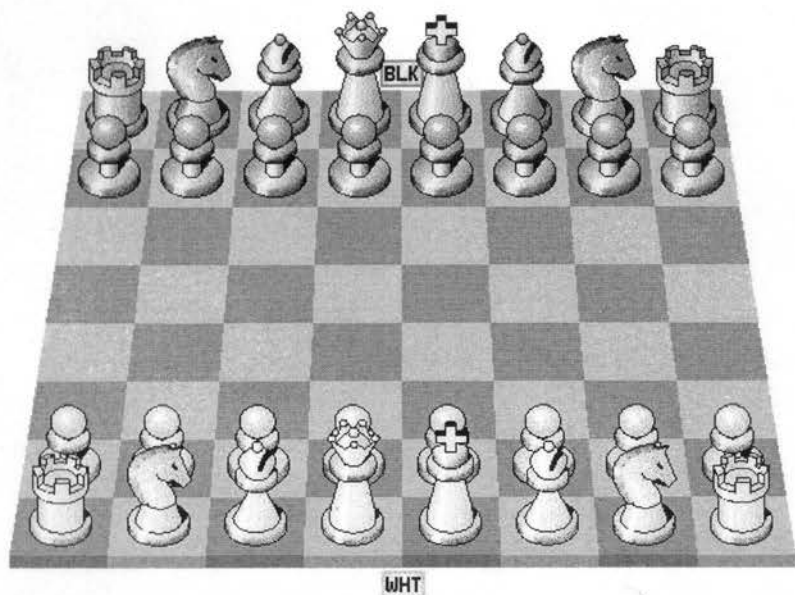


Chess II



By Colin Granville

David Pilling



Acorn Software

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ness was written using Acorn's ANSI C compiler release 4.

his manual was produced with Risc Developments Ovation DTP program.

st. printing 1st December 1994)

you have any comments, suggestions, bug reports or complaints or would like further copies of this program or details of the many pieces of software available for the Archimedes, please write to;

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United Kingdom.

From time to time enhanced versions of programs will appear. You can upgrade your copy to the latest one by sending your original disc with return postage to the above address.

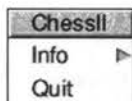
Installation

ChessII is supplied on a single floppy disc and it is recommended that you make a backup before use. To put the game on a hard disc simply drag the ChessII icon into the required directory display on the hard disk. The game requires 600K of RAM to work on a 1Mb RAM machine, and 760K on machines with more memory.



Playing the game

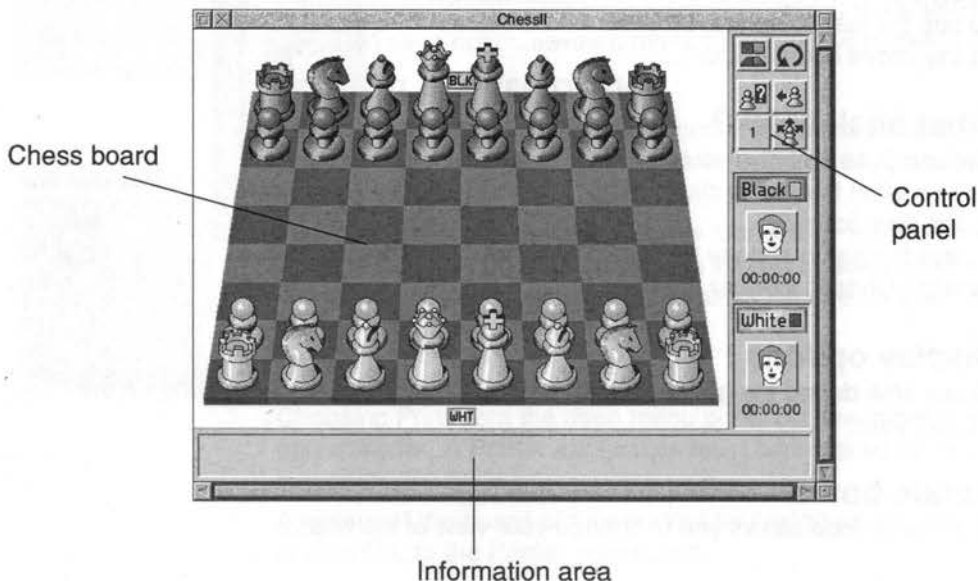
Double click on the ChessII icon and you will see the ChessII main window showing a 3D board. The ChessII icon will appear on the icon bar. Pressing the Menu button over this, will pop up a small menu. The first entry on this leads to a dialogue box telling you more about your copy of ChessII. Please quote the version number displayed in any correspondence. The other entry allows you to quit ChessII.



Demo Mode

If you hold down the <Ctrl> key whilst running Chess, it will go into a demo mode where it will continue playing games indefinitely.

The main window contains three areas. A control panel of icons to the left, the board to the right, and at the bottom an information area for displaying messages.



Making a Move

Simply click on the square the piece is on and if it is that side's turn to move (shown by the turn indicator) the square will be highlighted. Then click on the square to move to and if the highlighted piece can move there it will. If you want to see where highlighted pieces can move click on the 'show moves' icon.

To castle, move the King two moves to the left or right depending on which side you want to castle.

Playing the Computer

To make the computer move click on the 'Computer/Human move selector' icon for the side you want the computer to play. It should now show a computer. To stop the computer playing that side's turn, click on the icon again.

Undoing a move

Click on the undo move icon.

What was the last move?

To see the last move played click on the 'move counter' icon.

What shall I play?

The computer will give you an idea on what to play by clicking on the 'hint' icon.

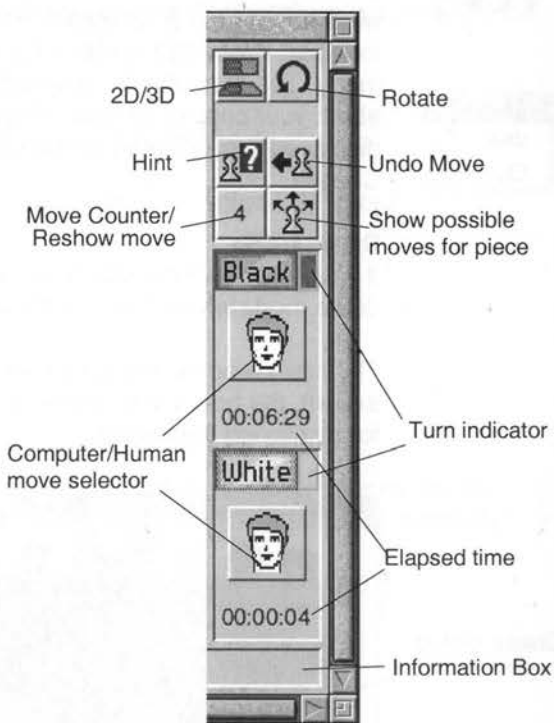
To quit the game choose Quit from the ChessII iconbar menu

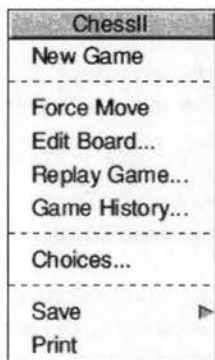
Display options

At any time during the game you can have a 2D or 3D board by clicking on the '2D/3D' icon.

Rotate board

The 'rotate' icon allows you to change your view of the board.





Main Menu

Pressing the Menu button over the main window, will pop up the ChessII menu, this allows you to control many aspects of the game, print games, and save games in various formats.

New Game

Choosing this will start a new game, resetting the board.

Force Move

If you want to force the computer to move for example if you are tired of waiting for it to move, select this menu entry

Save

The Save entry on the main menu leads to the Save sub menu which allows you to save the game in various formats.

To save the game as a file, which can be loaded and played again later, follow **Chess**, and drag the Chessfile icon to a suitable directory display. Once a game file is saved clicking <shift> Adjust on the close window icon displays the directory where the file was saved to.

Note the saved game is not readable by the older Chess program.

Exporting in other formats

The other Save menu options allow you to save the board as a Draw file or 2D/3D Sprite (depending on which is showing). The Text save option saves a move history of the game.

Loading a saved game

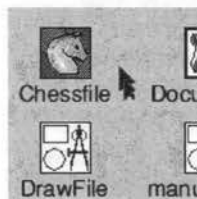
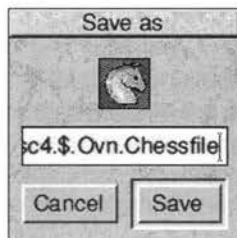
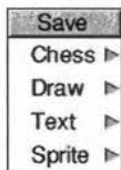
Either double click on a chessfile icon in a directory display or, drag it to the ChessII main window or the ChessII iconbar icon.

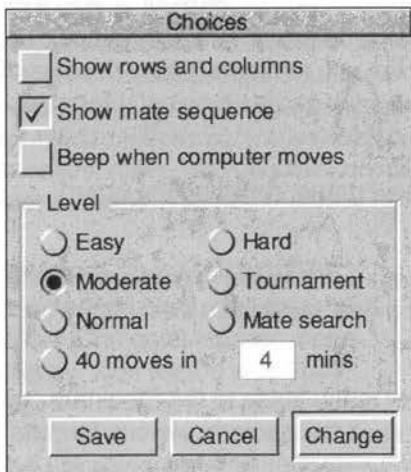
Note: Earlier Chess formats will only load if they started from the new game position. After a file is loaded clicking <shift> Adjust on the close window icon displays the directory where the file was loaded from.

Printing

Choosing Print from the main menu prints out the moves played so far. A Printer application must be installed for this to work.

A picture of the board can be printed by saving as a spritefile, or drawfile, to the Printer application.





Choices

The Choices window is displayed when **Choices...** is chosen from the main menu. It gives the following facilities:

Show rows and columns.

When ticked the row numbers and column letters will be displayed around the board.

Show mate sequence.

If this option is ticked if the computer finds a sequence of moves which will lead to mate it will show it in the information box at the bottom of the window.

Beep when computer moves.

When ticked the computer will beep when the computer moves.

Level

This is where you set the level at which the computer will play. You can either set one of the preset levels or select one of your own by entering the time you want the computer to make 40 moves.

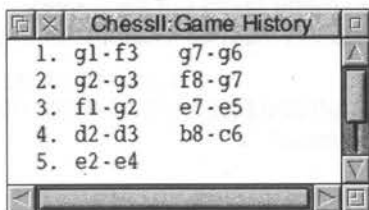
If you want to save the choices you have made so that the program starts up with these options set select **Save** otherwise select **Change**. If you decide not to change anything select **Cancel**.

Replaying the game

Choose **Replay Game...** from the main menu. The Replay Game dialogue box will pop up. This facility allows you to step through the game either forwards or backwards in 1 halfmove or 5 fullmove steps. You can also go directly to the beginning or end of the game. If you want to continue playing the game from the position you have moved to, select **Change** otherwise select **Cancel** and the game will continue unchanged.

Game History

Choose **Game History...** from the main menu. A window showing all moves played so far will pop up. To remove it click on the close window icon.





Editing the board

Choose **Edit Board...** from the main menu. The Edit Board window will pop up.

Placing a piece on the board.

Select the piece on the dialogue box and select the square you want to put it on.

Removing a piece from the board.

Select the blank piece on the dialogue box and select the square containing the piece you want to remove. Or alternatively click with adjust on the square containing the piece you want to remove.

Clearing the board.

Select the **Clear** icon.

Resetting the board.

To reset the board to the start position select the **Reset** icon.

Who plays first?

To change who plays first select **Black** or **White** in the To Play section.

Allow castling.

Generally you can leave all these options ticked. However you may set up a board position where the king and rook are on their original squares but have moved. Under these circumstances you should untick the relevant castling option. For example if the white king is on e1 and there is a rook on h1 but the rook is deemed to have moved, then you should untick 'White-Kingside'.

When you are happy with the board select **Change**. To revert to the board position prior to the Edit select **Cancel**.

Mate Puzzles

To solve mate puzzles:

- 1) Set up the board using the Edit mode.
- 2) From the Choices dialogue box set **Show mate sequence** and set the level to 'Mate Search'
- 3) Set the side to play.

When the best mate sequence is found the sequence is shown in the information box at the bottom of the window.

Alternatively you can:

- 2) Set the level to **Mate Search**.
- 3) Make the computer play both sides.

The game will be played and the sequence shown in the History window. It can then be replayed using **Replay Game**.

Importing text files

ChessII will import a textfile containing the moves of a game as long as the game started from the new game position. To do this drag the text file to the ChessII main window. It should be able to accept moves in most formats both algebraic and non-algebraic. It will load the text file until it finds a move it does not understand. It ignores move numbers, is not case sensitive and plays each move alternately. eg. The following moves would have the same result (these are just a few of the many variations available.)

1. e2-e4 e7-e5

2. f1-c4 g8-f6

3 c4xf7 e8xf7

or

E2E4 E7E5 F1C4 G8F6 C4F7 E8F7

or

e4 e5 B-c4 Nf6 BxP KxB

or

Pe4 Pe5 BC4 N-f6 Bf7 e8xB

or

any combination of the above and more

You may also qualify a piece by giving its row or column or both

e.g.

Pc-c4 or cc4 Pawn on column c to c4

Pc2xQd Pawn on c2 takes queen on column d

For castling you can use o-o or o-o-o with optional spacers.

Placing a '!', '#' or '|' in the text file will make the program ignore the rest of the line.

An example of the use of this facility are the chess listings on Channel 4 Teletext. If you have a Teletext adaptor you can export the page as text into Edit, remove the extra characters before the first move (it doesn't matter about after the last move as the program will stop when it encounters them) and drag the resulting file into the main ChessII window. You can then replay the game or alter it as required.

Altering the Draw board

You can modify the template used for generating Draw files. This is a Draw file called 'drawboard' located inside !Chess. Please take a backup copy of the original before altering it.

The file contains the following 14 grouped objects, which must be stacked in the order shown, inside the board area:

-Bottom-

Board

bottom left square (grouped object covering the bottom left square of the board — used for piece positioning)

white pawn

black pawn

white knight

black knight

white bishop

black bishop

white rook

black rook

white queen

black queen

white king

black king

-top-

Please note that Draw requires at least 2 paths to group an object.

