

# Manual Playchess.com



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## Access to Playchess.com

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Playing chess on the Playchess server requires that you are connected to the internet, which means you must start your network or dialup connection. If you are not online, the program uses your default Windows dialup connection to try to establish contact.

In the start screen click Login. This brings up a login screen which allows you to set up an account for yourself (free of charge).

You can also enter as a “*guest*” if you want to look around a bit first. But, you will have fewer rights on the server. After a while you should definitely set up an account which you can regularly use.

## Create new account

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When you log into the server, you can do so as a guest, use an existing account (which is stored with the password) or create a new one.



When you enter for the first time, click “Create New Account”. Don’t worry if some of the data is incomplete, you can modify or add information later.

**Unique Nickname:** Choose this carefully, since it is one of the things that cannot be changed. You should avoid names of famous player or computer programs (e.g., “Kasparov” or “Junior”).

**E-Mail:** The email address is necessary in case you forget your password. It is also a security against misuse of the server. Your email address will not be used for commercial advertising.

**First and last names:** This make your visits to the server more personal. It is the best way to win friends and join groups.

**Picture:** This must be in JPG or BMP format, and no larger than 100 KB. A good size is 130 x 180 pixels. The picture will appear next to your opponent’s board and further personalise the game.

**Find coordinates:** When you click this, a new dialog box appears where you can select a city and a country. The latter will produce a national flag in the list. The town will automatically set geo coordinates, and you will then appear as a dot on the world map when you are online.

**Rating and title data:** This is also optional, but it is necessary if you want to appear in the special lists of best youth, women player, senior, etc.

**Personal information:** Here you can add a bit of personal information – hobbies, interests, etc. It can be seen by other visitors on the Playchess server.

**Password:** After you have filled out the account data, you are prompted for a password. You should also give a password hint, which will be emailed to you in case you forget your password. In the future, whenever you go to the Playchess server you can enter with a single click.

*Note that each user can set up a maximum of two accounts. All personal data, including the password, can be changed at any time from within the program. Naturally, none of the information will be passed on to any third party or used for advertising purposes.*

# The Interface

## The main screen

When you log on to the *Playchess server*, the main online window opens.

On the left is a list of players or games, below that the challenge list. You can click the tabs at the top of many windows to switch from one list to another.

Clicking on the headers of a list will sort it (according to name, rating, title, etc.).

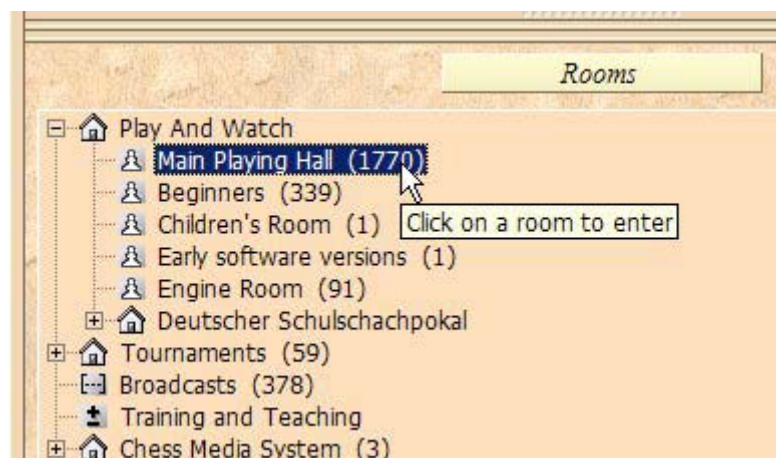


Name	Blitz	Bulet	Title	Status	Nation
Kutktau	2801	2709		Playing	RU
KonstantinLanda	2761	2587	GM	Idle/Pause	DE
Litti	2738	2535		Kibitzing/Idl...	DE
TigerTAD	2737	2863		Idle/Pause	DE
melissawa	2723		IM	Playing	FR
Tobyj1	2702	2418		Idle	DE
Ilukha	2700	2597			RU
LittlePeasant	2697	2696	GM	Playing	DE
AlexanderMag...	2693	2753		Playing	DE
TAAAT	2649	2494	IM		DE
Initiative	2636			Kibitzing	US
Defence	2627			Playing	DE
Bethy	2626	2479		Playing	DE
Uzbek	2596	2522	GM	Seeks	UZ

On the right you find the chat window, below it the different rooms.

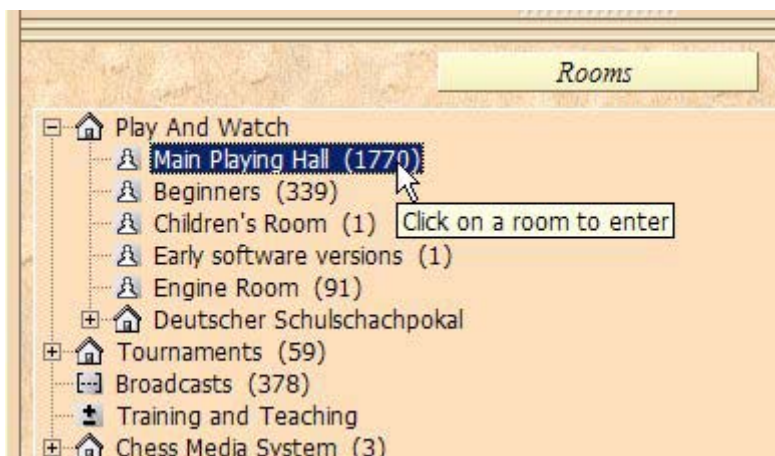


Click on a room to enter it.



## The chess rooms

At the bottom right of the welcome screen you can see the rooms available on the Playchess server.



Each room is for a different purpose, and there will be more in the future. The number following the name of the room is the number of visitors in the room.

You can enter a room by double-clicking it. Once you are there you can chat with other visitors, challenge them to a game, watch others play, etc.

The main playing hall is the room you normally get to when you log on to the Playchess server.

*Note that the use of computers in **strictly forbidden** in this room. The server is constantly monitoring the games and will report suspicious activities by any player. In fact the server may delete ratings or cancel an account if it detects clear evidence of computer use.*

If you do want to play with a computer, you can do so in the engine room, but only if you own the full Fritz program.

In the "news" room you will find the latest chess news in many different languages. "Training and Teaching" is for precisely that, "Broadcasts" is where you will find live coverage of big chess events. Visit "News and Hints" periodically to read the answers to frequently asked questions.

*Note that countries, chess federations and clubs can have their own rooms.*

## **The visitor's list**

The list of visitors in the current room normally appears on the left of the main screen. By clicking on the tabs at the top of the list you can get different lists or views of the activities in the room.

Players						
Name	Blitz	Bullet	Title	Status	Nation	Rank
Lord Malshun	2903	2830	GM			King
Hausigel	2812	2842	FM	Idle/Pause		Queen
Avancada	2579	2517		Idle		Queen
Schurick	2461	2651	IM	Playing		Queen
Skalski	2660	2473	FM	Playing		Rook
Gyalog	2549	2601	FM	Playing		Rook
GrafZahl	2483	2652	FM			Rook

**Info** brings up the latest information on the activities on the Playchess server or in the room. It is displayed in an HTML browser and may contain links to other pages.

**Players** gives you a list of all the visitors currently present in the room.

You can sort the lists by name, rating, title, status, etc. by clicking the column headers. The columns can be moved around by simply dragging them to a new place. You can adjust the width of a column by moving the dividing line. Pressing Ctrl+ (i.e., Ctrl and the plus key on your numeric keypad) will optimise the width of each column automatically.

*Note: Right-clicking a name allows you to call up information on a player (picture, rating, geographic location). You can also define the social status of a player.*

**Games** show you the games that are in progress and recent games played in this room. You can double-click a game to load and watch it.

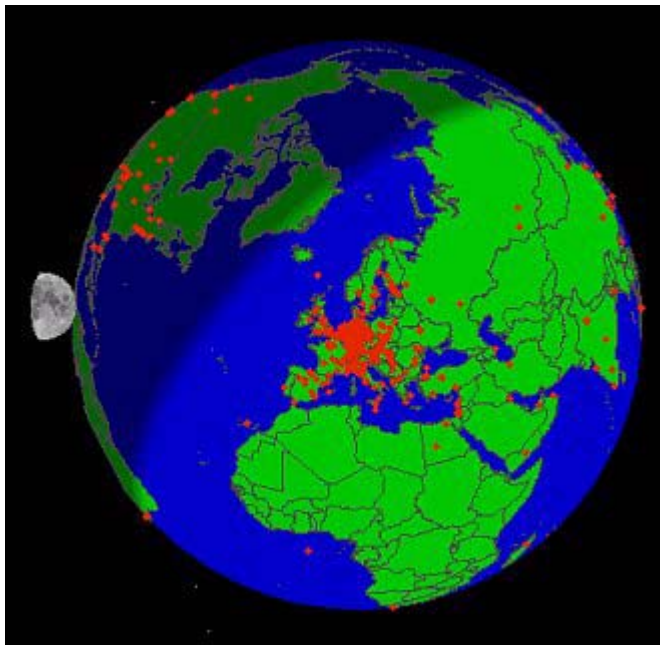
*Note that you can sort games by clicking the column titles. Sorting by "Result" will bring the games currently in progress to the top.*

**World** displays the Playchess server activity on a map of the world. Each visitor is marked as a red dot on the globe.

## **World**

Click "world" in the visitors' list

This shows a globe map of the world with little red dots for the players who are online.



The following functions are available:

- **Mouse click** centers the place you clicked on the globe.
- **Zoom in/out:** allows you to enlarge or shrink the map scale. There are two buttons at the bottom for this, but you can also right-click the map to zoom in or out.
- **Center:** centers your own location on the globe.
- **Show/hide day/night:** displays the day and night zones on the globe.

- **Geo-coordinates:** As you move the mouse cursor over the globe, the geo-coordinates (longitude and latitude) are given.
- **Animation:** Right-click the globe and select "Animation" if you want it to rotate automatically. When you move the mouse arrow on a dot, the name of the player is shown. Right click to find out all about this player (picture, rating, etc.).
- If you right-click a visitor in the main list, you can use "Show on map" to find out where the player is located.
- In "**Tools – Options – Globe settings**" you can configure the display (show cities, sun, moon, etc.).

## **Challenges**

In the players window you can see all the visitors who are currently in a room. You can challenge anyone who is not playing by clicking "Challenge" (or double-clicking the name). Or better, you can send a general invitation to a game ("Seek") to everybody in the room.

In the dialog that appears you can suggest time controls, ask for white or black, etc. "Challenger sends game" allows you to send the starting moves, e.g., to resume an adjourned game.

Opponent	Conditions	Elo	Clocks	Your color	Ducats	Connection	Type
↓ Chessandrareb...	Unrated	2447	1m + 0s	Automatic		█	Seek
↓ Vedmahesh	Rated	1468	3m + 0s	Automatic		█	Seek
↓ Tatios	Unrated	1795	3m + 0s	Automatic		█	Seek
↓ Nembo	Unrated	1409	8m + 0s	Automatic		█	Seek
↓ Abrissbine	Rated	2029	2m + 0s	Automatic		█	Seek
↓ Tazmania	Rated	1685	1m + 0s	Automatic		█	Seek

Accept  
 Delete  
 Modify  
 Seek  
 Formula  
 Pause

When you are challenged personally, you hear a drumroll and the name of your challenger appears in the "Challenges" window. You can see the conditions, the rating of your opponent, time controls, etc.

You can accept, decline or modify the challenge (i.e., negotiate the conditions).

- "Seek" allows you to send out a general challenge to everyone who is currently available. This is the most efficient way to offer a game. General challenges appear as black arrows, personal challenges are red arrows.
- In "Formula" you can set a number of conditions, e.g., time controls, strength of the opponent, etc. Challenges that do not meet them will be automatically rejected.
- "Pause" allows you to visit a room and not be challenged by other visitors. Note that general challenges will still appear in the list. Naturally you cannot challenge players who have paused themselves.
- When you challenge a player you suggest time controls. The colours are automatically determined by the server, or you can ask for White or Black.
- In your challenge you can offer to play a rated game. This means that the result will be used to calculate and record your playing strength on the internationally recognised Elo rating system. There are three separate ratings, one for "bullet chess" (three minutes for the entire game), one for traditional blitz (5 to 15 minutes) and one for long games.

- "Challenger sends game" allows you to start a game from a position other than the normal starting position. This is used to resume adjourned games or to play a theme tournament. You should load a game from a database or enter the moves on the board before you challenge your opponent.

**Note:** when you click on an incoming challenge the program shows you how your rating would change in case of a win, draw or loss, as well as the current lag time of the opponent.

Opponent: HeinrichRosb. Your Elo change: Win = 1772 (+3), Draw = 1754 (-15), Loss = 1736 (-33) [Lag 0.12s, direct]

## **Kibitzing**

To "kibitz" means to watch a chess game in progress.

If you double-click an entry in the games list you will get a board and can follow the action there. You can chat with other spectators and discuss the game with them.

### **Some things to note**

- If you want to move pieces on the board, you must "unplug" the transmission in the "Game" menu. You can also press Ctrl-U to unplug and plug back into a transmission.
- There is also a separate analysis board which you can open in a separate window (in "Window – panes").
- To save the game you must first unplug the transmission. Then click "Save" in the File menu, or press Ctrl-S.

At the top right-hand corner of the board window you will find a number of buttons:

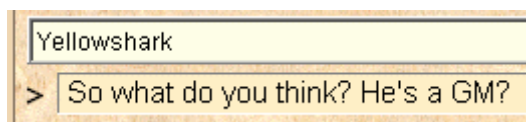


These can be used to start a chess engine (see above), change the 3D board settings, applaud White or Black, fetch info on White or Black and plug or unplug the transmission. Unplugging the transmission means that you have full control over the board but the game will not be updated any more from the server until you plug in again by clicking the same button.

## **Chat**

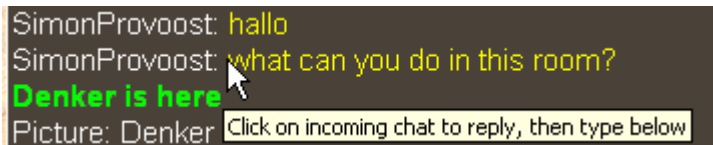
In all rooms you can chat with other visitors.

Click the name of your chat partner, then type in your text. Hit Enter to send.



### **Chat functions**

You can Ctrl-click a number of visitors to chat with them all. You can also click a message and then answer the author.



All the chat partners from the current session are stored in a drop-down list, so you can get back to them quickly.

- "Send to all" in the list of chat partners will send your message to all visitors. This should only be used if you have some general announcement to make. It is also restricted in certain circumstances.
- Right-click and select "*Properties*" to enter standard messages that will be automatically displayed if someone sends a message while you are in a game or are idle (i.e., inactive for a long period of time). A typical autoreply is "Out for a while, will be back at 7 p.m."
- When you are playing a game, you can chat with your opponent directly under the board without clicking a name or message. This conversation is private and cannot be seen by other visitors.
- You can right-click the chat window and copy the entire text or a single line. You can also set a different font style and size.
- Right-click the chat window and click "**Report abuse**" if someone is misbehaving on the server. The entire chat is sent, unedited, to the administrators. "Evaluate player" allows you to give specific visitors a positive or negative certificate.
- Right-click and use *Edit – Ignore* to block the chat of unpleasant visitors. You can unblock them in the Edit menu (Edit friend list).
- Right-click the chat window and use *Edit – Filter chat to all* to set the minimum rank of your chat partners.
- If you have Windows XP you can have the chat read to you. To do this switch on "*Chat to Speech*" in the Chat options menu.

## **Broadcast and teaching**

Menu: *File – New – New broadcast*

There are two special rooms called "Broadcast" and "Training & Teaching". They are used to cover live events, hold lectures, or give lessons.

The special function available in these rooms is the ability to broadcast games and discuss them interactively with other visitors. This is how it works:

- First enter the room.
- Click *File – New broadcast*. Type in names for both sides or a title for the lecture. Now you can enter moves for both sides, and type in notes at the bottom.
- *Insert – Analysis focus* allows you to hand control of the board over to another user. Right-click a visitor and use this function to give him control.
- *Game – Live time* allows you to specify how long the game should remain in the game list on the server.
- Anyone can start a broadcast, even of your club games. But you should not play games against other visitors in the broadcast and training rooms.

## Private training

When you start a broadcast you have the option of making it a private session.

In this case nobody can join you on the broadcast board unless they are invited. This is done by right-clicking a visitor and specifically inviting him to join the broadcast.

Private broadcasts are only possible for registered members who have a social status of at least *knight*.

## Social status

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### Rank

To the left of a players name you will see a symbol showing the rank.



Info   Players   Games   World					
Players					
Name	Blitz	Bullet	Title	Status	Nation
Kutiktau	2801	2709		Playing	
KonstantinLanda	2761	2587	GM	Idle/Pause	
Litti	2738	2535		Kibitzing/Idl...	
TigerTAD	2737	2863		Idle/Pause	
melissawa	2723		IM	Playing	
Tobyj1	2702	2418		Idle	
Ilukha	2700	2597			
LittlePeasant	2697	2696	GM	Playing	
AlexanderMag...	2693	2753		Playing	
TAAAT	2649	2494	IM		
Initiative	2636			Kibitzing	
Defence	2627			Playing	
Bethy	2626	2479		Playing	
Uzbek	2596	2522	GM	Seeks	

When you first start playing you will get a *pawn* ranking. After about a week of regular play it will change into a *knight*.

A month of play and a Playchess rating of over 1600 will lead to a *bishop* ranking. FIDE Grandmasters will be assigned the ranking of *king*, International Masters are given a *Queen*.

Guests have a question mark symbol. The ChessBase staff have a special ChessBase symbol. You can direct technical questions at them when they appear on the server.

### Popularity

You can check the popularity of a player in his personal info.



Popularity	
Applause	226
Fairness	Very fair
Manners (e.g. Chat)	Highly Popular

This shows you how often he has been applauded for his games and how often, also the social evaluation you have received from other players.

## Ratings

Menu: *View – Rating*

The reason you play rated games on the server is in order to get a higher rating. This is based on the well-known Elo system used in chess.

The Playchess server calculates and maintains up to five different rating lists for any player:

- **Bullet:** for games played at a rate of 3 minutes + 0 seconds or less for all moves.
- **Blitz:** games played at a rate of 15 minutes or less for all moves.
- **Long:** tournament games with over 15 minutes for all the moves
- **Computer:** ratings achieved with the help of a computer (only in the room "computers allowed").
- **Centaur:** this is calculated for humans playing with computer assistance (or the other way around).

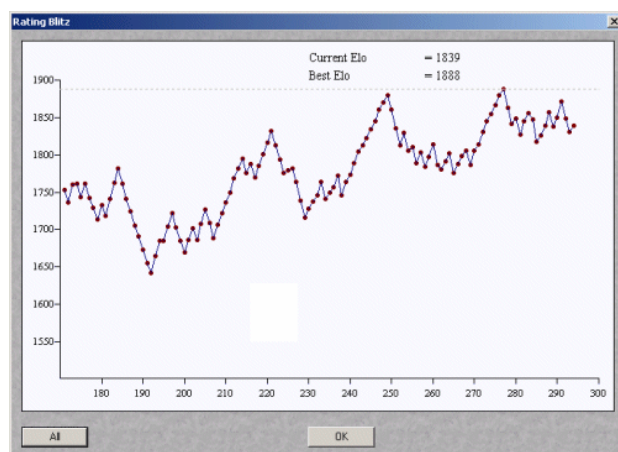
Click *View – Rating* or press Ctrl-E to see your own ratings. To view another player's rating click the name in the list, then right-click the name and click *View rating*. You can also use the "View ratings" button below the players list.

There are a number of different lists and charts you can view, for instance:

Opponent	Result	OppElo	Color	#
apf	1	2339	White	33.
alabi-alaba	1	1986	Black	32.
lovaz	0	1968	White	31.
manuel l	1	1904	Black	30.
lather	1	2232	White	29.
amar	1	1995	Black	28.
pablo sampedo	1	2011	Black	27.
dreamplayer	1	2106	White	26.

This shows you the players most recent games: the opponents, results, the opponents' ratings, the colour he had and the number of moves. Note that you can click the headers to sort the list according to the opponents' ratings, number of moves, etc.

You can also view an Elo histogram (performance against players in different rating categories) or the Elo distribution of the opponents. The Elo chart might be the most interesting:



## Other ratings displays

Right-click a player and click "*Show game history*" to see your individual score against this player. The option is inactive if you haven't played any against him.

Click *View – Top ratings* to see a list of the top players in each category.

## Server options

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Menu: *Tools – Options*

In this dialog you can set a number of parameters:

Server settings: Here you will find a number of general settings.

- **Sound:** Do you want sound effects for moves on the board, when a friend enters the room, for chat and for challenges?
- **Chat:** Enter standard messages that are automatically displayed if someone tries to chat while you are playing a game or are idle (i.e., inactive for a long period of time). Typical autoreply messages are: "Sorry, I'm in the middle of a game" or "Out for a while, will be back at 7 p.m.".
- **Globe settings:** Allows you to configure the world map.
- **Language:** Set the default language of the program and for chess annotations.
- **Design:** Allows you to modify the board/window design.

## Online update

Menu: *Help – Query update*

Periodically our programs are improved and enhanced, and minor errors removed. There are two ways to get hold of the "mini-upgrades" and make sure you have the latest version of the program installed:

Log onto the Playchess server and click "Query update" in the Help menu.

The update files will automatically be installed over the current version of the program. In some cases a reboot of the computer may be required, but the program will warn you before it does so.

**Important:** *You have to supply a serial number for your account to receive updates from the server.*

## Other functions

Edit – Edit user data: This allows you to modify your user data.

- **Edit – Change password:** You can change your password here. Do not forget to store a hint which will be sent to you in case you forget your password.
- **View – Shortcuts:** Shows you all the keyboard shortcuts available on the server.
- **Tools – Reconnect:** Can be used to reconnect to the Playchess server if there is a disturbance.

- **Tools – Design:** Choose between basic program designs, like elegant, wood or marble.
- **Window – Panes:** This allows you to configure the screen display, inserting or removing different elements.
- **Window – Arrange:** Helps you rearrange the screen quickly if everything is messed up.

## Firewalls

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A "firewall" is a security barrier between a computer or network and the Internet. It prevents viruses, worms and other virulent creatures from gaining access to your computer. The firewall can be installed as a software package on your computer (a "personal firewall"), or it can be located in a separate firewall computer or router in a network.

### Personal firewalls

Firewalls like Symantec's Internet Security or ZoneAlarm protect individual computers. The first time you access the Playchess server, the firewall asks for permission to make the connection. You can configure a rule that allows it to access the server in the future without asking for permission each time. The permission is only for this one application and does not compromise your firewall security in any way.

### Network firewalls

If you are connected to a network with a special firewall computer, it may be necessary for the network administrator to configure the firewall so you can access Playchess.com. The administrator will need to release "Port 6002" for the addresses www.playchess.com (the alternate server). You can easily find the IP address of the server with the command ping playchess.com.

## Screen design

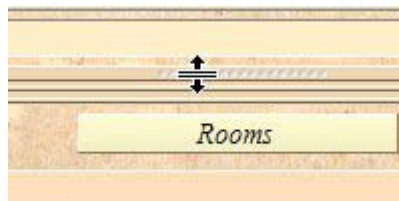
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### Screen layout

Menu *Window – Standard layouts – (layout)*

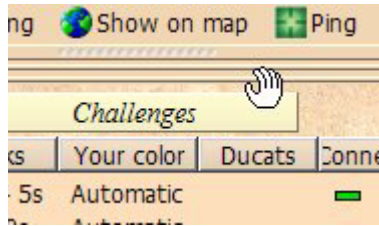
When you first start the program certain "factory settings" are loaded. You can change the screen layout and many other aspects of the program in many different ways. Or you can choose one of the many standard layouts available in the menu "Window" – "Standard layouts". However you can also manually rearrange the windows to make your own layout – and store it for future use if you like it.

The individual program windows ("panes") can be changed freely. To resize a window, move the cursor onto a horizontal or vertical separation bar. It will turn into a "resize cursor". You can now press and hold down the left mouse button to resize the window.



The program will adjust the other elements correspondingly, so you will never "lose" a window or have it partially covered by another one.

The individual window “panes” can also be moved to a different position on the screen. Move the mouse cursor onto the two parallel lines below the separation bar. It will turn into a hand. Press and hold down the left mouse button. You can now drag the window to some other place on the screen.



## **Board design – 2D**

Menu: *View – Board - 2D*

The 2D boards can be resized by changing the size of the board window. You can also view this dialog if you right-click on the board.

You can choose different materials (wood, marble, etc.) and colour schemes for the light and dark squares, and the background. You can configure the board to have co-ordinates around the board and the game replay control buttons below it.

There are also a number of different pieces styles. You can further improve the appearance of the pieces by enabling “*Smooth edges of screen fonts*” in the Windows Display properties – Effects menu.

Here are the specifics:

- **Colour schemes** selects the colour and texture of the dark and light squares of the chessboard. If you want to mix your own colours, click “plain colour” and select the colours you want for the squares and pieces. You can also use different material by clicking “User BMP” in the colour schemes.
- **Pieces** selects the piece design from several sets. “Fritz” is the default, “USCF” is a set in the style of American chess publications, and “Oldstyle” a nostalgic set that was used in books earlier in this century.
- **Proportion** regulates the relative size of the pieces with respect to the board.
- **Margin** width determines how wide the sides of the board should be.
- **Animation** determines how fast the pieces glide over the board.
- **Shadows** gives the pieces a shadow, so they appear to be slightly raised above the board.
- **Rounded** makes the pieces appear slightly rounded.
- **No scaling** switches to older “Fritz” piece fonts with fixed sizes. Here too you can use your own bitmap material by clicking “User BMP”.
- **Coordinates** displays the board coordinates 1–8 and A–H on the left and bottom edges of the board.
- **Replay arrows** below board puts recorder-style replay and forward buttons below the board.



The buttons allow you to jump to the beginning or end of the game, or move one move backwards or forwards. The red takeback button allows you to enter a new move and overwrite the old ones without a query by the program (normally it will ask you whether you want to overwrite or start a new line).

## Window colours and design

Menu: *Tools – Options – Design*

You can set a number of options that affect the appearance of the program.

- **Background – Windows:** Choose different materials and colours for the background of the windows.
- **User BMP** allows you to use any picture (e.g. Microsoft's clouds) for the windows.
- **Background – Board:** Select a material, colour or picture (in BMP format) for the area around the board.
- **Windows colours:** Apply the windows background, colours, and character styles set in the Windows control panel. Users with sight impairment can use a setting with high contrast and large buttons. All settings will become fully active the next time you start the computer.
- **Board design:** Set the board colours. You can get directly to that screen by right-clicking the board and selecting "Board design".
- **Large buttons:** Display large buttons in the toolbars at the top of the screen.
- **Splitter thickness:** Set the width of the separation bar between the windows.

## Chess clocks

Chess players use a double clock to record the times taken by both sides



The clock on the left records White's time, the one on the right records Black's time. You can right-click the clock window or switch to an analog clock.

The double digital clock shows the total time at the top and the time for the last move below.

## Chess notation

One of the most important factors in the advancement of chess knowledge was the invention of an efficient notation to describe moves. It is done with the help of piece names, eight file letters (a – h) and eight rank numbers (1 – 8).

To record a move you need the following:

- A move number. Move 1 is a move by White and then one by Black. Each of the components is called a "ply" or "half-move".
- A piece letter (for king, queen, rook, bishop and knight). You can also use "figurines", small images of the pieces.
- Co-ordinates designating where the piece moves to.

The piece names are

King	K
Queen	Q
Rook	R
Bishop	B
Knight	N

The initial for pawns is omitted, only the move co-ordinates are given.

- In **long algebraic notation** you use the piece letter, followed by the start and destination squares. Example: 1.Ng1-f3.
- In **short algebraic notation** you use only the destination square whenever possible. Example: 1.Nf3, because only the knight on g1 can move to f3. If there is an ambiguity, you have to supply an additional letter or number. Example: 5.Nbd2 if two knights can move to d2, one from b1 and one from f3. If the knights are on b1 and b3 you would write N1d2.
- Pawn moves are given without a letter for the pawn. Example: 1.d2-d4 or 1.d4
- Captures are denoted with an "x". Example: 3.Nf3xd4 or 3.Nxd4.
- Checks are marked with a "+", checkmate is "#".

## Commentary symbols

In chess there is a system of commentary that uses special symbols to annotate moves or positions. The advantage is that they can be read in any language and immediately understood by chessplayers all over the world.

The program knows all the international chess commentary symbols. Here are the most important ones:

Symbol	Meaning
!	Good move
!!	Very good move
?	Bad move
??	Very bad move, blunder
!?	Interesting move
?!	Dubious move
=	The position is about equal
±	White is slightly better
±	White is clearly better
+−	White is winning
∓	Black is slightly better
∓	Black is clearly better
−+	Black is winning
↑	With attack
→	With initiative
↔	With counterplay

## Graphic commentary

The program uses coloured arrows and squares to illustrate tactical points and make strategic themes and plans more clear.

These are entered using a combination of mouse and keyboard:

Mark square green,  
draw green arrow

Press the Alt key and click the square or draw a line from a to b.

Mark square red,  
draw red arrow

Press Alt + Shift and click the square or draw a line from a to b.

Mark square yellow,  
draw yellow arrow

Press Alt + Ctrl and click the square or draw a line from a to b.

If you draw a line with the same colour again, the original line is erased.

The graphic commentary is stored together with the game and appears automatically during replay.

On the chess server, you use graphic commentary in training lessons (Broadcasts)

## **Text commentary**

If you run a training lesson or other broadcast, you can annotate moves with text.

Menu: *Insert – Text before/after move*

An annotation is text that you can enter to comment on a move or position. This is how you type in text:

- Right-click the notation and select “Text after move”. You can also press Ctrl-A.
- Right-click the notation and select “Text before move”. You can also press Shift-Ctrl-A.
- In both cases, a text editor appears in which you can type in your annotations.

You can use most of the normal Windows edit functions while entering your annotations. For instance you can press Ctrl-X and Ctrl-C to cut or copy bits of text, and Ctrl-V to paste them. You can even insert text from a different source by copying it to the Windows clipboard and then pasting it into your own text.

### ***Some points to note***

Text commentary can be written in different languages. Before typing it in, you can specify whether it is neutral or in one of the given languages: English, German, French, Spanish, Italian, Dutch or Portuguese.

In the menu *Tools – Options – Language* you can determine which languages should be displayed when you load a game. “All” is language independent and will always be displayed.

You can mark a position for a diagram by inserting a Ctrl-D character into the text. When you print out the game a diagram will appear in this position.

## **Threatened squares**

Additional help while kibitzing a game:

Menu: *Help – Threatened squares*

Displays the status of each piece on the board.

A red square means that the piece is under attack and not sufficiently defended, or that it is being

attacked by a piece of lesser value. This is usually a pretty serious danger signal and means you must take active measures to avoid losing a piece.

Yellow means that the piece is under attack, but it is just sufficiently defended. You must be careful about removing any defending piece.

Green means the piece has enemy contact but is well defended. Usually it is okay to remove a defending piece.

### **Help with your moves**

With the “threatened squares” function switched on, the program will, in addition, help you with the move you are about to make. When you click a piece, all squares to which it can legally move are displayed in the corresponding colour codes:

- red for danger squares on which you will almost certainly lose material
- yellow for contested squares, and
- green for safe ones.

## **Options**

---

### **Language**

Menu: *Tools – Options – Language*

You can set the language you want for the program, and for game commentary (when you enter text commentary you can specify in which language you are annotating the game). You can choose to display commentary in one, two or all languages. If a game contains no commentary in the languages you specify then the other languages are shown.

### **The Notation window**

The notation window displays all the moves of the game.

There may be variations and commentary embedded. You can jump to any place in the game by simply clicking on the notation – the board will follow. The cursor keys can also be used to navigate the moves.

### **Score sheet notation**

In regular games with no commentary you may find it better to use the score sheet style of notation. Click on the rider above the notation to select it.

In this mode you can see the moves and the times for each of them, but no evaluations, variations or text commentary.

Some users may encounter problems with the screen notation and printing. Specifically the chess symbols are not correct.

- **Cause:** The program uses special TrueType fonts for the chess notation and the board pieces. These may sometimes not be installed properly together with the program. For example in Windows XP/2000, you must have the correct administrative permissions to install the fonts.
- **Solution:** Manually install the fonts using the Windows control panel. All the chess fonts are to be found in the directory \FONTS on your program CD.

## **Position setup**

Menu: *New – Position setup*

This opens a dialog box in which you can enter a completely new position. The operation is quite simple:

Choose a piece type in the columns on the right and put one or more of that piece on the board by clicking on squares. The right mouse key changes the colour of the piece deposited, a second click deletes the entry.

You can also drag a piece from one square to another, holding down the mouse key in the process.

You can clear the board completely or reset the starting position.

The buttons “Copy/Paste ASCII”, “Copy/Paste FEN” are used to enter diagrams that exist in one of the common text description forms. Mark the position in a word processor or browser and press Ctrl-C to copy it into the Windows clipboard. After that you can switch to position entry and click the paste button. The position will appear on the board. The copy buttons will copy a text description of the diagram into the Windows clipboard. FEN stands for “Forsyth-Edwards Notation”, and the similar EPD for “Extended Position Description”.

Example of a ASCII position description:

```
wKd6,Rc8,g8,Pg2, bKh7,Qe1,Pd4,e3,h5,h6
```

Example of the FEN description of the same position:

```
2R3R1/7k/3K3p/7p/3p4/4p3/6P1/4q3 w - - 0 1
```

You can copy either of the above descriptions out of the Help file and paste it in the position setup. After you have set up the position you should, if relevant, give the castling status of each side. In a few cases it may be important to know that the side to move can take en passant. Type in the file on which the capture can be made. You can also tell the program which side has the move and whether it should start counting moves from 1 or a higher number. Click “OK” to end position setup.

**Note:** *On the chess server you can set training positions in broadcasts with this.*

## **Edit and annotate game**

Right-click the game notation or book window

There are a number of functions and annotation tools for you to use. Remember that all changes are made in memory only. You must “save” or “replace” the game, as described in the previous sections, if you want to store them on disk.

### **Delete variation**

This removes a line (and all its sublimes) from the game. It applies to the line in which the notation cursor is currently located.

### **Promote variation**

This raises the current variation to the next-higher level, making its parent line the subline instead.

### **Delete previous/remaining moves**

Removes all moves before or after the current board position. If you delete previous moves, the program automatically inserts a position description so it can load the game fragment later.

### **Delete all commentary**

Removes all variations and text commentary from the game.

### **Delete color commentary**

Removes all coloured arrows and squares from the game.

### **Delete Fritz commentary**

This deletes the search information the program sometimes inserts into the game (when you tell it to do so).

### **Text before/after move**

Both functions give you a text editor in which you can type in commentary, which can be inserted before or after a move. The tabs at the top of the editor allow you to specify the language(s) to use for annotating the game. In the menu "Tools" – "Options" – "Language", you can specify which language(s) should be displayed when you load a game.

### **!,?... / +-,=..., RR, ...**

This inserts chess commentary symbols (e.g., "!!" = an excellent move, "??" = a blunder) or position evaluation (e.g., "+-" = White is winning, "-/+" = Black is better), which appears in the notation of the game and is saved with the moves. RR commentary symbols appear before a move (e.g., "Better is" or "With the idea").

### **Variation colour**

This allows you to change the colour of individual variations, (e.g., to mark special lines or keep your own analysis in a special colour).

### **Insert diagram**

Marks a position for a diagram in the printout. You can also mark it by pressing Ctrl-A (insert text after move) or Ctrl-D. When you print out the game a diagram will appear in this position.

### **Material**

Inserts a material balance display at the bottom of the notation window. In our example White has a knight for a bishop and pawn.

### **Choose font**

Allows you to set the font face and size for the chess notation. Be sure to select one that begins with "Figurine..." so that the chess figurines and commentary symbols are displayed correctly.

## **Graphic commentary**

The program uses coloured arrows and squares to illustrate tactical points and make strategic themes and plans more clear. You can manually enter these using a combination of mouse and keyboard. Press the Alt key and click a square or draw a line from one square to another. This will give you a green square or arrow. Alt+Ctrl does the same in yellow, use Alt+Shift for red.

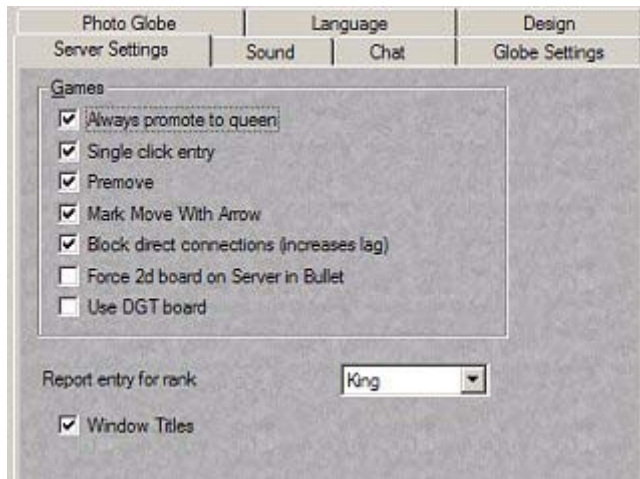
## **Customize keyboard**

Menu: *Tools – Customize...*

There are many shortcuts that make the operation of the program quicker and more effective. You can customize the keyboard and assign your own shortcuts, even for functions that do not have any assigned to them.

## **Entering moves with single click**

You can switch on entering moves with single click in the server options:



- If you click on a square to which only one piece can move, then the program executes that move. If more than one piece can move to the square, then you must use a second click to show the program which piece – except if one of the pieces has executed one of the last two moves. If that is the case, then this piece is automatically chosen. This allows you, for instance, to give a series of checks very rapidly.
- If you click the squares g1 or g8 and short castling is legal, then it is executed.

### Dropping

There is a special technique called "dropping". This entails picking up a piece while your opponent is still thinking and holding it over the destination square. As soon as the opponent's move comes you let go of your piece, using practically no time on your clock. It is a slightly dangerous technique – if the opponent plays something unexpected you may let go the piece and then face disaster. Still dropping is used extensively in fast games on the chess server.

### Premove

While your opponent is thinking you can already enter one or more moves, especially when they are obvious. It is marked with a green arrow and immediately executed when it is your turn. This saves a lot of time and is especially useful in endgames, where you might pre-enter an entire series like a2-a4-a5-a6-a7-a8. Note that right-clicking the board will delete clear all premoves.

## Elo ratings and lists

Elo ratings, invented by the Hungarian statistician Professor *Arpad Elo*, express the playing strength of chess players. Strong club players may reach 2000 points, International Masters are usually 2300 to 2500, Grandmasters up to 2700, with a very small number of players exceeding that (Garry Kasparov is the only player in history to exceed 2800).

The Elo ratings can also be used to evaluate chess engines. This program helps you to do this by producing rating and ranking lists on the basis of engine tournaments. In fact, it contains a complete Elo management system. GM and IM norms are automatically recognized and titles awarded. The Elo calculation can be used to evaluate human performance, even for historical tournaments that were held long before the rating system was invented. If you have an existing Elo list, you can add a tournament to update the list.

Here's a list of rating categories

Playing strength	Player category
1000-1600	Average club player
1600-2100	Strong club player
2100-2300	International league player
2300-2450	International Master (IM)
2450-2600	Grandmaster (GM)
2600-2850	Supergrandmaster, world champion

## ECO chess openings classification

ECO stands for the “*Encyclopaedia of Chess Openings*” and is used by almost all chess players and publications all over the world. Individual openings variations have a code consisting of a letter (A – E) and a two-digit number.

There are also names for most of them.

Examples:

A51 Budapest Gambit, Fajarowicz Variation

B72 Sicilian Dragon: 6 Be3, lines with h3+Bc4 and sidelines

The ECO classification used by this program was improved by leading openings expert GM Dr. John Nunn.

The program can create an openings key based on the ECO code. In the database window, click New – Openings index and choose “Fine” for the openings index. If you choose “coarse” instead, you will get a less formal classification with well-known names like “Sicilian”, “Pirc”, “French Defence”, etc.

When you save a game, the correct ECO code is automatically inserted.

## Shuffle chess

Shuffle chess is a variant of the game in which the starting position is generated at random. This neutralises the vast body of openings knowledge, forcing the players to find ideas and solutions at the board.

At the beginning of the game the pieces are set on random squares, but symmetrically for both sides (e.g., if the white king is on c1 the black king will be on c8). The pawns are in their usual places on the second and seventh ranks. Castling is only possible if the king and one (or both) rooks happen to be on normal squares.

There are 2880 possible combinations for the start of a shuffle chess game. The program will select one at random, but you can also select a specific starting position in the dialog box that appears.

Visit the shuffle chess room to play this chess variant:

