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Introduction to KChess for Windows

Welcome to KChess for Windows, the educational chess program.

KChess for Windows 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 <u>mouse</u> and drag it and drop it where you want it. Or just type in the move that you want to perform.

At the top of the screen is the <u>Menu Bar</u> from which all functions of the game can be operated.   The main part of the screen is occupied by the <u>Board</u> and the <u>Pieces</u> on it.   To the right of the board is the <u>Status Window</u> which displays information about the game's progress.

You can get all sorts of helpful information by clicking on squares on the board with the right <u>mouse</u> button, selecting <u>Help</u> from the <u>Menu Bar</u>, and watching the movements in the Status Window.   In fact, KChess can help you to play better by showing you more information about the game, and even letting you see some of its own workings.

The Board

The Chess Board is the main area covering the left and centre of the screen, and is of course where all the action of the game takes place.   Pieces may be moved in one of two ways:

1.   Drag and drop the piece with the mouse where you want it to go.   If the move is invalid then the piece will jump 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.

2.   Type in the move in an unambiguous form, as in "e2e4".   Press <Enter> to display the Enter Move dialog box, and then type in your move.   Press <Enter> or the [OK] button to perform the move.

If playing against the computer in One Player mode, you may play either white or black.

To play white, simply play the white piece at the start of the game.   The computer opponent will automatically follow by playing black.

To play black, select Computer Move at the start of the game to force the computer opponent to play white, and then play black yourself.   The computer opponent will continue to play white.

At any time in the game you may get help on the game in the following ways:

a)   Click on a square with the left mouse button.   If the square contains a piece, then all the squares to which that piece can move are highlighted.   If the square is empty, then all the squares which contain a piece which threaten that square are highlighted.

b)   Look under the "Best Line" section of the Status Window to the right of the screen to see the steps that the computer is thinking about as it works.

The Pieces

The Pieces are as follows:

The King

The Queen

The Rook

The Knight

The Bishop

The Pawn

Entering and Displaying Moves

K-Chess uses a slight variation on the algebraic system to enter and display moves.   On long form moves specify the name of the <u>piece</u>, the starting square, and the destination square.

The following piece names are used:

K	King
Q	Queen
B	Bishop
N	Knight
R	Rook
P	Pawn

Squares are identified by the rank (1-8 starting from white's end of the board) and file (A-H starting from white's Queen side).

If moves are <u>entered</u> through the keyboard they do not need to be complete, they need only be unambiguous.   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.

The move list in the <u>Status Window</u> displays the complete piece name and starting and destination squares, except that for pawn moves the piece is left blank.   A minus sign "-" between the starting and destination squares indicates a normal moves, and an "x" indicates that a piece was taken.   A plus sign "+" after the moves indicates Check, and an asterisk "*" indicates Mate.

The Status Window

The Status Window is the area on the main screen to the right of the <u>board</u>, and displays information about the status and progress of the game.

The first line specifies the turn number, and which player (white or black) has the next move.

The second line indictes the mode of play: Auto Play, One Player, or Two Player.   Auto Play mode is chosen by selecting <u>Auto Play</u> from the <u>Move pulldown menu</u>, and One or Two player modes are selected from the <u>Options dialog box</u>.

The next two lines show the game clock, both overall, and for each player.

The following line shows the calculated value of the computer opponent's last or current move.   The higher the number, the better the position.   Watch this to see how well the computer thinks it is doing.

Below this is the list of all <u>moves</u> in the game so far.   This list may be scrolled backwards by clicking on the right hand edge of the list.

The Best Line indicator shows what the computer opponent is working on, and is followed by a list of the best possible moves for each opponent.   This can be very helpful information!

The Status Line at the bottom of the screen 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, the Fifty Move rule, or the Repetition rule.

Promotion dialog box

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

Use the arrow keys to select the desired piece and press <Enter>, or simply click on the desired piece and then the [OK] button with the <u>mouse</u>.   This will close the dialog box and promote the pawn to the selected piece.

The Menu Bar

All the functions in K-Chess can be accessed from the Menu Bar at the top of the screen above the Board and Status Window.   Selecting any item on the Menu Bar opens a pulldown menu which contains many operations that can be performed.   Many of these operations can also be activated 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 <F10> or <Alt> 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 pulldown menu is opened.   For example, the "Game" menu is pulled down by <Alt+G>.

There are three pulldown menus on the Menu Bar.

The Game menu contains operations relating to the commencing, saving and restoring a whole game.

The Move menu contains operations which affect a single move within the game, or how the game is played.

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

Shortcut Keys

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

MENU SHORTCUTS

<Alt+G>	Activate Game pulldown menu
<Alt+M>	Activate Move pulldown menu
<Alt+H>	Activate Help pulldown menu

GAME SHORTCUTS

<Ctrl+N>	New game
<Ctrl+O>	Open existing game
<Ctrl+S>	Save game
<Ctrl+A>	Save game As
<Ctrl+P>	Print game
<Alt+X>	Exit from K-Chess

MOVE SHORTCUTS

<Alt+U>	Undo last move
<Alt+R>	Redo last move
<Enter>	Enter move
<Alt+C>	Computer move
<Alt+A>	Auto Play
<Alt+S>	Stop
<Pause>	Pause
<Alt+O>	Change options

Game menu   <Alt+G>

The Game pulldown menu on the <u>Menu Bar</u> 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>Save</u>   Save the current game
<u>Save As</u>   Save the current game with specific name
<u>Print Game</u>   Save the current game with specific name
<u>Exit</u>   Exit from K-Chess

Game|New   <Ctrl+N>

The New operation on the <u>Game pulldown menu</u> resets the board ready to start a new game.

Game|Open   <Ctrl+O>

The Open operation on the Game pulldown menu allows a previously saved game to be retrieved and played.

Games are stored in files with a .CHS extension.   The Open Game dialog box is displayed to allow the appropriate game to be selected and opened.

Open Game dialog box

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

Press <Enter> or the [Open] button to open the selected game file.

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

Game|Save   <Ctrl+S>

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

If the the current game has not already been given a name (ie it has been opened with the New operation) then the Save Game 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 <u>Game pulldown menu</u> displays the <u>Save Game As dialog box</u>. This allows the current game to be saved under a new name.

Save Game As dialog box

The Save Game 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 it's old name.

Press <Enter> or the [Save] button to save the current game under the new name.

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

Game|Print Game   <Ctrl+P>

The Print Game operation on the <u>Game pulldown menu</u> prints all the moves in the current game to the default printer.

Game|Exit   \<Alt+X\>

The Exit operation terminates K-Chess.

Move menu   \<Alt+M\>

The Move pulldown menu on the <u>Menu Bar</u> 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>Enter move</u>   Type in a move in normal notation
<u>Computer move</u> Make the computer perform the next move
<u>Auto Play</u>   Start the computer playing itself
<u>Pause</u>   Pause the game
<u>Options</u>   Change the way the game plays

Move|Undo   <Alt+U>

The Undo operation on the <u>Move pulldown menu</u> reverses the last move that either the computer or human opponent made.   This reversed move may be reinstated by <u>Redo</u>.

Move|Redo   <Alt+R>

The Redo operation on the <u>Move pulldown menu</u> reinstates the last move that had been reversed by an <u>Undo</u>.

Move|Enter move   <Enter>

The Enter Move operation on the <u>Move pulldown menu</u> displays the <u>Enter Move dialog box</u> in which a <u>move</u> can be typed.   This can be used instead of the <u>mouse</u> to perform a move.

Enter Move dialog box

The Enter Move dialog box allows a move to be typed in rather than performed with the mouse.   At any time while the game is in progress you may begin to type in a move.   If this dialog box is not on the screen already, then it will pop up to display what you have typed.

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

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

Move|Hint　　<Alt+I>

The Hint operation on the <u>Move pulldown menu</u> shows the move the computer would make in the situation.

Move|Computer move   <Alt+C>

The Computer Move operation on the <u>Move pulldown menu</u> instructs the Computer to make the next move for you.

If you don't like the move the Computer makes, you can always reverse it be selecting <u>Undo</u>.

Move|Auto Play   <Alt+A>

The Auto Play operation on the <u>Move pulldown menu</u> instructs the Computer to play against itself.   This mode can be terminated by selecting <u>Stop</u>.

Stop   <Alt+S>

The Stop operation cancels <u>Auto Play</u> and returns to one or two player mode.

Move|Pause   <Pause>

The Pause operation on the <u>Move pulldown menu</u> suspends the computer's calculations and the time clock and, normally, covers the game.   This freezes the game and allows you to go and do something else for a while.

Move|Options

The Options operation on the <u>Move pulldown menu</u> allows the game play to be altered, including number of players and time allowed to play.

Options dialog box

The Options dialog box contains a number of controls to tailor the way the game is played and the information that is displayed.

The Time Limits radio buttons specify the time allowed for the computer opponent.   You may specify an absolute time limit per game or per turn, or that the computer must match the user's playing time, or that there is no time limit. If an absolute time limit is selected, then the Input Line below is used to enter the desired time limit.

The Hints check boxes specify various behaviour and display options for the game.   The Show Attacks, Show Jeopardies and Show Best Line options determine how much information is displayed in the Status Window.   The Right Click Queries option allows the right mouse button to be used to show on the Board what pieces can move where.   And the Think Ahead option allows the computer to calculate moves even while it is not its turn.

The Mode radio buttons allow you to specify either one or two (human) players.   In one player mode the computer is the other opponent.   Note that AutoPlay may be selected from the Move pulldown menu to make the computer take the place of both players.

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

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

Help menu   <Alt+H>

The Help pulldown menu on the Menu Bar contains a number of different types of assistance and information about K-Chess for Windows.

Help	Get help about K-Chess
Using Help	Find out how to use the help system
Help Index	See a list of major Help topics
About K-Chess	See program and author information
Documentation	View additional documentation
Registration	View registration and support info
Catalogue	View the product catalogue

Help|About

The About operation on the Help pulldown menu displays a window showing program details and copyright information.

About dialog box

The About dialog box shows program name, version, and copyright information about K-Chess for Windows.

To close the dialog box press the <Esc>, <Space> or <Enter> key, or the [OK] button.

Help|Documentation

The Documentation operation on the <u>Help pulldown menu</u> opens a Notebook window and displays the contents of the KCHESSW.TXT file which comes on the original installation disks.

This file contains a general description of K-Chess, installation procedures, the history of the program, and any last minute information that may not be included in the Manual or online Help.

See the <u>Registration</u> operation for information on pricing, registration, and support.

Help|Registration

The Registration operation on the <u>Help pulldown menu</u> opens a Notebook window and displays the contents of the REGISTER.TXT file which comes on the original installation disks.

This file contains all pricing and registration details and support information.

See the <u>Documentation</u> operation for product information and installation instructions.

Help|Catalogue

The Catalogue operation on the <u>Help pulldown menu</u> runs the online product catalogue which comes on the original installation disks.

From here you can see all the other products in the range, and print a registration/order form.

The Keyboard

All functions of K-Chess for Windows can be accessed by the keyboard or the Mouse.   To speed things up even more, many common operations may be done quickly through the use of Shortcut Keys, which are either the Function Keys or two other keys pressed together.

The Mouse

All functions in <u>K-Chess for Windows</u> can be accessed by the Mouse or the <u>Keyboard</u>.   The mouse may be used in many very flexible ways.

You can "select" objects by moving the mouse so that the mouse pointer on the screen is over the object, and then pressing the left mouse button once.   Some action may then be performed on the selected object.

You can perform the default action on an object (usually "Open") by "clicking on" the object.   This is like selection, but the mouse button is pressed twice in rapid succession.

You can move objects such as pieces using "drag and drop".   This is done by moving the mouse pointer over the object and pressing and holding the left mouse button.   This will "grab" the object.   Now "drag" it by moving the mouse.   When you have moved to the desired destination, "drop" it by releasing the mouse button.

The Mouse icon in the Control Panel in the Main group in the Windows Program Manager can be used to alter the way the mouse operates with K-Chess or any other Windows program.   For example, you can reverse the functions of the left and right mouse buttons, and you can alter the speed of a double click.