



HELP FILE



Welcome to the **Classic Chess Help File**.

Chess - a competitive strategy game dating back to the 15th century - helps to develop strategic thinking skills, memorization, and visualization of positions. Today, Chess is one of the world's most popular sports, played by over 600 million people.

Classic Chess will challenge you whether you are a beginner or a skilled player. The game features unmatched superior game technology which means the program is always a smart and intuitive opponent.

Click on any link on the left to jump to that page and learn more about the program.

QUICK START

MAIN MENU

Upon launching **Classic Chess** the main menu screen will appear with the following options:

Play Game

Click here to begin play right away.

Rated Game

Click here to launch the Rated Game Wizard.

Classic Game

Clicking here will allow you to open a classic game.

Load Game

Clicking here will allow you to load a previously saved Game.

Network Game

Network games allow you to play **Classic Chess** against real opponents on the internet, over a network, or even with a direct serial connection. Keep in mind that some features such as *undo*, *redo* and *switching sides* will be **disabled** during network game play.

Game Setup

Choose your opponent, change the clock settings, or select the opening moves.

Preferences

Change the look and feel of the game by clicking here.

Exit

Click here to leave Brain Games Chess.



CHOOSING AN OPPONENT

There are 2 ways to choose an Opponent.



From the Main Screen. You can click on Game Settings, highlight the Opponent option and click Choose Opponent.

From the Game Interface. You can click on the Setup button, highlight the Opponent option and click Choose Opponent.

Use the *Next* and **Previous** buttons to select your opponent.

MOVING THE PIECES

To move the pieces in **Classic Chess**, simply click on the piece you wish to move and hold the mouse button down. Now drag the piece to the desired location and release the mouse button. If the move you have tried to make is illegal, the piece will be returned to its original location.

For help on the allowed movements of each piece, see the **Piece Movements** section.

STARTING A GAME

After you have become familiar with the interface and have selected your game options, make your first move to begin the game!

THE INTERFACE

The Toolbar



Menu

Click the **Menu** button on the Toolbar to display the following options:

- Help File
- Save Game
- Print
- Return to Main Menu
- Quit Classic Chess

Action

Click the **Action** button on the Toolbar to display the following options:

- New Game
- Undo
- Redo
- Pause
- Hint
- Switch Sides
- Resign
- Offer Draw

Prefs

Click the **Pref** button on the Toolbar to display and set the following options:

- Board
- Piece Set
- Windows
- Move Notation
- Sound
- Music

Setup

Click the **Setup** button on the Toolbar to display the following options:

- User Settings
- Opponent
- Clocks
- Tutorial Modes
- Setup Board
- Openings

Coordinates



The squares on the chess board are identified by alpha-numeric coordinates. The squares running horizontally across the board, or ranks, are represented by the numbers **1 through 8**. The columns of squares extending vertically from one player's end to another represented by the letters **A through H** are called files.

Move List



The **Move List** shows the moves that each player has already made in the current game. Use the **up and down arrows** to scroll through previous moves.

Right clicking in this area allows you to choose the preferred move notation:

- Coordinate
- Algebraic
- Long Algebraic

Capture List



The **Captured Box** shows the pieces that have been captured during the play of the game.

CHESS BASICS

THE CHESS BOARD



The Chess Board is divided into *8 rows* and *8 columns*, each square alternating between **Black** and **White** and named by coordinates.

The *lower left hand corner* should always be a black or dark colored square; while the *lower right hand corner* should be a white or light colored square.



RANKS

Any of the *rows* of squares on a chessboard extending from side to side, perpendicular to the files. They are numbered **1** to **8** from the bottom of the board to the top.



FILES

Any of the *columns* of squares on a chessboard extending from one player's end to another. They are lettered **a** to **h** from left to right.

CHESSE PIECES

There are 6 types of pieces making up your chess board.

- King
- Queen
- Rooks
- Bishops
- Knights
- Pawns

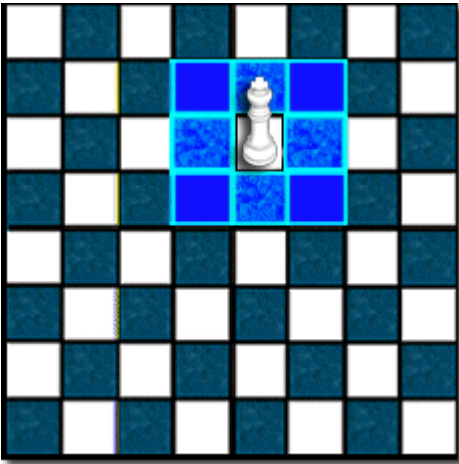
Click on a piece type to the left to learn more about that piece and it's movements.



KING

The game of chess is centered around the King. Your goal in the game of chess is to Checkmate your opponent's King, while **defending** your King from attack. The King is very limited in ability and movement, therefore it is up to the player to strategize for the best opportunity to use this piece offensively.

Movement



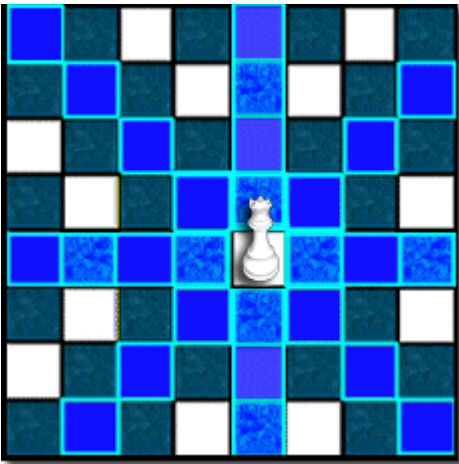
The king can move one square in any direction (an exception is castling). The king may never move into check.



QUEEN

This is, by far, the most **powerful** piece in the game of chess. The Queen has basically no weaknesses and almost unlimited capability of movement and attack.

MOVEMENT



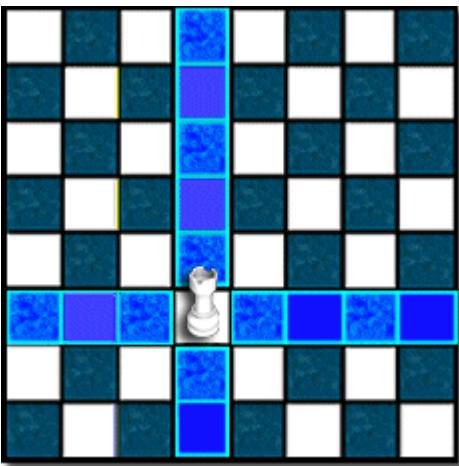
The queen can move any number of squares in any direction – horizontal, vertical or diagonal – if her path is not blocked.



ROOK

The Rook, sometimes called the *Castle*, is the next most important piece after the Queen. The Rook can be used to control the gameboard either horizontally or vertically, but it also has a **special capability**. Given certain criteria, the player has the option of Castling which results in the King being moved away from the middle of the board and towards the Rook where it is then nested away from "danger" and it is under the protection of the Rook. This is the only move in Chess in which **two pieces are moved in one turn**.

MOVEMENT



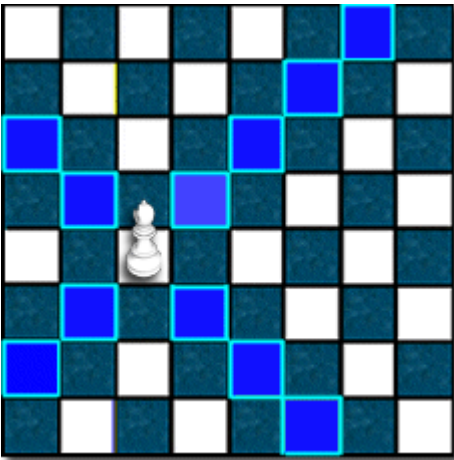
The rook can move any number of squares vertically or horizontally if its path is not blocked.



BISHOP

Bishops have the ability to move **diagonally** across the game board. However, they have one major limitation - each Bishop must always remain on the same color board space that they originally began from. Therefore, each Bishop can only move or land on 32 of the 64 spaces on the game board.

MOVEMENT



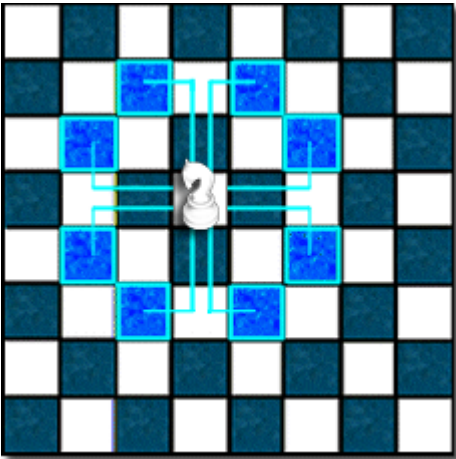
The bishop can move any number of squares diagonally if its path is not blocked.



KNIGHT

Knights have one advantage over all other Chess pieces. They have the ability of skipping over any piece (friend or foe), while making their move. Another attribute that belongs solely to the Knight, is its "**L**" shaped movement. It is the only piece that does not rely on horizontal, vertical or diagonal type movements.

MOVEMENT



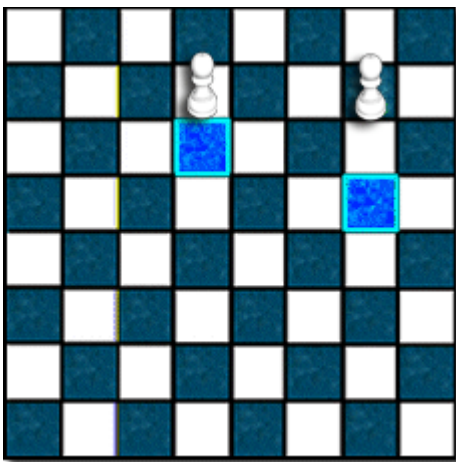
The knight moves in an "L" shape, jumping two squares horizontally or vertically and then moving one more square at a right angle to the original direction. The knight is the only piece that can jump over other pieces.



PAWNS

Pawns perform most of the **gruntwork** in the game of chess. When isolated, Pawns are defenseless. However, when Pawns are chained together, they prove an invaluable resource in a player's attempt to control the board. Pawn movement is limited to one square forward, except when the pawn is in its **opening spot**, when it can move *two squares forward*. The Pawn can also serve as an offensive force. If you are able to cross the length of the game board with your Pawn, it is then transformed into another piece (Either a Queen, Rook, Bishop, or Knight). The advantage in this Pawn promotion is obvious. Another peculiarity left solely to the Pawn is an attack known as "en passant". When your pawn has moved three squares forward from its opening square and your opponent moves his/her pawn from an adjacent column forward two squares (in an attempt to avoid being captured by your pawn); then you have the option of capturing that pawn "en passant" (from the French for "in passing") by placing your pawn directly behind the opponent's pawn.

MOVEMENT



The pawn moves straight ahead (never backward) and captures diagonally. It moves one square at a time, but on its first move has the option of moving two squares. The pawn also has special abilities for promotion and en passant.

PAWN PROMOTION: Pawns may seem to be extremely weak, with attacking and moving limitations; however, they can be very useful in your efforts to control the game board. Pawns also have a very **special attribute**: if you are able to successfully move your pawn from its *opening position across the board six squares*, then that Pawn becomes **promoted** to another piece of your choice.

EN PASSANT: When your pawn has moved three squares forward from its opening square and your opponent moves his/her pawn from an adjacent column forward two squares (in an attempt to avoid being captured by your pawn); then you have the option of capturing that pawn "en passant" by placing your pawn directly behind the opponent's pawn.

Note: You only have one opportunity to capture an opponent's pawn "en passant"; after you move, you lose the chance to capture that pawn, in passing.

GAME OBJECTIVES

The one and only goal in the game of chess is to achieve "Checkmate" on your opponent. "**Checkmate**" is reached when your opponent is in "Check" and cannot make a move that does not result in his/her King being in "**Check**". "**Check**" is a term used to describe an imminent attack on the King. When "**Check**" is reached the player must either move the King out of danger, move another piece in the path of the attacking piece (unless the attacking piece is a Knight) or capture the attacking piece.

Stalemate

If one player is trapped and cannot make a legal move, but is NOT in "Check" then the game is over and the game ends, as a draw or "Stalemate".

CHESS TERMS EXPLAINED

For those of you who are new to Chess or those who may need a refresher, we've gathered explanations of some terms used in Chess that may be helpful as you get into the game.

A thru E

Abbreviations

Symbol	Definition
K	King
Q	Queen
R	Rook
B	Bishop
N	Knight
P	Pawn
x	Capture
+	Check
#	Checkmate
0 - 0	Castle Kingside
0 - 0 - 0	Castle Queenside
=Q (or other piece)	Pawn Promotion

Algebraic Notation

A system of recording the moves in a chess game.

Algebraic notation consists of two components:

- the *one letter symbol* of the piece name
- the square of *arrival*

Pawns are not indicated by their first letter, but are recognized by the **absence** of such a letter.

The squares are indicated by their Rank and File. **Examples:**

- Be5
- Nf3
- Rd1
- e5
- d4

When a piece (other than a pawn) makes a **capture**, an **x** is inserted between the piece name and the square of arrival.

When a **Pawn** makes a **capture**, an **x** is inserted between the File name of the *departure* square and the coordinate name of the *arrival* square.

Examples:

- Bxe5
- Nxf3
- Rxd1
- exf5
- dxe3

Chess Basics

- The goal in the game of Chess is to reach "Checkmate" on your opponent.
- The player with the White Chess Pieces always goes first. Then, the players alternate moves.
- The only pieces that can be moved as your opening move are your pawns or your knights.
- Capturing is done by placing one of your pieces on a square occupied by your opponent's piece.
- The only piece that can skip over other pieces is the Knight.
- Castling is a useful defensive movement that is usually done near the beginning of the game.
- You can promote your pawns to more valuable pieces by moving them six squares forward from their opening position.
- There is a definite value to pieces; with the point values usually accepted as:

Queen	9 points
Rooks	5 points
Bishops	3 points
Knights	3 points
Pawns	1 point

Capture

The act of moving one of your pieces, via a legal move, into a square occupied by an opposing piece. The opposing piece is then removed from the board.

Castling

King's Side

There are a few things that must apply to the game situation in order for you to Castle your King.

1. Neither of the two pieces involved in the move (the King and the Rook) could have previously moved.
2. The King cannot be in "Check", castle out of "Check" or castle through "Check".

3. There must be a clear path between the two pieces. All pieces including the Queen, the Bishop and the Knight must have been moved previous to the "Castling".

Castling Queen's Side

There are a few things that must apply to the game situation in order for you to Castle your King.

1. Neither of the two pieces involved in the move (the King and the Rook) could have previously moved.
2. The King cannot be in "Check", castle out of "Check" or castle through "Check".
3. There must be a clear path between the two pieces. All pieces including the Queen, the Bishop and the Knight must have been moved previous to the "Castling".

Check

A term in Chess which indicates that the King is in immediate danger of being captured! The player must either move the King out of danger, move another piece in the path of the attacking piece (unless the attacking piece is a Knight) or capture the attacking piece.

Checkmate

A term in Chess which indicates that the King has no more legal moves that allow it to escape from Check. **"GAME OVER"**

Draw

A game where neither side wins; a tie.

Draw by 50 - If 50 (fifty) consecutive moves are made by each side without either side taking a piece or moving a pawn, the game is a draw.

Draw by Lack of Force - Game ending that results from neither chess player having sufficient pieces to mount an offensive against the other.

Draw by Repetition - Game ending that results from the same board position being played on three consecutive moves.

Endgame

The final phase of the game, usually when after the queens have been exchanged and there are few pieces left on the board.

En Passant

When your pawn has moved three squares forward from its opening square and your opponent moves his/her pawn from an adjacent column forward two squares (in an attempt to avoid being captured by your pawn); then you have the option of capturing that pawn "en passant" by placing your pawn directly behind the opponent's pawn.

Note: You only have one opportunity to capture an opponent's pawn "en passant"; after you move, you lose the chance to capture that pawn, in passing.

F thru J

File

Any of the *columns* of squares on a chessboard extending from one player's end to another. They are lettered **a** to **h** from left to right.

Gambit

When a player **voluntarily** gives up a piece (usually a pawn) for positional superiority. This can be a risky tactic but can lead to an exciting game.

Interpose

One way to remove your King from Check is to place a friendly piece, in the path of the attacking piece. This defense only works when the attacking piece is a Queen, Rook or Bishop. A Knight cannot be blocked because it has the special movement which allows it to jump over pieces

Gambit

When a player **voluntarily** gives up a piece (usually a pawn) for positional superiority. This can be a risky tactic but can lead to an exciting game.

K thru O

Long Algebraic Notations

A system of recording the moves in a chess game. Long algebraic notation consists of three components:

- the *one letter symbol* of the piece name
- the square of *departure*
- the square of *arrival*

The squares are indicated by their Rank and File.

Pawns are not indicated by their first letter, but are recognized by the **absence** of such a letter. The squares of *departure* and of *arrival* are joined by a **hyphen**.

Examples:

- Bd4-e5
- Ng1-f3
- Ra1-d1
- e4-e5
- d2-d4

When a piece or pawn makes a **capture**, the hyphen is replaced by an **x**.

Examples:

- Bd4xe5
- Ng1xf3
- Ra1xd1
- e4xf5
- d2xe3

Essential Abbreviations

Symbol	Definition
K	King
Q	Queen
R	Rook
B	Bishop
N	Knight
P	Pawn
x	Capture
+	Check
#	Checkmate
0 - 0	Castle Kingside
0 - 0 - 0	Castle Queenside
=Q (or other piece)	Pawn Promotion

Offer Draw

A term used by a player towards their opponent to end the current game in a draw. This usually happens when neither side has an advantage. This ending will occur only if both players agree to it.

P thru T

Pawn Promotion

Pawns may seem to be extremely weak, with attacking and moving limitations; however, they can be very useful in your efforts to control the game board.

Pawns also have a very **special attribute**: if you are able to successfully move your pawn from its *opening position across the board six squares*, then that Pawn becomes **promoted** to another piece of your choice.

PGN

PGN is a widely supported file format that stores game information and moves. Most games found on the **Internet**, as well as most other computer chess games use it. You may also **download** saved games from the Internet and load them into **Brain Games Chess**.

To load a PGN, you must copy the file into the PGN folder. Assuming you kept the default installation settings, this folder is located at c:\Program Files\On Hand Software\ Brain Games Chess\PGN. Once a file has been copied here, the games will be available in Brain Games Chess by clicking "Learning Tools" and selecting the "Classic Games" tab.

Rank

Any of the *rows* of squares on a chessboard extending from side to side, perpendicular to the files. They are numbered **1** to **8** from the bottom of the board to the top.

Resingation

When one player decides that the game situation is so unfavorable that they prefer to **resign** rather than continue play. This resignation counts as a loss in your game statistics and rating.

StaleMate

If one player is trapped and cannot make a legal move, but is NOT in "Check" then the game is over and the game ends, as a draw or "Stalemate"

SUPPORT INFORMATION

System Requirements

Windows 2000 / ME / XP / Vista

Pentium 333MHz or faster

128MB RAM or higher

150MB free hard drive space

16MB Video Card

DirectX compatible video and sound cards

CD-ROM / Mouse / Keyboard

Installing Classic Chess on your PC

1. Insert the Classic Chess CD into your CD-ROM drive
2. If your computer is configured to detect a newly inserted CD, the Autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the Start button, then select Run, and type D:\setup.exe (where D is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double-click on the "My Computer" icon.
3. Click on the Install option, and follow the onscreen instructions for installation and setup.
4. Upon successful completion of the install, you can launch the program either from the Classic Chess icon on your desktop OR by going to Start/Programs/On Hand Software/Classic Chess

Customer Support

The quickest way to find an answer to your question is to click on this link:

<http://www.onhandsoftware.com/Support.html>

This will take you immediately to the On Hand Software support site where we have posted the most frequently asked questions (FAQ's) and help files. There are also some patches to programs that you can download. In a minute or two you can often find the answer you are seeking.

However if you don't find an answer to your specific question there, we have also included a Support Form so that you can tell us which operating system and computer you are using, as well as including your question.

This form provides us with a more complete picture of the technical specs (computer brand, operating system) that we need to analyze and respond to your question. You'll find the form at the bottom of the support page.

We hope that you will quickly and easily find the information that you need on the support site or by using the product form.

REPORTING BUGS

If you find a bug in our software, it would be helpful if you reported the bug to us via email to info@onhandsoftware.com

To report a bug, please email us with BUG REPORT in the subject line. Please include the following information in your email:

- What operating system you are using
- The software name and version # from the CD (ie PC103-01)
- The error message
- A brief description of what you were doing when the error appeared (ie did it happen upon launching of the game, or on a specific game level)
- Your name and email address so we can contact you when the bug is fixed.

When reporting bugs, detailed emails are necessary so we have a written record of the information our programmers will need to fix the problem.