opening any game file.

Save As dialog box

The Save As dialog box allows a game file to be selected, or a new name to be entered. This will then save the current game under that name. When a game is saved under a new name, the original game file, if any, remains unchanged under its old name.

Press the <Enter> key or click on the [OK] button to save the current game under the new name.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without saving the game.

Print dialog box

The Print dialog box allows some attributes of the printout to be selected.

If printing a list of moves, in Print Range choose All to print the whole game, or Selection to print just up to the currently displayed move.

Press the <Enter> key or click on the [OK] button to close the dialog box and start printing.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without printing.

Press <Alt+S> or click on the [Setup] button to display the Print Setup dialog box, which allows the printer settings to be viewed and changed.

Print Setup dialog box

The Print Setup dialog box allows the printer and print characteristics to be selected.

The Printer group contains buttons to use the default Windows printer, or select a specific printer from a list.

The Orientation group contains buttons to print on the paper in either Portrait or Landscape orientation.

The Paper group contains lists to select the size of the paper and the source from which the printer will get it.

Press the <Enter> key or click on the [OK] button to accept the new settings and close the dialog box.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without changing the settings.

Press <Alt+O> or click on the [Options] button to choose from additional settings specific to the type of printer selected.

Press <Alt+E> or click on the [Network] button to access a printer on the network (if available).

Colours dialog box

The Colours dialog box allows a colour to be selected from a predefined list, or a new colour to be created.

Click on a specific colour to select it.

To add a custom colour to the list press <Alt+D> or click on the [Define Custom Colors] button, select the new colour from the rainbow or enter the colour details, then press <Alt+A> or click on the [Add to Custom Colors] button to add it to the list.

Press the <Enter> key or click on the [OK] button to change to the new colour.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without changing the colour.

Select Game dialog box

The Select Game dialog box allows one game from a library of games to be selected. This is displayed when an EPD, FEN or PGN game file is opened or Reopened, unless the file contains only one game.

Use the up and down arrows on the keyboard, or click on an item to select the required game.

Select the Keep Library In Memory check box to enable reopening of other games in the library to be much faster.

Press the <Enter> key or click on the [OK] button to open the selected game.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without opening the game.

Initial Board Settings dialog box

The Initial Board Settings dialog box allows the status of the board to be set.

The Castling Allowed check boxes specify whether or not kingside and queenside castling are available for each player. This allows castling to be disabled if a King or Rook may have moved and then returned to its original square.

The First Player buttons specify which player has the first move from this board layout.

The First Move Number input line specifies which move the game is up to.

The En Passant Target input line specifies the name of the square, if any, to which the first player can move to take the opponent's pawn en passant.

The Moves Since Capture Or Pawn Move input line specifies how many moves have taken place since the last capture or pawn movement. This is used to calculate when a game is eligible for a draw under the 50 move rule.

The Game Status buttons allow an indication to be made that the game was ended by draw or resignation.

At the start of a new game the default settings are that all castling is allowed, the first player is White, the first move is 1, the en passant target is blank, and the moves since capture is 0. If a game is part way through, and the board is reset with the Board Setup Mode operation, then the above are set as per the state of the board at the time. The game status is always Normal unless overridden.

Press the <Enter> key or click on the [OK] button to accept the new settings and close the dialog box.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without changing the settings.

Game and Player Information dialog box

The Game and Player Information dialog box enables a number of pieces of information on the game and players to be recorded.

The Event Name is the name of the overall event of which this game is a part, or "Casual Game" if there is no formal event.

The Site or Location Name is where the game is played, or blank if not applicable.

The Round Number is the identification of the point in the tournament in which the game is played, or blank if not applicable.

The Game Start Date and Time are for when the game commenced (time is usually not important and can be left blank). Leave blank if unknown.

The White Player is the full name (surname first) of the person playing white, or the name of the computer program playing white.

The Black Player is the full name (surname first) of the person playing black, or the name of the computer program playing black.

The ELO for each player is that player's rating, or blank if unknown.

Enter Move dialog box

The Enter Move dialog box allows a move to be typed in rather than performed with the mouse. Type in a move in algebraic form.

The move does not need to be completely specified, as long as it is not ambiguous. For example, enter the starting square and the destination square as in "e2e4", or the piece and destination square as in "Pe4", or just the destination square "e4" if there is only one piece that can move there.

You can paste a move from the clipboard by pressing <Ctrl+Insert> or <Ctrl+V>.

Press the <Enter> key or click on the [OK] button to perform the move and close the dialog box.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without performing the move.

Promotion dialog box

The Promotion dialog box is displayed when a Pawn advances to the opposite end of the board. It allows a piece to be selected to which the Pawn will be promoted: either a Queen, Rook, Knight or Bishop.

Use the <Tab> key to select the desired piece and then press the <Enter> key, or simply click on the desired piece with the mouse. This will close the dialog box and promote the pawn to the selected piece.

Options dialog box

The Options dialog box contains dozens of settings to control the operation and presentation of the game.

There are six pages of controls.

The Strength page has controls for the type, duration and scope of time limits and the playing ability of the computer.

The Moves page has controls for how fast moves are made, what information is displayed about moves, and what features the computer can use to work out moves.

The Status page has controls for the button bar, what status information is displayed, whether the taken pieces are displayed, sound effects and screen appearance.

The Text page has controls to change the colour and piece names and abbreviations, such as for another language.

The Board page has controls for the size, colour and texture of the board, and which set of chess pieces are used.

The Fonts page has controls for formatting the text on the screen, and the printing of game listings.

Select any page by clicking on it's tab at the top of the dialog box.

Press the <Enter> key or click on the [OK] button to accept the new settings and close the dialog box.

Press the <Esc> key or click on the [Cancel] button to close the dialog box without changing any settings.

Click on the [Defaults] button to set all the options on the current page back to their default values.

Options dialog box - Strength page

The Strength page on the [Options dialog box](#) has controls for the type, duration and scope of time limits, and the playing strength of the computer.

The Time Limit Type buttons specify what kind of time limit is to be used in the game. Setting player game time enforces a maximum time for each player to play the whole game, regardless of the number of moves in it. Setting player turn time enforces a maximum time for each move. Setting moves per hour enforces a minimum rate of play. Setting computer to match user's time makes the computer take about the same average time as it's human opponent. Setting the sandclock timer enforces a maximum length of time that one player can take over the other, like a sandclock or hourglass which is inverted at each move.

The Time Limit Value input line allows values to be entered for game time limit (in minutes per player), turn time limit (in seconds per turn), playing rate (in turns per hour) and sandclock length (in seconds).

The User Limit Scope buttons specify how the time limits specified above are enforced on human opponents. The Computer Moves For User setting allows the computer to take over and move for the player when the player's time is up. The User Loses Game setting causes the user to lose the game if they exceed their time (just as the computer opponent does also).

The Playing Options group specifies other features to be enabled or disabled to change the chess-playing capabilities of the program. The Auto Clock Press check box specifies whether the clocks are automatically set to the next player after every turn, or whether players need to manually click on the clocks themselves after they have moved (as if they were pressing the buttons on a real chess clock). The Use Opening Library check box specifies whether the computer can make use of the library of opening moves, thereby speeding up determination of the best move in the early part of the game. The Allow Computer Think-ahead check box specifies whether the computer can think during a human opponent's time. The Freeze Covers Board check box specifies whether the board is to be covered when the game is frozen. The Always Promote to Queen check box specifies whether pawns are automatically promoted to Queens or whether the option is given to the user as to what piece is used. The Allow Computer Resignation check box specifies whether the computer opponent is allowed to resign when it is losing. The Allow Insufficient Forces Draw specifies whether a draw is automatically called when there are not enough pieces left on the board to force a result.

The Search Depth slider specifies how far ahead (number of moves, or ply) the computer searches when analysing moves. The higher the number the further ahead the computer looks therefore the stronger it plays, but the longer each move may take.

The Novice, Average and Expert buttons set a combination of options on this page to predefined values suitable for beginners, intermediate and very good players respectively.

Options dialog box - Moves page

The Moves page on the [Options dialog box](#) has controls for how fast moves are made, what information is displayed about moves, and what features the computer can use to work out moves.

The Piece Moving Options group specifies how fast certain moves are made. The Open Files To End check box determines whether [saved games](#) are opened to the beginning of the game or played through to the last move. If files are opened to the end, the Fast File Open check box determines how quickly the moves are made. The Fast Move Undo check box determines how quickly multiple move undos are performed. The Fast Move Redo check box determines how quickly multiple move redos are performed. If the Fast File Open, Fast Move Undo or Fast Move Redo check boxes are not selected, then the speed by which moves are performed is determined by the Piece Moving Speed and Delay Between Moves sliders. The Drag Moves Pieces check box determines whether the whole piece moves with the pointer when it is being [dragged](#). The Allow Two Click Moves dialog box determines whether moves can also be made by clicking on a piece and then on a square.

The Hints group specifies what types of assistance the computer gives and what information it displays. The Show Attacks and Show Jeopardies check boxes determine whether threatened pieces are shown surrounded by a coloured border. The Show Piece Hints check box determines whether clicking on a piece with the right mouse button will show the squares to which that piece can move. The Show Square Hints check box determines whether clicking on a square with the left mouse button will show the pieces which threaten or can move to that square. The Show Piece Captions check box determines whether the name and status of each piece is displayed when the pointer moves over it.

The Piece Moving Speed slider specifies the number of steps the pieces are to take in each move. The higher the number the slower the movement will be.

The Delay Between Moves slider specifies the time delay between each move when multiple moves are played together such as when opening saved games and doing Undo All or Redo All. The higher the number the longer the delay between moves.

The Think Timeslices slider specifies the length of time given to the computer to think without interruption. The higher the number the more efficient it may be in analysing the game, but the less responsive K-Chess and other applications running at the same time may be.

Options dialog box - Status page

The Status page on the Options dialog box has controls for the button bar, what status information is displayed, whether the taken pieces are displayed, sound effects and screen appearance.

The Status Panel group contains check boxes which specify what information the status panel displays. The Show Status Panel check box determines whether the status panel is displayed at all. The Show Comments check box determines whether any entered Comments are displayed. The Show Workings check box determines whether the computer's own analysis of the game is displayed.

The Taken Pieces group contains check boxes which specify how the taken pieces are displayed. The Show Taken Pieces check box determines whether the taken pieces panel is displayed at all. The Sort Taken Pieces By Value check box determines whether the taken pieces are displayed in the order in which they were taken, or sorted by value.

The Refresh Frequency slider specifies the length of time between each screen update. The higher the number the less often the computer Workings in the Status Panel are updated, but the more efficient the program is.

The Button Bar buttons specify whether the Button Bar is to be displayed, and where.

The Clock Type buttons specify whether the clocks are displayed in analogue and digital format.

The Audio buttons specify what sounds are to be used in the game, and whether any spoken effects are in a male or female voice.

Options dialog box - Text page

The Text page on the [Options dialog box](#) has controls to set the move notation in use, and to change the short and long names for each colour and each piece.

The Notation buttons specify what [notation](#) is to be used to display and print moves. This does not restrict the type of notation that can be used to enter moves through the [Enter Move dialog box](#).

The Text Type buttons specify whether the standard English names and abbreviations are to be used, or whether these can be substituted by customised names and abbreviations.

The Custom Text controls specify the colour and piece names that should be used. The first column specifies the one character abbreviation, and the second column specifies the full colour and piece names up to 24 characters in length.

Piece name abbreviations for the King, Queen, Rook, Bishop, Knight and Pawn in some common languages are as follows:

Czech	K, D, V, S, J, P
Danish	K, D, T, L, S, B
Dutch	K, D, T, L, P, O
English	K, Q, R, B, N, P
Estonian	K, L, V, O, R, P
Finnish	K, D, T, L, R, P
French	R, D, T, F, C, P
German	K, D, T, L, S, B
Hungarian	K, V, B, F, H, G
Icelandic	K, D, H, B, R, P
Italian	R, D, T, A, C, P
Norwegian	K, D, T, L, S, B
Polish	K, H, W, G, S, P
Portuguese	R, D, T, B, C, P
Romanian	R, D, T, N, C, P
Spanish	R, D, T, A, C, P
Swedish	K, D, T, L, S, B

Options dialog box - Board page

The Board page on the [Options dialog box](#) has controls for the size, colour and texture of the board, and which set of chess pieces are used.

The Pieces buttons specify which set of pieces are to be used.

The Scale Pieces To Board Size check box specifies whether pieces are to be resized according to the size of the squares on the board.

The Board Square Size slider specifies the dimensions in pixels of each square on the board. The higher the number the larger the board.

The Board Edge Size slider specifies the width in pixels of the edging around the board. Sizes less than 8 pixels will not display the file and rank letters and numbers.

The Board Texture buttons specify what texture the board is to have.

The Colours buttons display the [Colours dialog box](#) to set specific colours on the board. The White Squares button allows the colour of the white squares to be changed. The Black Squares button allows the colour of the black squares to be changed. The Attacks button allows the border colour of squares under attack to be changed. The Jeopardies button allows the border colour of squares in jeopardy to be changed.

The Attack/Jeopardy Border Size slider determines the thickness of the highlight border on squares under attack or in jeopardy. The higher the number the thicker the border will be.

Options dialog box - Fonts page

The Fonts page on the [Options dialog box](#) has controls for formatting the text on the screen, and the printing of game listings.

The Screen Font list box determines what font is used on the main window. Press the down arrow button to the right of the list box to show other fonts that can be selected.

The Printer Font group contains items which specify the type to be used when printing game listings. The first list box determines what font is used. The second list box determines the size of the font. Press the down arrow button to the right of each list box to show other settings that can be selected. The Bold and Italic check boxes allow either or both of those characteristics to be selected.

The Print Setup button displays the [Print Setup dialog box](#) to allow the printer settings to be viewed and changed.

About dialog box

The About dialog box shows various information about K-Chess Elite, including the program version, copyright and license details.

See Upgrade Information for details about the difference between this and other programs in the K-Chess range. See Support and Warranty information for details about user entitlements.

We welcome feedback about any and all of the features in this program.

Click on the Register button to order the full registered version of the program.

If you have already registered the program, click on the Unlock button to enter your Name, Serial Number and Unlock Code. This will remove the time limit and unlock all the features of the software.

Click on other parts of the dialog box for special effects .

Press the <Enter> or <Esc> keys or click on the [OK] button to close the dialog box.

Credits and Copyright

K-Chess Elite 16 and K-Chess Elite 32 were developed by Rob McDonell, ARK ANGLES.

Both programs and all accompanying documentation are Copyright © 1992-1998 by Rob McDonell, ARK ANGLES. All Rights Reserved.

Particular thanks are given to the following people for their ideas and feedback: Sam Cubero Jr, Steven J Edwards, Henk Hage, Kathy McDonell, Michael McNeil, Stephen Newlyn, Paul Onstad, Tim Parish, Brian Rondel, Manfred Saliger, Michael Smith, Pablo Urzúa, Kevin Zuvela.

Thanks are also given to Joe Brooks for his work "*Good Chess Guidelines for Beginning & Amateur Players*", included with this help file. Unfortunately we have been unable to trace Joe to personally express our appreciation for this useful tutorial.

Special licenses and customised versions of K-Chess are available. K-Chess Elite can be used for promotions, giveaways and advertising. It can run on a variety of hardware and on any version of Windows. Please contact ARK ANGLES with your special requirements.

For further information or support please contact Rob McDonell, ARK ANGLES.

Note: K-Chess Elite is installed by K-Install for Windows installation and setup package. K-Install has many powerful features for software developers and electronic publishers, and is available as a separate product from ARK ANGLES. See the ARK ANGLES Catalogue for more information.

Installation Instructions

KChess Elite must be installed onto a hard disk with at least 1.5MB of free space. See [System Requirements](#) for a complete list of hardware and software pre-requisites.

It may be advisable to close other applications or resident software such as anti-virus programs before commencing installation of K-Chess Elite.

Installation from Diskette

KChess Elite is supplied on high density 1.44MB 3.5" diskettes. 5.25" diskettes are available at additional cost. To install the program from diskette:

1. Put the Installation Disk in drive A:.
2. Select the Run function from the Start button (in Windows 95/98/NT) or from the File menu in Program Manager (in Windows 3.1).
3. Enter "a:setup".
4. At the installation screen, press <Enter> to begin installation.
5. When requested, enter the drive and/or directory to install the program to, or just press <Enter> to accept the default.

Installation from the Internet

1. Download the latest version of the program from the [ARK ANGLES web site](#). The software will come compressed into a single ZIP archive file.
2. Decompress the ZIP file with any appropriate unarchiving program such as PKUNZIP or WINZIP.
3. Run the setup program in a similar manner to the steps above.

If there are any problems with running K-Chess or the setup program, see [Troubleshooting](#) for assistance.

Note: KChess Elite is installed by KInstall for Windows, also available as a separate product from ARK ANGLES. KInstall has an extensive range of powerful features for software developers and publishers, and is very easy to set up. See the [ARK ANGLES Catalogue](#) for more information.

System Requirements

K-Chess Elite comes with both 16 bit and 32 bit versions in the one package.

K-Chess Elite 16 requires a PC with 386 or higher processor, 4MB memory, 1.5MB free disk space, VGA graphics, and running Windows 3.1 or higher or OS/2 Warp 3.0 or higher with Windows.

K-Chess Elite 32 requires a PC with 386 or higher processor, 8MB memory, 1.5MB free disk space, VGA graphics, and running Windows 95 or higher or Windows NT.

The faster the processor, the better K-Chess will play within the same time limit.

An additional 0.5MB free disk space is required in the registered version if installing all the sample games.

Graphics resolution of at least 600 x 480 in 16 colours is required. The textured backgrounds and some piece sets look best in 256 colours or higher. On some systems, the 256 colour piece sets (Staunton and Rounded) will only display correctly when graphics are set to 16 bit High Colour or higher.

A printer is required for printing game listings and board layouts.

A sound card is required for sound effects and voice feedback.

Troubleshooting

Problems running setup

- * Ensure you have at least 4MB memory and Windows 3.1 or higher.
- * Some anti-virus programs (such as McAfee Viruscan 3.0 for Windows 95) and other resident software may conflict with the setup program in some circumstances. If so, disable the resident software temporarily, run the K-Chess setup program again, then reload the resident software.

Problems running K-Chess Elite

- * Ensure you have the minimum system requirements.
- * Some other programs, particularly anti-virus programs, may also conflict with K-Chess Elite if they are running at the same time. This is due to K-Chess Elite's intensive use of the processor. If K-Chess Elite displays unusual symptoms (such as pieces unable to move to valid positions, a "check" message when the king is not being threatened, or pieces apparently changing colour) then try shutting down all other programs that may be running. Also please contact ARK ANGLES with details of the problem.

Upgrading from earlier versions

This latest version 2.5 of [K-Chess Elite](#) has several enhancements over version 2.0, including

- * more piece sets and range of board sizes
- * latest search information displayed after end of move
- * status includes count of nodes searched
- * arrow keys to undo/redo moves
- * new option to move with space bar and arrow keys
- * support for Kt abbreviation for Knights when entering moves
- * cancel option during demo games
- * drag game files to running program
- * improved use of library, including fix for inappropriate use in setup games
- * updated installation program

Version 2.0 enhancements over version 1.x included

- * set the initial state of the board for castling, en passant, move counts and status
- * single click setting options to novice, average and expert levels
- * new data fields for recording details about the game and players
- * sandclock game timer option
- * optional Standard Algebraic Notation and Computer Notation for moves
- * improved handling of ambiguous moves
- * no need to press Enter before entering moves by keyboard
- * option to move by clicking on the piece then clicking on the destination
- * customizable letters and names for colours and pieces
- * single click grid to undo/redo multiple moves
- * longer comments up to 32KB
- * both male and female voices
- * save and load games in international standard EPD, FEN and PGN formats
- * copy and paste whole game to and from the clipboard (uses PGN)
- * start a variation game on another board with the same position
- * option to always promote to Queen
- * offer a draw against the computer
- * optional automatic recognition of minor piece draws
- * load saved games by a parameter running K-Chess from the command line
- * printing includes game and player information, and board layout at current position
- * expanded help

K-Chess Elite 1.x additional features over K-Chess for Windows 2.x included

- * new Windows 95 look and feel
- * optional button bar for one click access to common functions
- * display of taken pieces sorted by value or order taken
- * hide or show status panel with enhanced information display
- * variable speed moving pieces
- * adjust speed of file open, undo and redo functions
- * sound effects and spoken messages
- * multiple sets of pieces
- * easy customisation of colours
- * textured, resizable board
- * board rotation
- * print board layout
- * enhanced print moves with selectable font and size
- * enhanced attack/jeopardy highlighting
- * more time limit options
- * manual or automatic clock setting
- * analogue or digital clocks
- * setup board using drag and drop
- * adjustable playing strength by changing search depth
- * add comments to any point in a game

- * quick hint function to suggest a move
- * replay last move
- * undo all and redo all functions
- * double click on move listing to undo or redo to that move
- * allows optional resignations by either player
- * recognises two Kings stalemate
- * more sample games complete with comments
- * games saved in new text format for use outside of K-Chess
- * reads all earlier K-Chess and Turbo Chess files
- * enhanced help with rules and guidelines for beginners
- * full keyword search in help
- * window maximisation

plus more.

K-Chess Elite 2.5 can be installed in the same directory as any other version of K-Chess, or it can be installed in a new directory. If installed in the same directory, it will replace any older version of K-Chess Elite.

Registering K-Chess Elite

Pricing

A Single license is A\$45, US\$39, Stg25, DM60, Yen4500 or equivalent. This license allows for use of either the DOS or Windows version of the program by one user or on one machine, and entitles you to all the benefits listed above. Wholesale and quantity discounts are available.

A Room license is A\$90, US\$78, Stg50, DM120, Yen9000 or equivalent. This license allows any number of copies to be used in one classroom or office, and is ideal for schools and colleges.

Larger site licenses and enterprise licenses are also available.

A Kiosk license is A\$200, US\$175, Stg120, DM280, Yen20000 or equivalent. This license allows public use on one machine, and provides a modified full screen tamper-proof Windows version of the program with space for advertising. This version of the program is also available for duplication for promotional giveaways - contact ARK ANGLES for pricing details.

All prices include shipping anywhere in the world.

Updates are released periodically. Evaluation versions are available free for download from the ARK ANGLES Web site, or on disk for just a shipping charge of \$5 each.

All prices are subject to change without notice.

See the ARK ANGLES Web site or Catalogue for information on the full range of software in the GREAT AUSTRALIAN BYTE Aussie Software Catalogue.

Registering direct with ARK ANGLES

Display the Registration/Order Form by clicking on the Register button on the About dialog box. Fill in your name, postal address and email address (if any), plus the product name and price for the license you require. Fill in your credit card details also, unless you are paying by other means through the post.

Payment can be made by credit card (American Express, Bankcard, Diners Club, Mastercard or Visa), cheque, bank draft or postal/money order. Credit card details are encrypted on the Registration/Order Form for safe transmission. Credit card orders will always be billed in A\$ so you get the latest and best exchange rate. Cheques, drafts etc can be in Australian dollars or your local currency. Calculate local currency prices from any of the published International prices at the current exchange rate.

PHONE

Call (02)4758-8100 for Australian customers or ++61-2-4758-8100 for International customers, and leave your ordering information with the operator or answering machine.

FAX

Press the Print button on the Registration/Order Form. If you have a fax card on your computer, send the output direct to your fax machine, otherwise send it to your printer and fax manually. Our fax number is (02)4758-8638 for Australian customers or ++61-2-4758-8638 for International customers.

POST

Press the Print button on the Registration/Order Form and send the output to your printer. Post the order form with your credit card details or cheque, draft or money order to ARK ANGLES at PO Box 190, Hazelbrook NSW 2779, AUSTRALIA.

E-MAIL

Press the Clipboard button on the Registration/Order Form. Create a new message in your e-mail

program, paste the order form from the clipboard, and send it to arkangles@compuserve.com.

Registering Securely Online

Ordering can be done online through CompuServe or the Internet using completely secure credit card payment systems. Both are available 24 hours a day.

INTERNET

Get on to the World Wide Web and go to NorthStar Solutions' secure order facility at <http://nstarsolutions.com/911.htm>. A number of ARK ANGLES products are available for registration. NorthStar Solutions will bill your credit card (Discover, Mastercard, Visa) in US\$.

COMPUSERVE

Get on to CompuServe and GO SWREG. Order using Registration Id #15157 for a single license or #15158 for a room license. Other Registration Ids are available for other ARK ANGLES products. CompuServe will add the US\$ value to your normal account.

Registering from Other Vendors

The following businesses around the world also handle registrations for selected ARK ANGLES software. Note that support queries should still be made direct to ARK ANGLES. Note also that our credit card encryption facility can NOT be used with these vendors.

AUSTRALIA

Innovative Thinking Software
PO Box 2147
Tamworth NSW 2340
Phone & Fax: (02) 6761 2877
E-mail: 100243.745@compuserve.com
Pay by Cheque or Credit Card (Bankcard, Mastercard, Visa)

GERMANY

Software Vertriebs GmbH
Shulstr. 13
D-86666 Burgheim-Wengen
Phone: 08432 1296
Fax: 08432 8674
E-mail: 100326.53@compuserve.com

THE NETHERLANDS

Computer Solutions Dorth bv
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U. K.

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21 Tredown Road
Sydenham, London SE26 5QQ
Phone: 0181 778 2871
Fax: 0181 776 8477
E-mail: 106305.635@compuserve.com
Pay by Cheque (in Sterling drawn on UK bank or US\$ drawn on US Bank) or Credit Card

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U. S. A.

PsL (Public software Library)

PO Box 35705

Houston TX 77235-5705

Phone: 800-2424-PsL or 713-524-6394

Fax: 713-524-6398

E-mail: 71355.470@compuserve.com

Pay by Credit Card (AmEx, Discover, Mastercard, Visa)

Quote Item #14780 for K-Chess, and request the Elite version

Unlocking the software

The Evaluation version of K-Chess Elite can be unlocked to remove the time limit and unlock all the features of the software.

Display the Unlock Software dialog box by clicking on the Unlock button on the About dialog box.

To unlock the software, enter your Name and the Serial Number and Unlock Code which were provided when you registered K-Chess Elite. If you were not provided with an Unlock Code when you registered, please contact ARK ANGLES.

Press the <Enter> key or click on the [OK] button to record your registration details and close the dialog box. Press the <Esc> key or click on the [Cancel] button to close the dialog box without unlocking the software.

Support

Support is given to unregistered users during the evaluation period, and to registered users for 12 months. This includes direct access to the author by post, phone, fax and e-mail, plus notification of new releases and special offers.

Feedback about all our programs is always appreciated. The first registered user to suggest a new function or other improvement will, if the suggestion is adopted, receive a free upgrade to the first version that includes that function, in addition to any other upgrades they are entitled to.

Customised versions of many programs can be made for specific purposes or customers. Contact ARK ANGLES with an overview of your requirements.

Software License

This product is licensed, not sold.

Beta test versions or evaluation versions may be freely copied and distributed subject to the conditions in the accompanying VENDINFO.DIZ file, and provided the Serial Number and Unlock Code given to registered users is not disclosed to any unregistered users. Permission to distribute this package is not transferable, assignable, saleable, or franchisable. Anyone wishing to distribute this package must independently satisfy the terms of this limited distribution license. ARK ANGLES may revoke any permissions granted here, by notifying you in writing. All rights not expressly granted here are reserved to ARK ANGLES.

Unregistered users of the beta test version or evaluation version have a limited license to try out virtually all functions of the program for up to 30 days without charge. Both versions are time limited, and if they are not registered they will stop working 30 days after initial installation. At the end of the 30 day evaluation period, users are required to either register the program or stop using it.

Single registration gives a license for use of the program by one user or on one machine.

Room registration gives a license for use of the program on any number of machines in a classroom or office.

Special licenses are also available for multiple machines or users, and for extended rights to copy for promotions etc.

You may not use, copy, rent, lease, sell, modify, decompile, disassemble, otherwise reverse engineer, or transfer the licensed program except as provided in this agreement. Any such unauthorized use shall result in immediate and automatic termination of this license. All rights not expressly granted here are reserved to ARK ANGLES.

All licenses come with warranties by ARK ANGLES.

For further information, feedback, registration/ordering, or support, please contact Rob McDonell, ARK ANGLES.

Warranty

ARK ANGLES warrants the physical disks and related printed matter to be free of significant defects in materials and workmanship, and that the program works largely in accordance with its documentation. This warranty is effective for three months from date of registration, and is not transferrable.

No liability is accepted for any loss, damage or inconvenience caused by the use of this product. No warranty is made that it is suitable for any particular person or purpose. The evaluation version is available for users to determine whether it fits their particular needs. If this product is useful to you then please register it, otherwise don't use it and don't pay for it.

In any event, the liability of ARK ANGLES is restricted to either a refund of the registration paid, a replacement of the physical disks and/or printed matter, or the provision of an upgrade to the latest version.

Contact Details

For further information, feedback, [registration/ordering](#), or [support](#), please contact Rob McDonell, ARK ANGLES.

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