



ChessBase

# Playchess

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# 1 Access

## 1.1 Access to Playchess.com

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.



You will get the login screen, which allows you to set up an account for yourself. 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 use regularly.

## 1.2 Login

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.

A screenshot of the Playchess.com login interface. On the left is a red globe icon. To its right are two input fields: 'Username' with the text 'Pitters' and 'Password' with the placeholder text 'Please enter the password for your in'. Below these is a checkbox labeled 'Remember Password'. At the bottom are four buttons: 'Login', 'Create New Player Name', 'Request New Password', and 'Enter As Guest'.

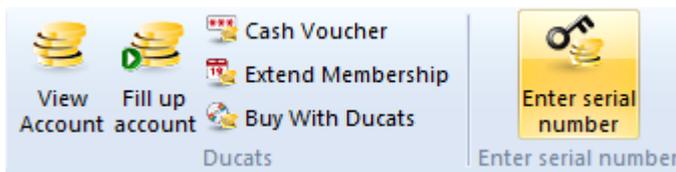
▶ **Username:** This is a unique nickname (or "handle") which will identify you on the server. Choose the carefully, since it is one of the things that cannot be changed. You should avoid names of famous player or computer programs (e.g., "Kasparov" or "Fritz").

▶ **Password:** After you have created an account you will have a password. You can make your computer remember it, so that in future you only need to click "OK" or hit Enter when you log in.

- ▶ **Enter as guest:** You can enter the playing zone as a guest, for instance if you only want to snoop around a bit to see how everything works. There are a number of privileges that you will not have if you enter only as a "guest".
- ▶ **Create a new account:** Use this to create a full account and receive all the privileges of a full member.
- ▶ **Get passport hint:** If you have forgotten your password it will be emailed to you. This only works if you have entered your email address in the User data

## 1.3 Serial number

*Account    Enter serial number*



Many interesting functions of the Playchess server are only accessible after entering a serial number.

You can order a serial number in the shop at [www.chessbase.com](http://www.chessbase.com), e.g. using your credit card. It will be emailed to you quickly, in the meanwhile you simply continue to play.

You can use the Houdini serial number for one account. Enter it under *Account - Enter Serial number* and get one year of basic access.

Click Enter serial number and type in the five groups of digits and letters.

The serial number has to be entered after the trial period of the client software. Otherwise your rank will be reduced to *Guest*.

- ▶ If you have a Playchess account which was created with an older version of the program you will be asked for a serial number when you log in with the new version. If you do not register correctly your account will be set to guest after 30 days. You will still be able to log in with the old version.
- ▶ Keep your serial number at a safe place. It is the proof of your purchase and can not be replaced when it is lost.
- ▶ Do not allow other people access to your serial number. It will cause a collision on the Playchess server and may lead to the loss of your account.

**Note:** The full contents and offers of the chess server are only available after you activate your account with a serial number. If you already have an account with Playchess.com you can log in immediately with your username and password.

## 1.4 Create new account

When you log into the server, you can do so as a guest, or you can use an existing account or create a new one.

When you enter for the first time, click "Create New Account" and enter your details. Don't worry if some of the data is incomplete, you can modify or add information later.

The screenshot shows a web form for creating a new account. It is divided into several sections:

- Identity:** Fields for Unique Nickname (DerAmateur), E-Mail (bitters@schach.de), First Name (Peter), Last Name (Schreiner), Country (Germany), and Geographic Position (49°46'44" N 006°35'50" E). A "Find Coordinates" button is present.
- Your Picture. (<= 100kB):** A preview of a chess player's photo and a "Change Picture" button.
- Rating and Title Data:** Radio buttons for Gender (Mr. selected, Ms., Comp.), Birthday (12.01.2004), and FIDE Title (FM, IM, GM). A checkbox for "No download of my games" is at the bottom.

A "Personal Information" button is located at the bottom right of the form.

- ▶ **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 displayed,

used for commercial advertising or given to any third party.

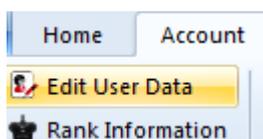
- ▶ **First and last names:** This make your visits to the server more personal. It is the best way to win friends and join groups.
- ▶ **Picture:** This must be in JPG or BMP format, and no larger than 100 KB. A good size is 130 x 180 pixels.
- ▶ **Find coordinates:** When you click this, a new dialog 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. You may simply type in the password, which will then be sent to you, or a very clear hint which you will understand.

**No download of my games** If a player wants to prevent his games being downloaded he can do this he can use the ribbon *Account Edit User Data No download of my games*.

In the future, whenever you go to the Playchess server you can enter with a single click. 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.

## 1.5 Geographic position

*Account - Edit User data Find Coordinates*



Here you can give your geographic position, so that you appear as a red dot on the world map. It also allows you to find people close to you in the players' list.

|   |                          |
|---|--------------------------|
| Country:  | Germany                  |
| Geographic Position:                            | 49°46'44" N 006°35'50" E |
| <input type="button" value="Find Coordinates"/> |                          |

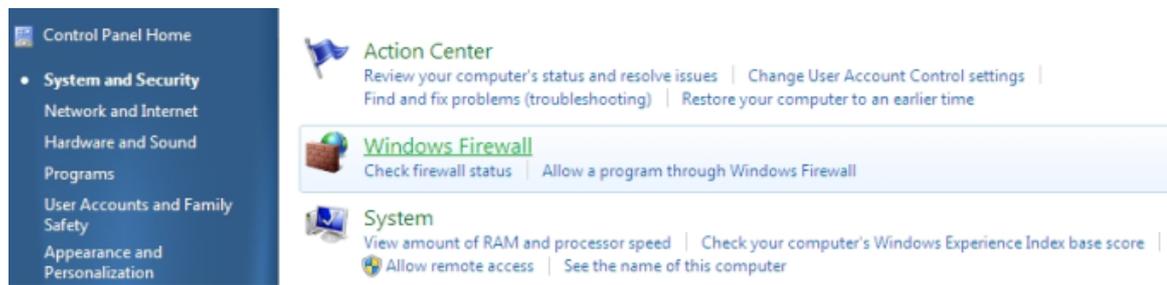
- ▶ **Choose a city near your place:** Select the one you live in or the one that is closest to your place of residence. There will be new cities added in the course of time.
- ▶ **Latitude/Longitude:** This is automatically set when you choose a city. But you can modify it to give your exact location. A good way to find your geo-coordinates (if you do not own a GPS unit) is to consult the web site Google Maps.
- ▶ **Country:** This will produce a national flag in the list.

## 1.6 Firewalls

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.



The screenshot shows the Windows Control Panel with the following sections:

- Control Panel Home**
  - System and Security
    - Network and Internet
    - Hardware and Sound
    - Programs
    - User Accounts and Family Safety
    - Appearance and Personalization
- Action Center**
  - Review your computer's status and resolve issues | Change User Account Control settings | Find and fix problems (troubleshooting) | Restore your computer to an earlier time
- Windows Firewall**
  - Check firewall status | Allow a program through Windows Firewall
- System**
  - View amount of RAM and processor speed | Check your computer's Windows Experience Index base score | Allow remote access | See the name of this computer

### Help protect your computer with Windows Firewall

Windows Firewall can help prevent hackers or malicious software from gaining access to your computer through the Internet or a network.

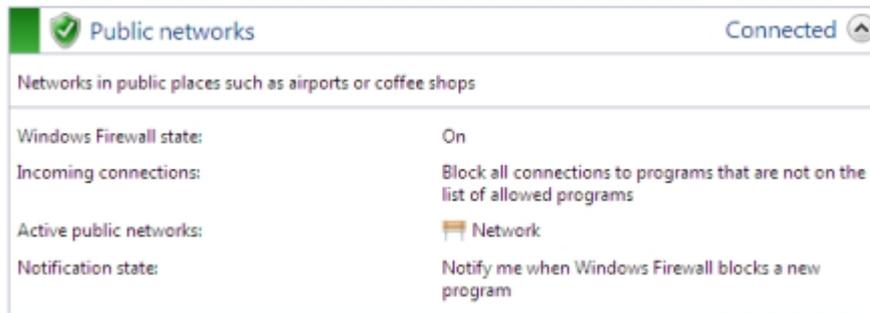
How does a firewall help protect my computer?

What are network locations?

| Home or work (private) networks   |  | Not Connected  |
|---|--|---|
| Networks at home or work where you know and trust the people and devices on the network |  |   |
| Windows Firewall state:   | On   |   |
| Incoming connections:   | Block all connections to programs that are not on the list of allowed programs |   |
| Active home or work (private) networks:   | None   |   |
| Notification state:   | Notify me when Windows Firewall blocks a new program                           |   |

### **Network firewalls**

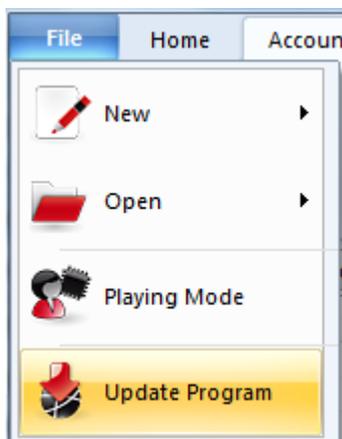
If you are connected to a network with a special firewall computer, it may be necessary for the network administrator to configure the firewall so you can access Playchess.com.



The administrator will need to release "Port 6002" for the addresses [www.playchess.com](http://www.playchess.com) (the alternate server). You can easily find the IP address of the server with the command `ping playchess.com`.

## 1.7 Online update

Periodically our programs are improved and enhanced. Log onto the Playchess server and the server checks automatically for Updates. 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.

## 2 Getting started

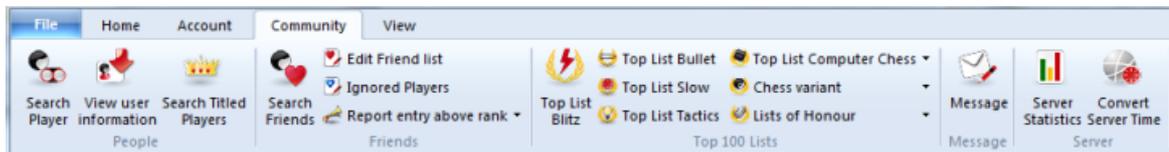
### 2.1 Introduction



How to challenge another player  
 Playing on the server  
 How to chat  
 How to follow training lessons or broadcasts  
 How to join a tournament  
 How to train tactics  
 How to get a serial number  
 Playchess web site  
 Chess News, new products, support, downloads  
[Let`s Check](#)

### 2.2 New concept with ribbons

The program offers a completely new design based on the guidelines of the „Microsoft Fluent UI“. The so-called ribbons were first implemented by *Microsoft in Office 2007*. The ribbon, also called a „band“, is a graphical display concept which combines the elements of menus and icons. This concept offers many advantages when using a complex program.



This means the end of the days in which users had to click through levels of menus and submenus to find functions. Instead of this simple icons are displayed for the program functions depending on the context the program is currently in.

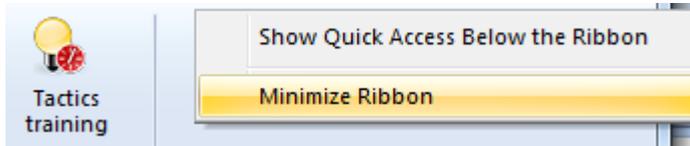
In the window's header words are listed – just as in traditional menus – which represent groups of commands, such as *Home*, „Account“ or „Community“.

However, clicking on a word doesn't open a menu, it opens a list of icons that represent the relevant commands. Each „menu“ has its own list of icons.



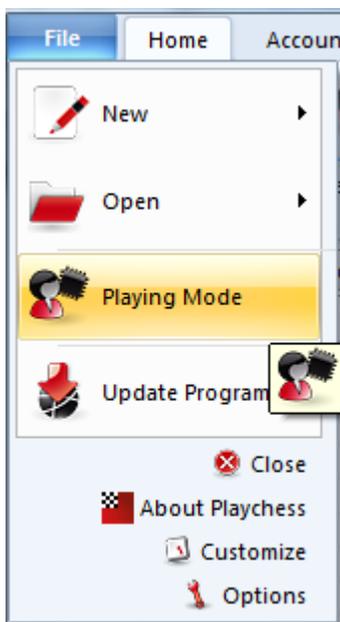
The ribbon takes up more room on the screen than the classical combination of menus

and icons. The symbols are grouped within the ribbon depending on the monitor's resolution and the size of the window. Since additional commands can be added to the ribbons it is rarely necessary to use dialog boxes. There is also the possibility to minimize the ribbons. This is done by right clicking on the ribbon and clicking on *Minimize the ribbon*.

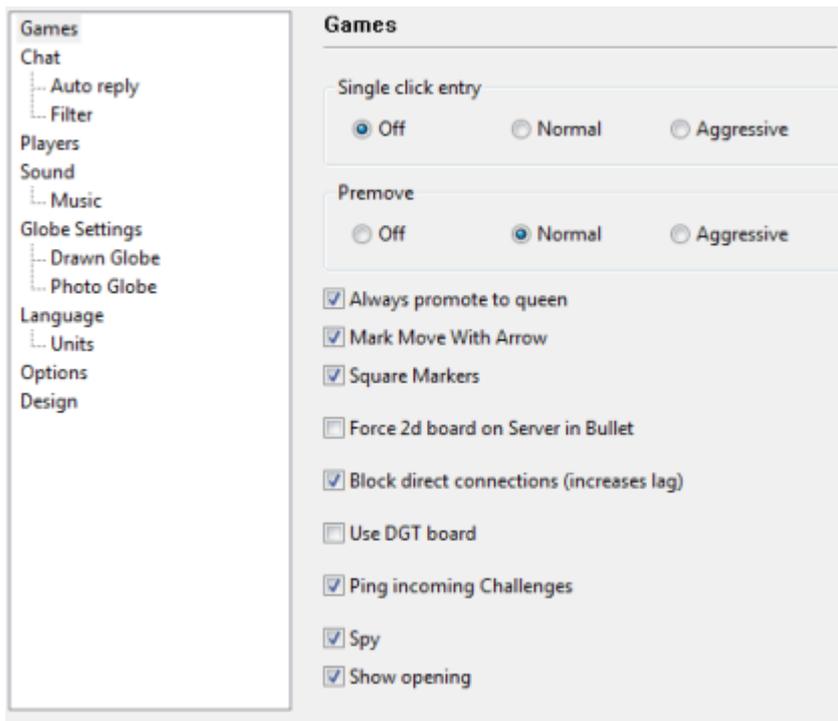


This leaves the command words on the screen, but removes the icon list until they are clicked.

A very important function in this user concept is the **File Menu**.



This menu is used to change important settings and access central functions of the program, such as the options dialog.



A further important component is the toolbar next to the user menu icon. These icons are used to *quickly access* commonly used functions with a single mouse click.



The user can decide whether the quick access toolbar is displayed at the top of the program window or below the ribbon. This option is selected by right clicking on the toolbar.

The user can adapt the toolbar to his own tastes. Rightclick on a button -> „Add to Quick Access Toolbar“ allows the user to customise the environment by adding the functions he uses most often to the quick access toolbar..

This user concept offers many advantages in day-to-day work with Fritz. For instance, many commands can be carried out easily. such as board selection or offers on the chess server. Since the functions are ordered based on how often they are used the operation is quicker and easier.

When working with the program the user should always check if an item is followed by

a small arrow. If this is the case it means that more functions are available.

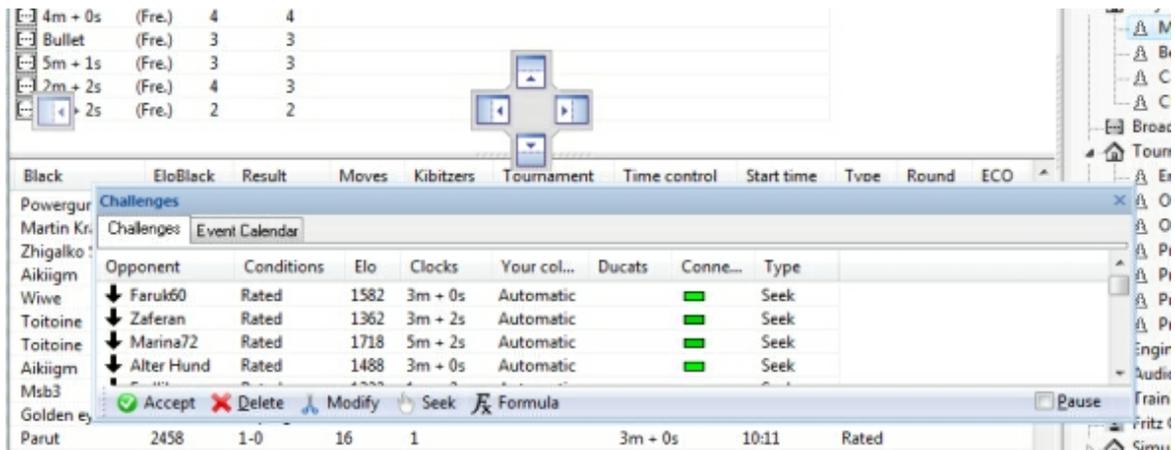


This example shows the selection of ranks. Clicking on the small arrow opens a submenu with additional functions.

Using the ribbons makes it much easier to operate the program. It is true that the new user concept requires the user to adapt himself if he was used to the old menu structure. However, the new user concept is much simpler and many functions are easier to access.

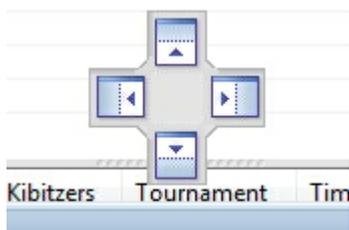
## 2.3 Docking Windows

The program now offers a new way of docking and undocking windows more intuitively. To do this click on the handle (the top bar) of a pane and hold the mouse key while dragging it round the window. This undocks the window. In the following example the clock has been positioned directly above the board.

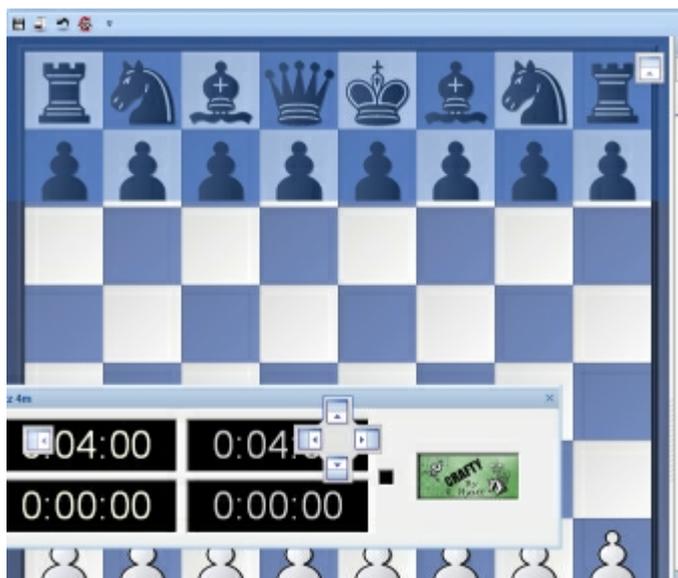


There are now several arrow buttons on the screen. These arrow buttons appear every time you move a window on the screen. These buttons can be used to place the window more accurately.

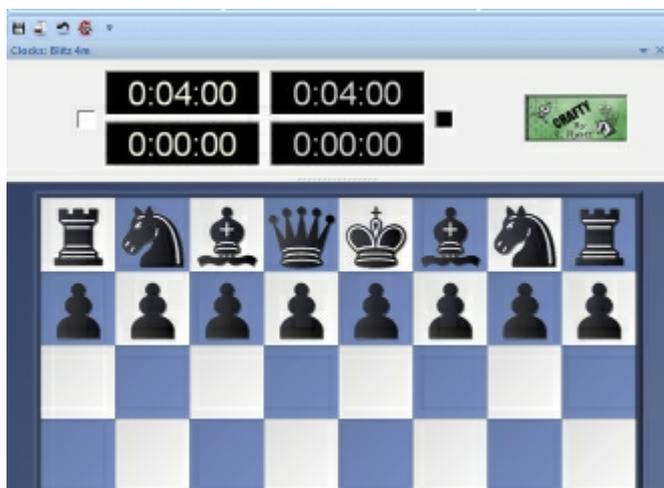
To dock a window move the mouse over the shaded part of a button while keeping the mouse button held. This will display the new position of the window before releasing the mouse button.



In our example we will move the chess clock window by moving the mouse over the upper arrow button. This will place the clock directly above the board. When you see the shaded blue area on the screen you can release the mouse button.



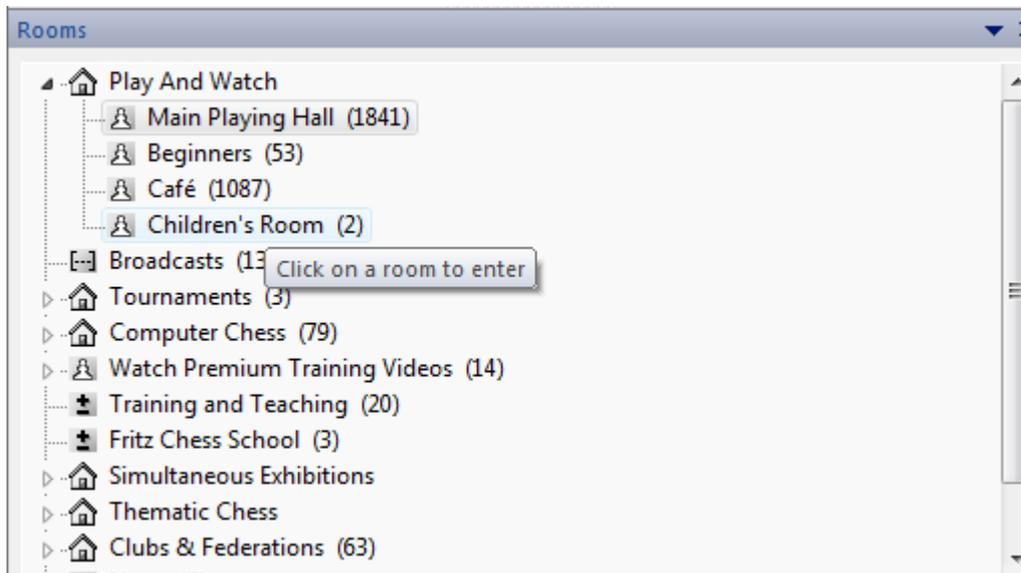
This places the clock in the exact position which was shaded.



This method of positioning windows using arrow buttons is easy to use if you remember that the position of the window is always shown by the shaded area next to the arrow buttons. If you practise you will find that you can position windows very quickly.

## 2.4 Chess rooms

Playchess has many different rooms, which are grouped together in a tree structure. At the bottom right of the screen you can see the rooms that you can enter.



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 is 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.

**Player 'Bergeev' cheated by using chess software, his Elo rating got deleted.**

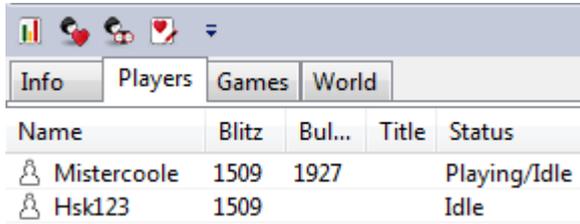
If you do want to play with a computer, you can do so in the engine room, but only if you own the full Fritz program. In the "news" room you will find the latest chess news in many different languages. "Training and Teaching" is for precisely that, "Broadcasts" is where you will find live coverage of 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.

## 2.5 Main screen list

On the left of the main Playchess screen 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.



| Name  | Blitz | Bul... | Title | Status       |
|---|-------|--------|-------|--------------|
|  Mistercoole | 1509  | 1927   |       | Playing/Idle |
|  Hsk123      | 1509  |        |       | Idle         |

Note that when you move your mouse over a name in the list a small photo icon will be displayed (if a picture of the player is available). If you move the mouse over a distance column the location of the player will be displayed on a miniature map of the world.

By clicking on the tabs at the top of the list you can get different lists or views of the activities in the room.

▶ **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. Clicking a second time will invert the sort order.

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.

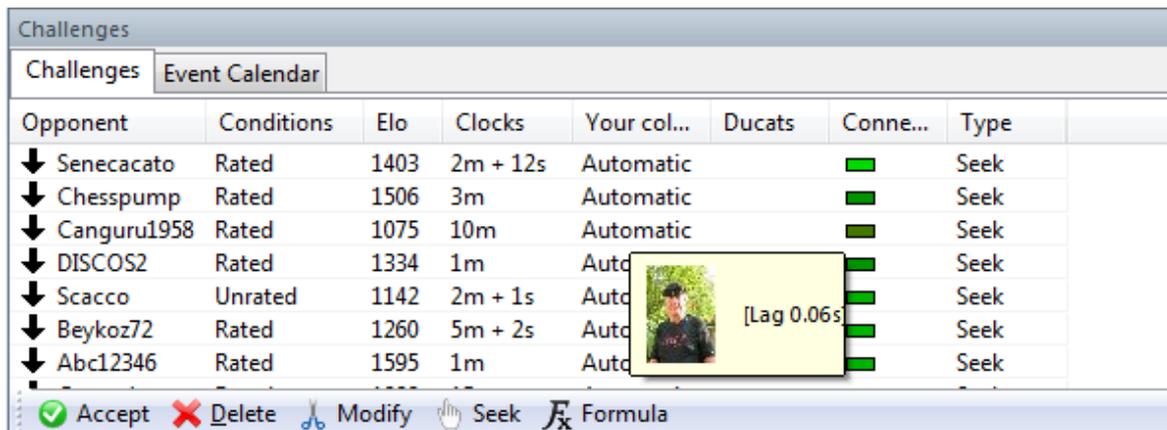
▶ **Games** show you the games that are in progress and recent games played in this room. You can double-click a game to load and watch it. Note that you can sort games by clicking the column titles. Sorting by "Result" will bring the games currently in progress to the top.

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

## 2.6 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.

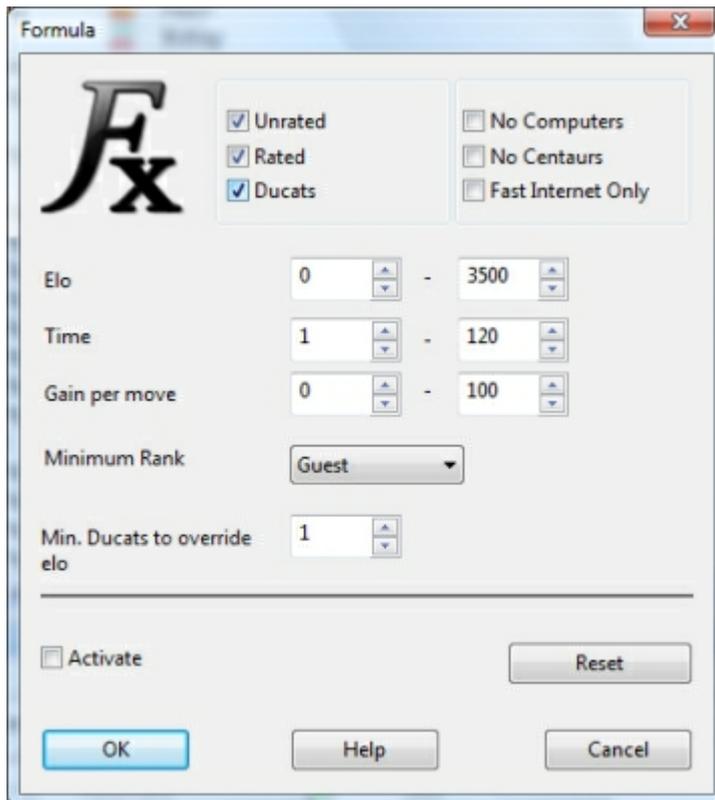
In the dialog that appears you can suggest time controls, ask for white or black, etc. *Challenger sends game* allows you to send the starting moves, e.g., to resume an adjourned game.



| Opponent      | Conditions | Elo  | Clocks   | Your col... | Ducats | Conne... | Type |
|---------------|------------|------|----------|-------------|--------|----------|------|
| ↓ Senecacato  | Rated      | 1403 | 2m + 12s | Automatic   |        | █        | Seek |
| ↓ Chesspump   | Rated      | 1506 | 3m       | Automatic   |        | █        | Seek |
| ↓ Canguru1958 | Rated      | 1075 | 10m      | Automatic   |        | █        | Seek |
| ↓ DISCOS2     | Rated      | 1334 | 1m       | Auto        |        | █        | Seek |
| ↓ Scacco      | Unrated    | 1142 | 2m + 1s  | Auto        |        | █        | Seek |
| ↓ Beykoz72    | Rated      | 1260 | 5m + 2s  | Auto        |        | █        | Seek |
| ↓ Abc12346    | Rated      | 1595 | 1m       | Auto        |        | █        | Seek |

When you are challenged, the name of your challenger appears in the "Challenges" window. If it is a direct challenge the arrow is red. Black arrows are general challenges to anyone in the room. The rating of your opponent, time controls and other conditions are visible.

- ▶ 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.



## 2.7 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.

See also Chat channels and Emoticons

## 2.8 Playing on the server

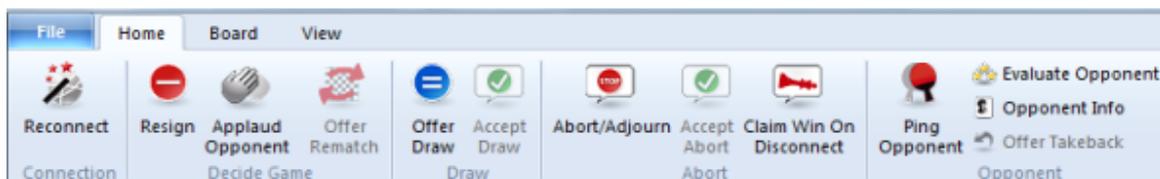
When playing on the server:

- ▶ You cannot take back moves.
- ▶ Your games are public, other people can watch them live on the server.

During the game you can use some special techniques, such as single click entry, dropping and "premove". These are described in the section on single click entry and in Server settings.

### Game buttons

At the top right of the board window you have a number of buttons. If you move your mouse pointer over them you will see their function.



The functions are

- ▶ **Reconnect:** in case there is a problem with your Internet access
- ▶ **Abort/Adjourn game:** Your opponent must agree to do this.
- ▶ **Offer draw:** This sends an automatic chat message and your opponents draw button will start blinking.
- ▶ **Accept draw:** Click on the blinking draw button to accept the draw offer of your opponent.
- ▶ **Decline draw:** Click on the exclamation mark to decline a draw offer. Simply making a move will also decline the offer.
- ▶ **Resign:** The game ends - your opponent wins.
- ▶ **Applause:** You can applaud your opponent for the game. The server keeps track of the applause, which improves his social status.
- ▶ **Claim win on disconnect:** If your opponent has been offline for a long time you

can claim a win with the disconnect button.

- ▶ **Offer rematch:** This is the best way to immediately play another game, with reversed colours.
- ▶ **Analysis:** You can analyse the game with your opponent. This is known as a "postmortem".
- ▶ **Ping opponent:** This sends a ping to your opponent and displays the lag time in the chat window.

### **FIDE draw rules**

For games on the Fritz server the FIDE laws. The exact details may not be known for claiming a win. For instance, is it correct if a player claims a win on time in a position in which he has only a king and a bishop? Many people assume this is generally forbidden (insufficient material).

But consider the following position:



White can actually claim a win on time, according to the FIDE rules. The reasoning is that his opponent could lose the position if he plays really badly: 1...c1N 2.Kc2 Na2 3. Bb2#. That is all that counts: the theoretical ability of one side to lose the game.

## **2.9 Training lessons and live events**

Training lessons or live events happen in special rooms. They are called *Training & Teaching* and *Broadcasts*.

1. Enter the room by clicking on the room name in the room window.
2. Select the games tab in the online list window.

3. Double click the game representing the training lesson or the live broadcast. Alternatively find the chairman of the event in the player list and double-click his name. Or just click the **Watch** button below the games list.

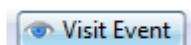
| White          | Elo... | Black             | Elo... | Result | Kib... | Tournament     | Time c... | Start ti... | Type     | R.. | ECC |
|----------------|--------|-------------------|--------|--------|--------|----------------|-----------|-------------|----------|-----|-----|
| Ziaziulkina... | 2296   | Iwanow,Anna       | 2191   | 0-1    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | B42 |
| Vasenina,A...  | 1997   | Semenova,Ale...   | 1957   | 1-0    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A34 |
| Weichhold...   | 2288   | Firat,Burak       | 2387   | ½-½    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | B48 |
| Zajic,Milan    | 2110   | Todorov,Yavor     | 1995   | ½-½    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A36 |
| Tomasj,Al...   | 1644   | Sluchak,Kiryl     |        | 1-0    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | C44 |
| Tomazini,...   | 2318   | Arribas Lopez,... | 2440   | 0-1    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | E90 |
| Urkedal,Fr...  | 2447   | Wieczorek,Oskar   | 2321   | ½-½    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A59 |
| Styazhkina...  | 2052   | Goryachkina,A...  | 2248   | 0-1    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A06 |
| Ten Hert...    | 2318   | Kanarek,Marcel    | 2444   | 0-1    | 1      | European Yo... |           | 11:52 (D... | Broad... | 9   | B78 |
| Theodoro...    | 1991   | Morozov,Nichi...  | 1876   | ½-½    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A36 |
| Severina,M...  | 2154   | Efroimski,Marsel  | 2221   | 0-1    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | D71 |
| Shamatava      | 1977   | Lake Maria        | 2108   | 1-0    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | R12 |

Challenge:

## 2.10 Join a tournament

Tournaments happen in the tournament rooms. Click on a tournament room in the Room Window to enter a room. For most room you need rank knight.

Click the button Join Event below the player list:

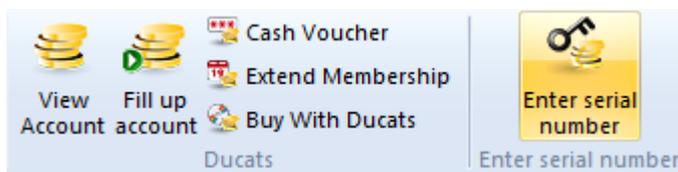


The tournament director receives an automatic chat message that you would like to join. Also your status in the player list changes to Wants in. As soon as the tournament director accepts your application to join, your status changes to Registered.

If you have rank Bishop or better, you can organize tournaments.

## 2.11 Serial number

Account

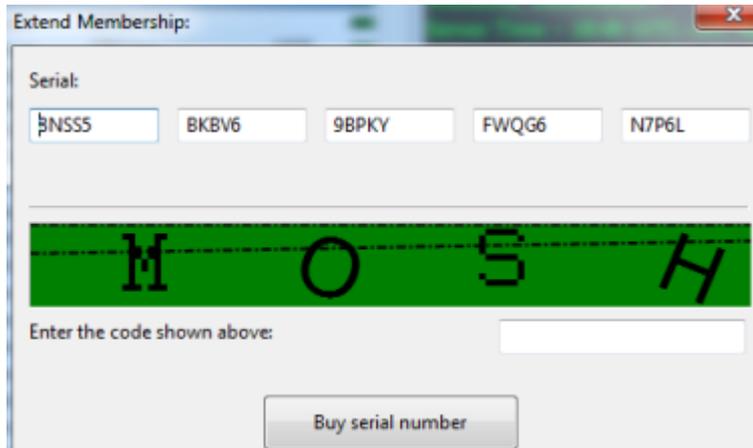


Many interesting functions of the Playchess server are only accessible after entering a serial number.

You can order a serial number in the shop at [www.chessbase.com](http://www.chessbase.com), e.g. using your credit card. It will be emailed to you quickly, in the meanwhile you simply continue to play.

You can use the Houdini serial number for one account. Enter it under *Account - Enter Serial number* and get one year of basic access.

Click Enter serial number and type in the five groups of digits and letters.



The serial number has to be entered after the trial period of the client software. Otherwise your rank will be reduced to *Guest*.

- ▶ If you have a Playchess account which was created with an older version of the program you will be asked for a serial number when you log in with the new version. If you do not register correctly your account will be set to guest after 30 days. You will still be able to log in with the old version.
- ▶ Keep your serial number at a safe place. It is the proof of your purchase and can not be replaced when it is lost.
- ▶ Do not allow other people access to your serial number. It will cause a collision on the Playchess server and may lead to the loss of your account.

**Note:** The full contents and offers of the chess server are only available after you activate your account with a serial number. If you already have an account with Playchess.com you can log in immediately with your username and password.

## 2.12 Premium Access

There are two types of membership on the chess server Playchess.com.

The normal **Basic Access** offers the user access to all the important functions of the chess server. You can play games with other people, you can kibitz games, and in the machine room you can test your engine against other engines. You can also take part in tournaments with the basic access.

A new feature of the chess server Playchess.com is the **Premium Access**.

### What is the advantage of the premium membership over the basic membership?

On Playchess.com there are many services offered that usually cost money which can be paid with the server's currency, Ducats. Examples are special training lectures, broadcasts, or the ChessBase TV that is broadcast on the server every Friday. Premium members can now watch all ChessBase multi-media broadcasts, live or recorded, training or commentary, without any additional costs.

If a user has premium access he can be sure that he does not have to pay any more. Fritz users already have premium membership, since premium access is included in the newest version of Fritz.

After logging onto Playchess.com you should check the information page in the different rooms. This is where the offers for premium members in the Premium Program Plan are displayed.

The screenshot displays the Playchess.com user interface. At the top, there are navigation tabs: File, Home, Account, Community, and View. Below these are several action buttons: 'About Me', 'Edit User Data', 'Rank Information', 'Change Password', 'Played Games', 'Kibitzed Games', 'Tactics Positions', 'View Account', 'Fill up account', 'Cash Voucher', 'Extend Membership', 'Buy With Ducats', and 'Enter serial number'. The main content area is titled 'Info' and contains three premium offers:

- IM Merijn van Delft: Wednesday Training**  
21.09.2011 – Merijn van Delft will talk about recent Grandmaster games and opening theory. Learn the finesses of the royal game from the experienced chess coach. Starting at 8 pm. Entry fee: 50 Ducats, Premium free!
- GM Daniel King: Résumé**  
20.09.2011 - Today at 8 pm, Daniel King will do aa résumé about the World Cup. Entry fee: 50 Ducats, Premium free!
- IM Dennis Breder: Training on Tuesday**  
20.09.2011 - Every Tuesday at 9 pm Dennis Breder gives a lecture in the chess media format. He'll be commentating in german on latest opening development. Start of the lecture is 9 pm server time. Entry fee: 50 Ducats, Premium free!

At the bottom of the window, there is a navigation bar with buttons for Back, Forward, Stop, Refresh, and Home.

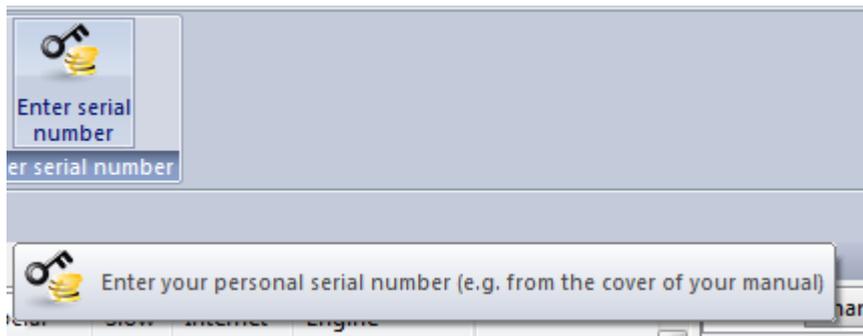
You can find additional information about premium offers after logging on in the chat window.

We are always adding new offers for premium members. To activate the premium membership it is not enough to register with *Application Menu Activation Activate* in the database program.

**Note:** The registration with the database program makes sure that you have access to the online database and regular updates. This does not activate premium access on the chess server. This must be done separately, on the chess server itself.

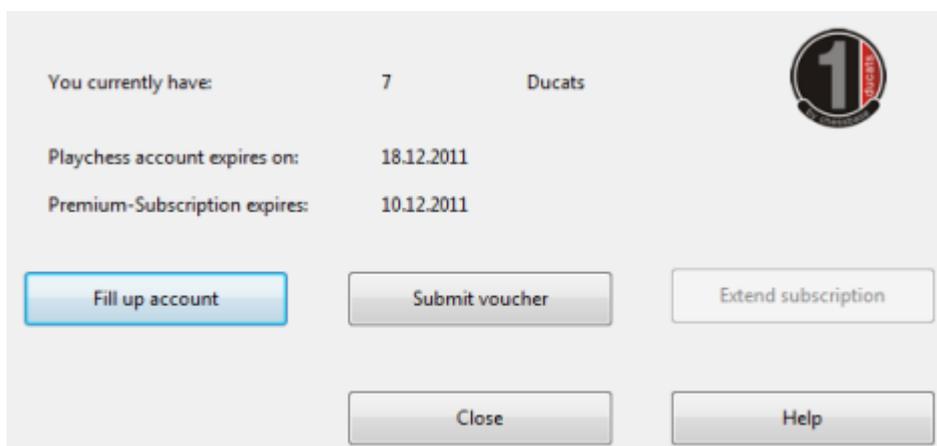
The following steps are necessary:

After you have created an account – you can of course use an already existing account – enter the serial number for premium access that you purchased separately. You can enter the serial number with the ribbon *Account* *Enter Serial Number*.



This opens the dialog box *Extend Membership*. Enter the serial number and the security code. This fulfils the requirements for premium access. You can check the status of your account at any time with the ribbon *Account* *View Account*.

The following picture shows a section of the dialog box *Check Account*. It displays information about the status of the basic account and the premium account.



In this example the basic account expires on 18.12 2010, whereas the premium account must be renewed at the latest on 11.12.2010.

You enter the serial number with the ribbon *Account* *Enter Serial Number*.

## 3 Reference

### 3.1 Playing

#### 3.1.1 Playing on the server

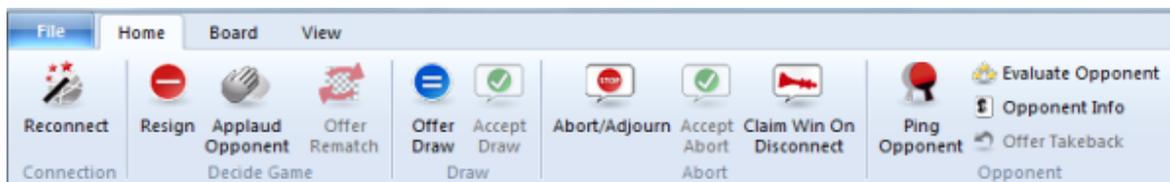
When playing on the server:

- ▶ You cannot take back moves.
- ▶ Your games are public, other people can watch them live on the server.

During the game you can use some special techniques, such as single click entry, dropping and "premove". These are described in the section on single click entry and in Server settings.

#### Game buttons

At the top right of the board window you have a number of buttons. If you move your mouse pointer over them you will see their function.



The functions are

- ▶ **Reconnect:** in case there is a problem with your Internet access
- ▶ **Abort/Adjourn game:** Your opponent must agree to do this.
- ▶ **Offer draw:** This sends an automatic chat message and your opponents draw button will start blinking.
- ▶ **Accept draw:** Click on the blinking draw button to accept the draw offer of your opponent.
- ▶ **Decline draw:** Click on the exclamation mark to decline a draw offer. Simply making a move will also decline the offer.
- ▶ **Resign:** The game ends - your opponent wins.
- ▶ **Applause:** You can applaude your opponent for the game. The server keeps track of the applause , which improves his social status.
- ▶ **Claim win on disconnect:** If your opponent has been offline for a long time you can claim a win with the disconnect button.
- ▶ **Offer rematch:** This is the best way to immediately play another game, with reversed colours.

- ▶ **Analysis:** You can analyse the game with your opponent. This is known as a "postmortem".
- ▶ **Ping opponent:** This sends a ping to your opponent and displays the lag time in the chat window.

### **FIDE draw rules**

For games on the Fritz server the FIDE laws. The exact details may not be known for claiming a win. For instance, is it correct if a player claims a win on time in a position in which he has only a king and a bishop? Many people assume this is generally forbidden (insufficient material).

But consider the following position:



White can actually claim a win on time, according to the FIDE rules. The reasoning is that his opponent could lose the position if he plays really badly: 1...c1N 2.Kc2 Na2 3. Bb2#. That is all that counts: the theoretical ability of one side to lose the game.

### **3.1.2 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.

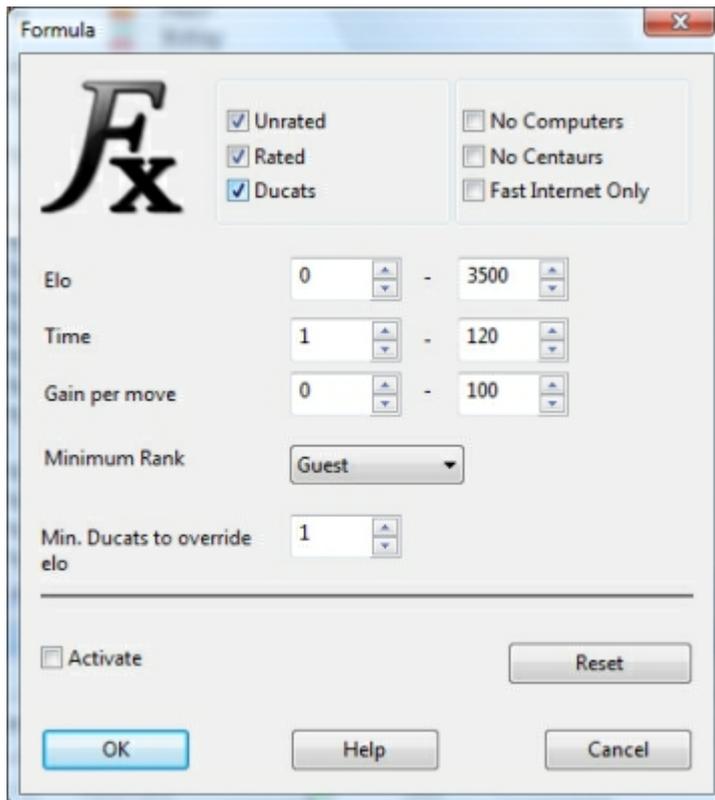
*Challenger sends game* allows you to send the starting moves, e.g., to resume an adjourned game.

| Challenges    |            |                |          |             |        |          |      |
|---------------|------------|----------------|----------|-------------|--------|----------|------|
| Challenges    |            | Event Calendar |          |             |        |          |      |
| Opponent      | Conditions | Elo            | Clocks   | Your col... | Ducats | Conne... | Type |
| ↓ Senecacato  | Rated      | 1403           | 2m + 12s | Automatic   |        |          | Seek |
| ↓ Chesspump   | Rated      | 1506           | 3m       | Automatic   |        |          | Seek |
| ↓ Canguru1958 | Rated      | 1075           | 10m      | Automatic   |        |          | Seek |
| ↓ DISCOS2     | Rated      | 1334           | 1m       | Auto        |        |          | Seek |
| ↓ Scacco      | Unrated    | 1142           | 2m + 1s  | Auto        |        |          | Seek |
| ↓ Beykoz72    | Rated      | 1260           | 5m + 2s  | Auto        |        |          | Seek |
| ↓ Abc12346    | Rated      | 1595           | 1m       | Auto        |        |          | Seek |

Accept
 Delete
 Modify
 Seek
 Formula

When you are challenged, the name of your challenger appears in the "Challenges" window. If it is a direct challenge the arrow is red. Black arrows are general challenges to anyone in the room. The rating of your opponent, time controls and other conditions are visible.

- ▶ 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.



### 3.1.3 Formula

This allows you to set a filter consisting of a number of conditions, e.g., time controls, strength of the opponent, etc. Challenges that do not meet them will be automatically rejected.

- ▶ **Unrated/Rated/Ducats:** request only unrated/rated games, including/excluding for Ducats.
- ▶ **No computers/centaurs:** exclude pure computer games or computer assisted games (centaurs).
- ▶ **Elo:** only games against players within the given Elo range.
- ▶ **Time/gain per move:** rate of play – the time for all the moves and the increment per move.
- ▶ **Minimum rank:** you can require that the opponent has a certain rank (guest, pawn, knight, etc.). These ranks are earned when you play on the server.
- ▶ **Minimum Ducats to override elo:** If a weaker player offers you ducats for a game he/she can override your elo limit. Set your ducats price here.
- ▶ **Activate:** You must click this on if you want the formula to be applied.
- ▶ **Reset:** Clear everything, so that any challenge will be accepted.

### Example

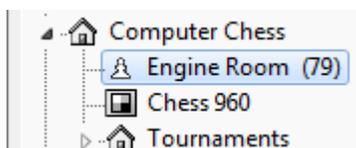
You want to play informal blitz games against opponents between 1500 and 1700 Elo.  
Check "Unrated", uncheck "Rated"  
Elo = 1500 - 1700  
Time = 5 - 5  
Gain per move = 0 - 0  
Check "Activate"

If you get a direct challenge which match your formula they will appear in the challenge window. All others will be filtered out.

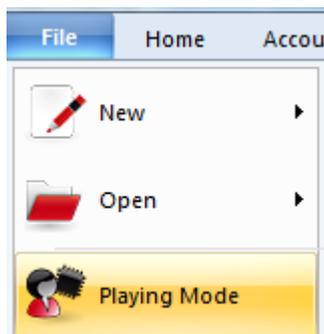
### 3.1.4 Separate Formulas for Human and Computer Games

This client offers the possibility of creating different formulas for playing against humans and computers. It is not possible with the Playchess clients of *ChessBase 11* or the *Download version*.

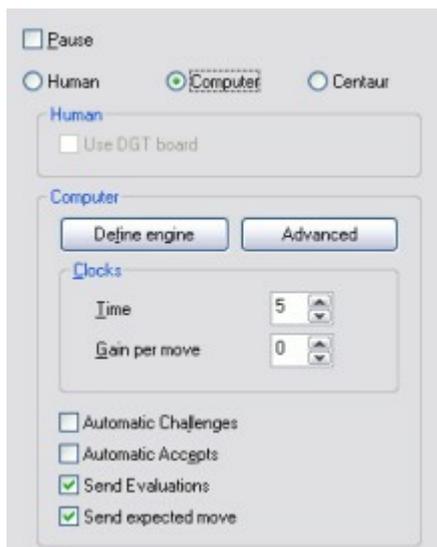
Enter the large playing room in the engine room.



Menu File    Playing Mode

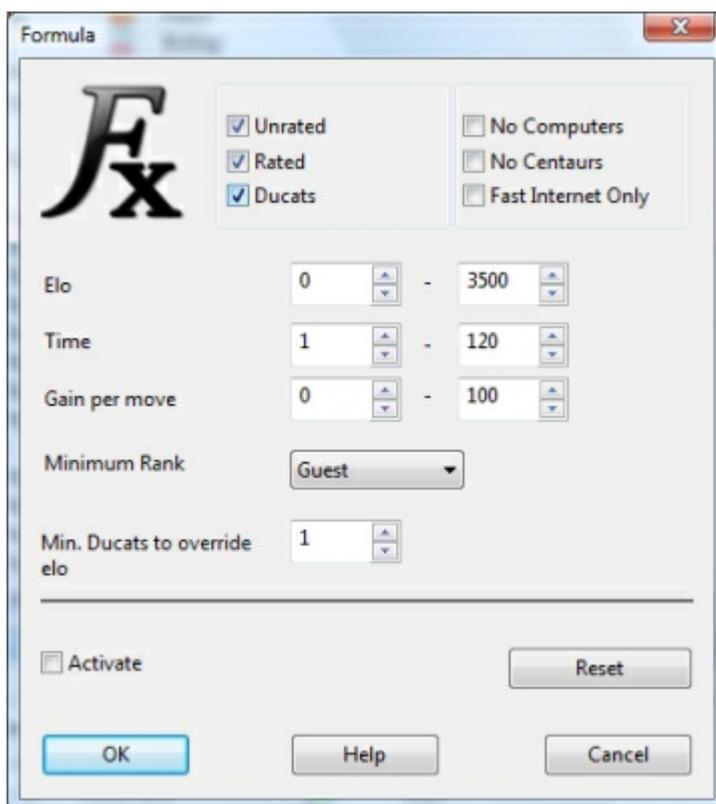


Select the mode „Computer“ and the settings for the formula as a computer player.



Use the „Define Engine“ button to select a chess engine.

Click on the formula button in the Challenges window. You now see the dialog for the formula definition.



Pick a setting such as Elo 2000 – 3000.

It is important to note that these settings are saved permanently, even if you change to the mode „Human“. Try that now.

Go to the main playing room in the group „Play and Watch“ .

*File Menu   Playing Mode   Human*

Open the formula dialog again, as above, and make the desired changes.

This finalizes the settings. The program now „remembers“ the settings and changes the formula appropriately when you change from one playing mode to the other.

### 3.1.5 Filter Lags

Players who prefer bullet or blitz games like their opponent to have a good Internet connection, so that the game can be played smoothly.

Poor network connections are particularly annoying in games with short time controls.

Delays caused by waiting times in the Internet are commonly called "Lag".

It is possible to set an option to filter out lagged connections in the following dialog in the Formula:

The screenshot shows the Formula dialog box with the following settings:

- Unrated
- Rated
- Ducats
- No Computers
- No Centaurs
- Fast Internet Only

Other settings:

- Elo: 0 - 3500
- Time: 3 - 5
- Gain per move: 0 - 100
- Minimum Rank: Guest
- Min. Ducats to override elo: 1

Buttons:  Activate, Reset

You can filter out lags by using the setting "*Fast Internet Only*".

No Computers

No Centaurs

Fast Internet Only

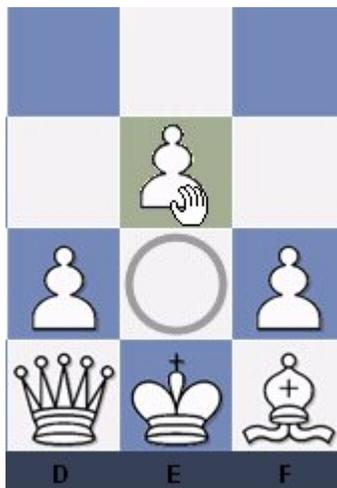
The chess server uses this setting to block challenges from players with a poor connection speed.

### 3.1.6 Move Input

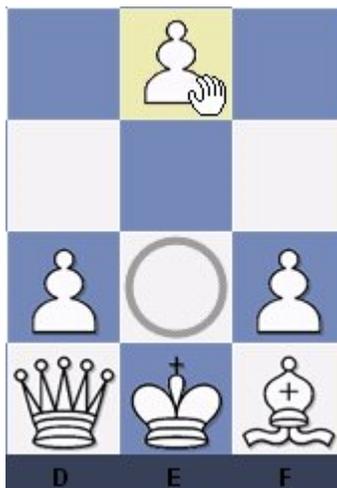
When entering moves on the 2D board the source and destination squares are clearly marked in the "mouseover" mode.

What does „mouseover“ mean? For instance, if you move the mouse cursor over the program's buttons a small text box with information is displayed. Mouseover offers additional information which is relevant to the position where the cursor is.

The following examples show the meaning of Mouseover while entering a move.



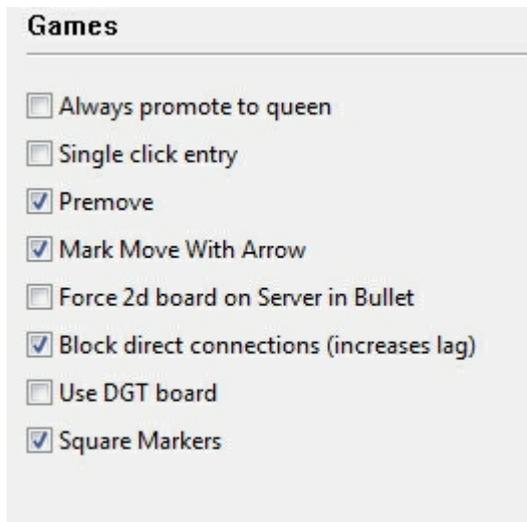
White selects the pawn on e2 and moves it while holding down the mouse button. The source field e2 is marked with a circle. When the mouse moves over the square e3 the square is coloured.



If White continues to move the pawn to the square e4, this potential destination field

is then coloured. The program is using graphical aids to help avoid illegal moves on the chess board.

This is extremely useful in rated games and games on the Playchess chess server.



"Square Markers". This option prevents the source square being marked with a circle during move input.

### 3.1.7 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 and switch to an analog clock.



There are two analog clocks, a simple one like the one in the picture above, and a photo-realistic "Garde" clock, which you can turn and tip.

The double digital clock shows the total time at the top and the time for the last move below. The left clock is for White, the right one for Black. You can also add a logo of an engine.

**Note:** You can set the time controls for blitz or tournament games with a rightclick on the clock.

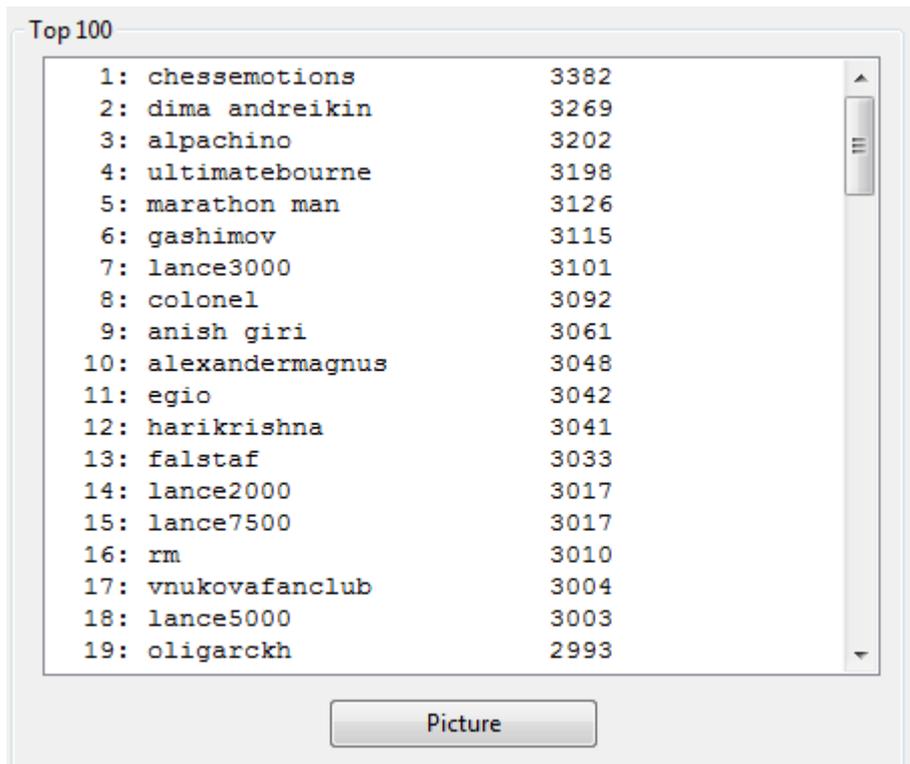
For Blitz and Bullet games, the Difference Clock shows your time and the difference to your opponent.



Right Click on the clock and select **Time Difference**. The left clock then shows your absolute time, the right clock the difference to your opponent. In the above picture you are 29 seconds ahead. If you have less time left than your opponent, the difference will be negative and shown in red.

### 3.1.8 Elo ratings

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).



| Rank | Player          | Rating |
|------|-----------------|--------|
| 1:   | chessemotions   | 3382   |
| 2:   | dima andreikin  | 3269   |
| 3:   | alpachino       | 3202   |
| 4:   | ultimatebourne  | 3198   |
| 5:   | marathon man    | 3126   |
| 6:   | gashimov        | 3115   |
| 7:   | lance3000       | 3101   |
| 8:   | colonel         | 3092   |
| 9:   | anish giri      | 3061   |
| 10:  | alexandermagnus | 3048   |
| 11:  | egio            | 3042   |
| 12:  | harikrishna     | 3041   |
| 13:  | falstaf         | 3033   |
| 14:  | lance2000       | 3017   |
| 15:  | lance7500       | 3017   |
| 16:  | rm              | 3010   |
| 17:  | vnukovafanclub  | 3004   |
| 18:  | lance5000       | 3003   |
| 19:  | oligarckh       | 2993   |

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.

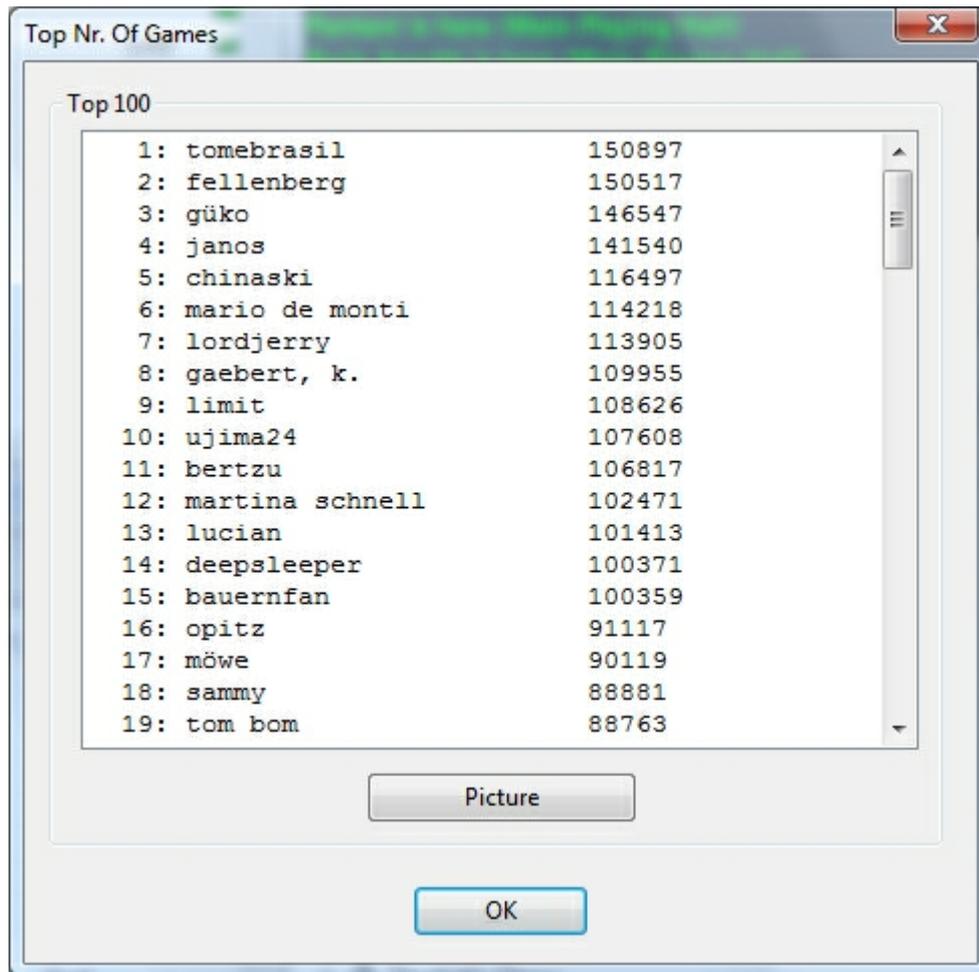
Here's a list of rating categories

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

### 3.1.9 Top Lists

The Playchess server offers the possibility to rate other users.

One way of doing this is via the Applause function. Another method is right-clicking on a player in the player list, then choosing the context menu *Edit - Rate Player* to star a dialog to make a rating.



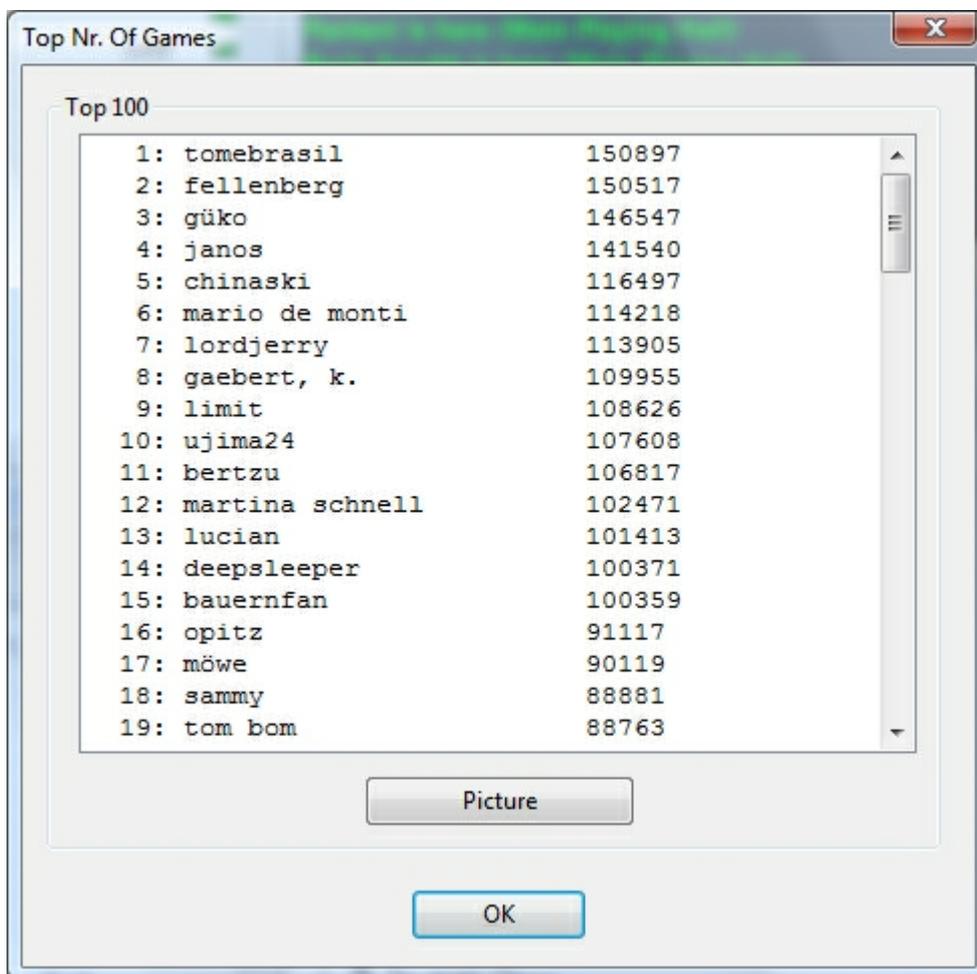
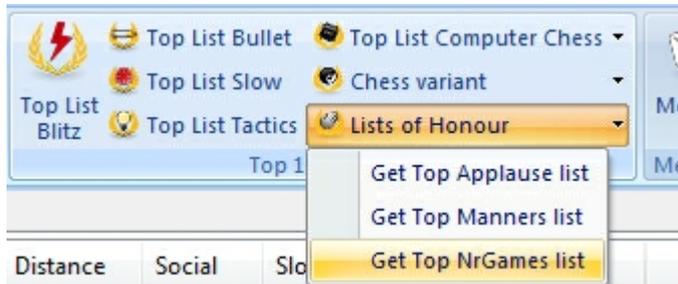
| Rank | Player Name     | Games  |
|------|-----------------|--------|
| 1:   | tomebrasil      | 150897 |
| 2:   | fellenberg      | 150517 |
| 3:   | güko            | 146547 |
| 4:   | janos           | 141540 |
| 5:   | chinaski        | 116497 |
| 6:   | mario de monti  | 114218 |
| 7:   | lordjerry       | 113905 |
| 8:   | gaebert, k.     | 109955 |
| 9:   | limit           | 108626 |
| 10:  | ujima24         | 107608 |
| 11:  | bertzu          | 106817 |
| 12:  | martina schnell | 102471 |
| 13:  | lucian          | 101413 |
| 14:  | deepsleeper     | 100371 |
| 15:  | bauernfan       | 100359 |
| 16:  | opitz           | 91117  |
| 17:  | möwe            | 90119  |
| 18:  | sammy           | 88881  |
| 19:  | tom bom         | 88763  |

This information can be useful for other players.

The menu *View - Top Lists* can be used to show a complete list of the ratings of all the players on the Playchess server.



If you want to know, for example, who has played the most games on the Playchess server, click on Get Top NrGames list to open the following box.



Here you find a list of players including the number of games they have played. Clicking on Picture opens a dialog window with the player's personal details.

**Applause List** lists the players in the order of how often they have been applauded by

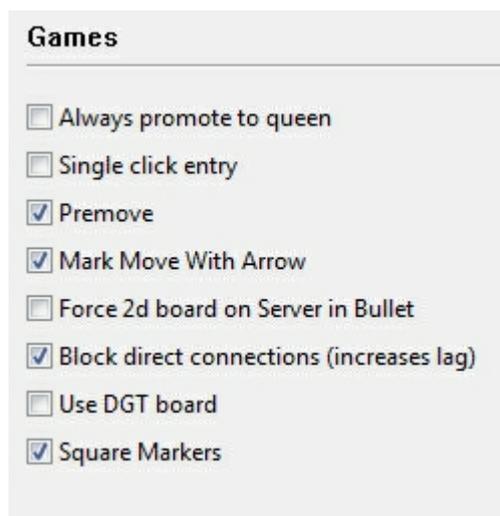
other users.

**Manners List** lists the players in the order of their popularity.

**Note:** Chessbase has no influence on this list, because the rating is based on the votes of other players.

### 3.1.10 Playing options

You can switch on Single click entry in the server options:



| Option                                   | Checked                             |
|--|-------------------------------------|
| Always promote to queen                  | <input type="checkbox"/>            |
| Single click entry                       | <input type="checkbox"/>            |
| Premove                                  | <input checked="" type="checkbox"/> |
| Mark Move With Arrow                     | <input checked="" type="checkbox"/> |
| Force 2d board on Server in Bullet       | <input type="checkbox"/>            |
| Block direct connections (increases lag) | <input checked="" type="checkbox"/> |
| Use DGT board                            | <input type="checkbox"/>            |
| Square Markers                           | <input checked="" type="checkbox"/> |

▶ 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 pre-moves.

### 3.1.11 Kibitzing

You can monitor games of other players in progress with the button *Follow* below the players list or with the button **Watch** below the games list.



The difference between the buttons is that the button *Follow* automatically shows the next game of the same player when he starts a new game. 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. You can also employ a chess engine (in menu Engine) and use that to analyse the board position.

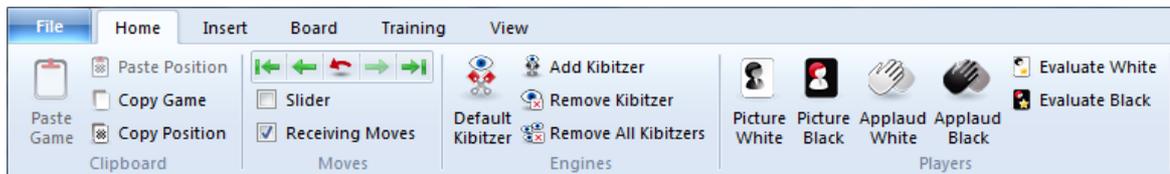
#### Some things to note

▶ If you want to move pieces on the board, you must unplug the transmission. You can do this for example with "Receiving Moves".



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.
- ▶ At the top 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 updated any more from the server until you plug in again by clicking the same button.

#### Kibitzing in the Engine room

When saving games you have watched in the engine room the first evaluation is saved as commentary. In previous versions this was only the case for games that you played yourself.

### 3.1.12 Ratings

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.

|          |
|----------|
| EloWhite |
| 1962     |
| 1755     |

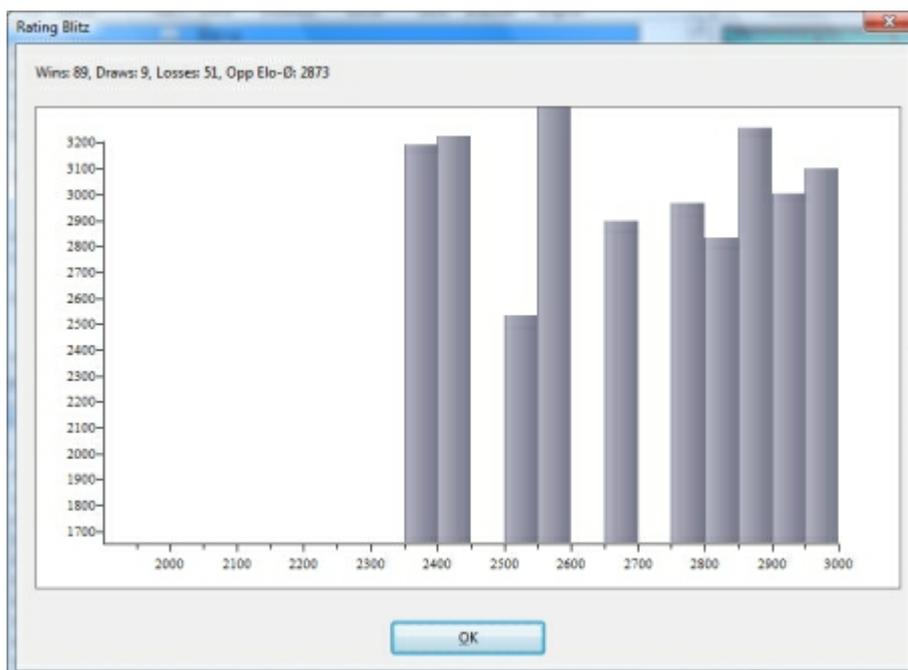
The Playchess server calculates and maintains up to five different rating lists for any player:

- ▶ **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 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 the program 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.

In the dialog with the ratings you also see the following information:

The screenshot shows the 'Chess 960' tab selected. On the left, a summary of the player's performance is displayed:

|                |                   |
|----------------|-------------------|
| Total Games    | 6779              |
| Stored Results | 222               |
| White          | 111               |
| Wins           | 133               |
| Draws          | 17                |
| Losses         | 72                |
| Result         | 141.5/222 = 63.7% |
| Opponents Elo  | 2621              |
| N Opponents    | 70                |
| <b>Rating</b>  | <b>2799</b>       |
| Ranking ±      | 83/31567          |
| Date           | 9.9.2011          |

On the right, a table lists the player's opponents with their results, Elo ratings, sides, and nations:

| Opponent      | Result | Elo  | Side  | #     | Nation |
|---------------|--------|------|-------|-------|--------|
| asdfgh        | 1      | 2166 | White | 6779. | Spain  |
| kizø68        | 1      | 2417 | Black | 6778. | Spain  |
| bolwerk       | 1      | 2141 | Black | 6777. | Spain  |
| creator 1198  | 1      | 2454 | White | 6776. | Spain  |
| manodepiedra2 | 1      | 2083 | White | 6775. | Spain  |
| pia           | ½      | 2117 | Black | 6774. | Spain  |
| g.o.          | 1      | 2048 | White | 6773. | Spain  |
| pilotpix      | 1      | 1983 | White | 6772. | Spain  |
| hegel100      | 1      | 1789 | Black | 6771. | Spain  |
| sebbar        | 1      | 2701 | White | 6770. | Spain  |
| sebbar        | 1      | 2715 | Black | 6769. | Spain  |
| sebbar        | 1      | 2730 | White | 6768. | Spain  |
| sebbar        | 0      | 2709 | Black | 6767. | Spain  |
| goranlen      | 1      | 2502 | Black | 6766. | Spain  |
| mariinal      | ½      | 2547 | Black | 6765. | Spain  |

At the bottom of the window, there are four buttons: 'Picture', 'Elo histogram', 'Elo distribution', and 'Chart'.

**Ranking** shows the position in the list relative to the other players. In this example the player is in the 49nd place among 30240 rated players.

**Note:** The rating position is shown for every type of game. To get the rating for other types of games you have to select the correct tab at the top of the window.

### 3.1.13 Player Rating List

How can you measure your own playing strength in relation to other players?

An important criteria for judging your playing strength is the Rating that you are given in rated games played on the Playchess server. Further useful information is supplied by the complete rating list on the chess server.

What position are you in a list of all the rated players on the chess server?

You can find this information in the dialog View rating, which can be opened either by right clicking a player's date or by pressing the button underneath the player window.



In the dialog with the ratings you also see the following information:

| Bullet         |                   | Blitz         |        |      |       |       |        |  |  |  |
|----------------|-------------------|---------------|--------|------|-------|-------|--------|--|--|--|
| Total Games    | 4853              | Opponent      | Result | Elo  | Side  | #     | Nation |  |  |  |
| Stored Results | 347               | edcba         | 1      | 1938 | Black | 4853. |        |  |  |  |
| White          | 176               | comboxx       | 1      | 1982 | White | 4852. |        |  |  |  |
| Wins           | 203               | kh1           | 1      | 1318 | White | 4851. |        |  |  |  |
| Draws          | 12                | active-king   | 1      | 1511 | White | 4850. |        |  |  |  |
| Losses         | 132               | kboo          | 1      | 2418 | Black | 4849. |        |  |  |  |
| Result         | 209.0/347 = 60.2% | kboo          | 0      | 2397 | White | 4848. |        |  |  |  |
| Opponents Elo  | 2368              | kboo          | 1      | 2412 | Black | 4847. |        |  |  |  |
| N Opponents    | 81                | kboo          | 0      | 2391 | White | 4846. |        |  |  |  |
| <b>Rating</b>  | <b>2468</b>       | kboo          | 1      | 2405 | Black | 4845. |        |  |  |  |
| Ranking ±      | 282/14270         | ahmad jax mk4 | ½      | 2474 | White | 4844. |        |  |  |  |
| Date           | 20.9.2011         | ahmad jax mk4 | 1      | 2494 | Black | 4843. |        |  |  |  |
|                |                   | rupa          | 1      | 2367 | White | 4842. |        |  |  |  |
|                |                   | chucky        | 0      | 2384 | White | 4841. |        |  |  |  |
|                |                   | chucky        | 1      | 2400 | Black | 4840. |        |  |  |  |
|                |                   | tomva         | 1      | 2016 | White | 4839. |        |  |  |  |

Buttons: Picture, Elo histogram, Elo distribution, Chart

**Ranking** shows the position in the list relative to the other players. In this example the player is in the 282nd place among 14270 rated players.

**Note:** The rating position is shown for every type of game. To get the rating for other types of games you have to select the correct tab at the top of the window.

### 3.1.14 Ducats

There are a number of monetary transactions that you can undertake on the Playchess server. For instance you may pay for the privilege of playing in a simultaneous exhibition, or for a private lesson by a grandmaster

Ducats are the currency of the Playchess server. You can purchase ducats in the ChessBase Shop, or you can earn them from other visitors. It is even possible to win ducats in tournaments or other events on the server.

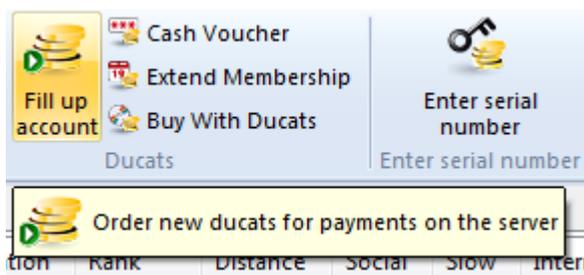


"Ducat" is pronounced "Duck-at" or "Duck-it", to rhyme approximately with bucket.

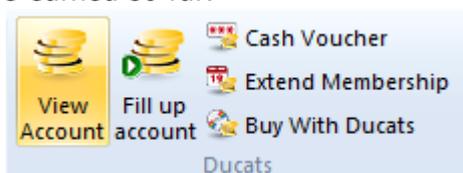
Etymology: Middle English, from Middle French, from Old Italian ducato coin with the doge's portrait on it, from duca doge, from Late Greek douk-, doux leader, from Latin duc-, dux. Date: 14th century.

An important precondition for monetary transactions with ducats is that you are properly registered with name, email and serial number. After that you have the following functions.

**Fill up account** – You can buy ducats in the ChessBase Shop.



**View account** – This shows you how much credit you have and how much you have earned so far.



Pay selected player – This offers payment, in ducats, to the player selected in the list.

### **Right click in the player list - Offer payment**

This offers money to the player. This option is only available if it is a player who is able to receive money. Offering money does not make the payment immediately. The other person must first accept the payment, and then you are asked if you really want to make the payment.

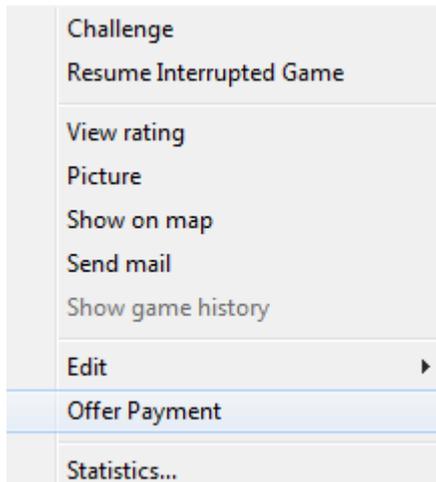
### **Some things to note**

A ducat is worth about 8.6 cents, 11.6 ducats are equal to one Euro (approximately one dollar). The conversion contains the VAT required by German law. You can buy ducats from the ChessBase shop at this rate.

Registered trainers can do contracts with ChessBase to convert ducats back into Euro.

### 3.1.15 Paying players

*Payments* Pay selected player



If you offer someone (e.g. a Grandmaster) a payment for some service, a dialog will appear in which you can enter the sum, in ducats, and the reason for the payment. If your partner accepts you will be asked for a reconfirmation, and then the the sum will be transferred to his account.

It is advisable to give a proper reason for the payment, to keep track of where it went. Examples would be "*Simultaneous play*" or "*Private lesson*".

#### **Right click in the player list - Offer payment**

This offers money to the player. This option is only available if it is a player who is able to receive money. Offering money does not make the payment immediately. The other person must first accept the payment, and then you are asked if you really want to make the payment.

### 3.1.16 Emoticons

It has become a custom in the Internet for people to use special characters and symbols to express their emotions. For instance, if a person writes :) it signalizes that he is in a particularly good mood.

There is a list of icons that can be used to express your feelings. This icon list is displayed after clicking on the emoticon to the right of the chat input line.



If you move the mouse pointer over an icon its meaning is displayed in a small window. Clicking on an icon enters it into a chat line. Typing the enter key sends the icon to

the person(s) reading the chat.

The menu **Options – Chat** can be used to filter emoticons. You can decide whether emoticons can be used in public conversations, in private chats or in all chats.



It is also possible to decide whether whether smileys typed as text should be sent to others as icons.

### 3.1.17 Multiboard

The Multiboard is a comfortable way of viewing several games at the same time in one window. This can be useful when team matches are being broadcast, or when kibitzing the top games in a tournament.



**Game window:** Select the games that you want to view. Clicking on **Watch** loads the selected games into the Multiboard.



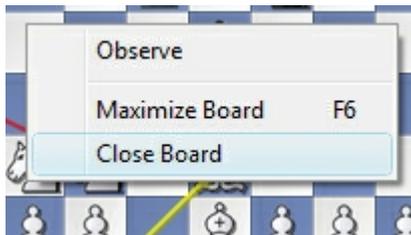
It is also possible to start the Multiboard by right-clicking on the selected games and clicking on View in the context menu.

The *Multiboard* is available in every playing room and can be used to view up to twelve games at a time, depending on your screen resolution.

**Tip:** Select a board by clicking on it. This will connect you to the game notation, the kibitzer chat. If you have an engine running, it will start analysing the game. Hit Ctrl-F to flip the selected board.

### Functions

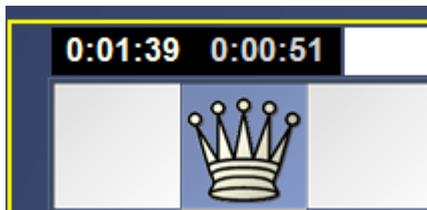
Clicking on any of the boards loads the game's notation into the notation window. Right clicking on any of the boards opens a context menu which offers the following functions:



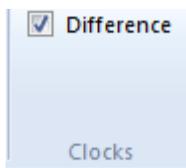
**Observe/Examine:** Select observe, to receive live moves from the server. Select Examine if you want to analyse the game without receiving moves or analysis.

### 3.1.18 Displaying Time Difference for Multiboards

Start a session displaying multiboards. This allows you to observe several games simultaneously.



Clicking on *Difference* activates the display of the time difference of the chess clock.



The chess clock display looks like in the example below:



The left column shows the time that White has used. The right column shows Black's difference to White as a positive or negative value.

### 3.1.19 Load viewed games

*Account - Kibitzed Games*

It is possible to learn a lot about chess by watching the games of very strong chess players. It is easy to follow games on the chess server Schach.de.

Every game that you watch as a spectator (kibitzer) is automatically saved in the database "MyInternetKibitzing". This database is usually stored in the path My Documents\ChessBase. This path will be different if it has been explicitly configured to be somewhere else.

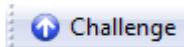
*Account Kibitzed Games* gives direct access to all the games that have been stored in this database.



When opening a database on the server, the database chosen is dependent on the room you are in, for instance MyInternetMachineGames in the engine room, MyInternetGames-960 in the 960 room. In previous versions the database MyInternetGames was always opened.

### 3.1.20 Flexible Challenges

It is possible to challenge a player to a game in the player list. To do this a player has to be selected by clicking his name, followed by a click on the button Challenge. The conditions for the game are laid out in the dialog Challenge.



In the Challenges window you can click the button *Offer* to send a challenge to every available player in the room.

The dialog for an Offer has the format:

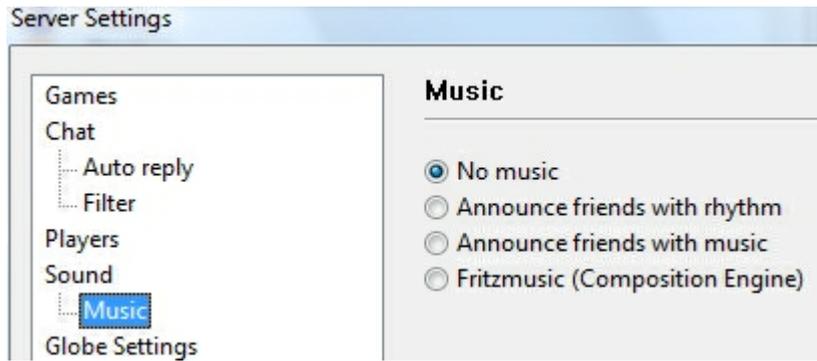
A screenshot of a "Challenge" dialog box for the game "Ducats". The dialog has a title bar with "Challenge" and "Ducats". It contains three main sections: "Opponent" with a text field containing "Iniestagol"; "Clocks" with "Time" set to 5 and "Gain per move" set to 0, each with up/down arrows; and "Colour" with radio buttons for "Automatic" (selected), "White", and "Black". A "Conditions" section at the bottom has checkboxes for "Rated", "With Clock" (checked), and "Challenger Sends Game".

You can define a range for time controls that you are prepared to play. In the above example you have said that you are prepared to play games that last between 5 and 10 minutes. There is no time gain per move, ie the Fischer clock is not being used.

### 3.1.21 New Server Options

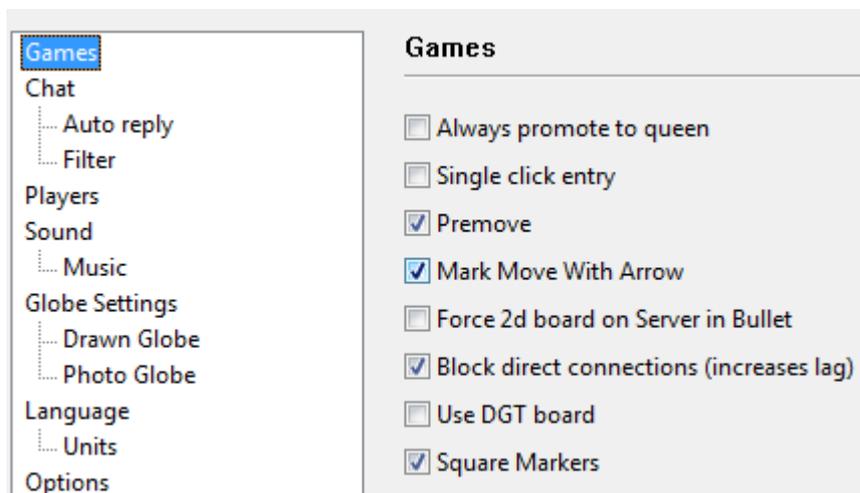
*Menu File Options*

All the main settings can be changed in the dialog Server Options.



On the left side of the window is a list of the settings that can be changed, divided into their categories. Double clicking on a category name hides the settings; double clicking when the settings are hidden displays them again.

The following settings can be changed:



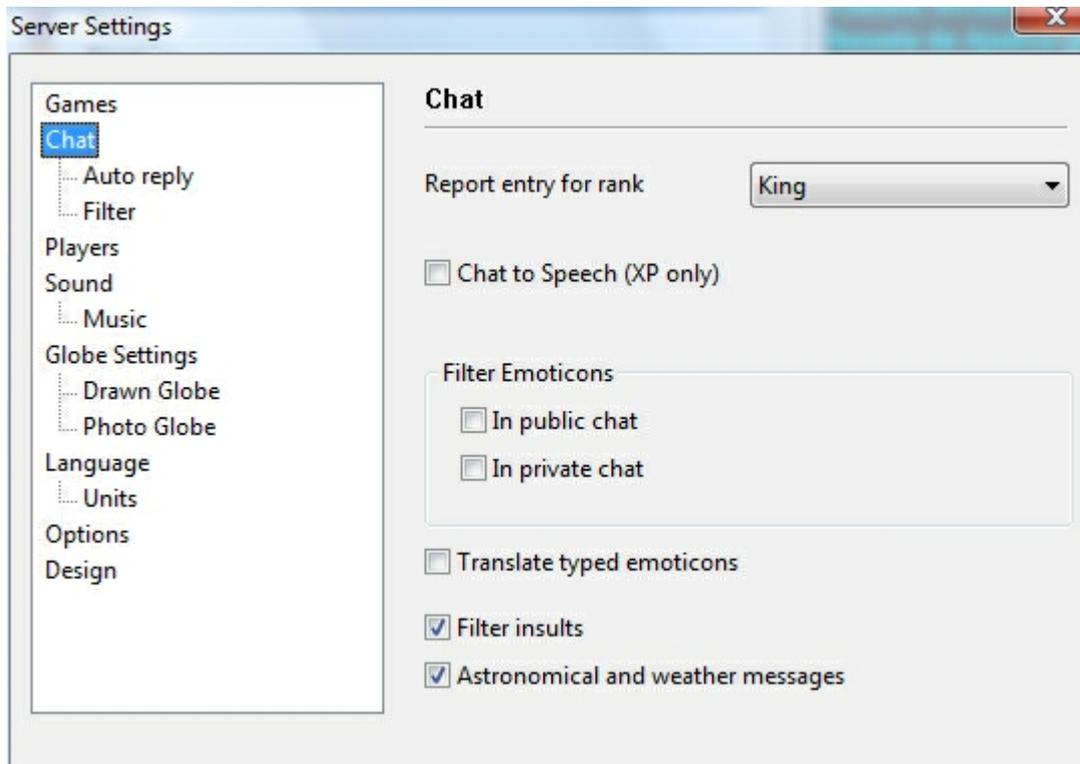
### Games

- **Always promote to Queen:** A pawn is always promoted to a queen, even if underpromotion is a better move.
- **Single click Input:** Moves are made after a single click on a destination square.
- **Premove:** This allows you to enter your move before your opponent has made his move. This is useful when your opponent's move is obvious, and it saves time in blitz and bullet games. The move is displayed by a green arrow on the board, and it is made immediately after the opponent's move.
- **Mark move with arrow:** The last move made is marked by a yellow arrow on the chess board.
- **Force 2D-Board on Server for Bullet:** Speed is essential when playing bullet games, so time can be saved by not using time-consuming 3D graphics.
- **Block direct connections:** Normally the server arranges a direct peer-to-peer

connection between two players. This reduces the lag time and means a better response, which is especially important in bullet games. This direct connection is not so important when playing games with longer time controls, and sometimes it is not possible if the connection is blocked by a firewall.

- **Use DGT Board:** This activates the external DGT chess board.

## Chat



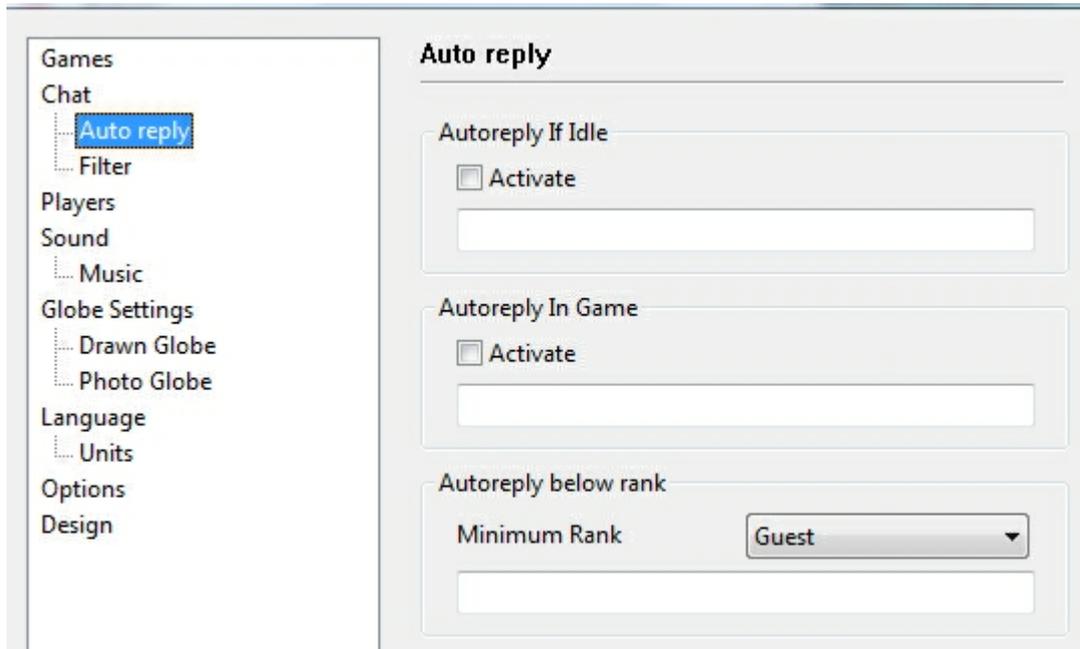
- **Report entry for rank:** This displays a message in the chat window whenever a player with a particular rank logs into the chess server.
- **Read out chat** (Windows XP) Windows XP incorporates a natural speech system. If you activate the option "Read out chat" any messages that are received are translated into speech and read aloud.
- **Block emoticons:** You can decide whether emoticons are used in private chats, public chats or in all chats. Apart from this you can determine whether smileys typed in as text are sent to the receivers as a graphic.
- **Remove insults:** The system automatically blocks messages which contain insults.

**Astronomical and Weather Messages:** This turns astronomical and weather displays on or off.

## Automatic Answer

There are two typical situations in which you wouldn't answer a Chat:

1. while you are playing a game
2. while you are away from the computer and have left yourself logged into the chess server



While you are playing a game you would not usually want to answer chat messages. It is possible to send an automatic reply to another user when you have no time to reply yourself. Right clicking on the chat window and selecting Properties opens a dialog to set up automatic answers.

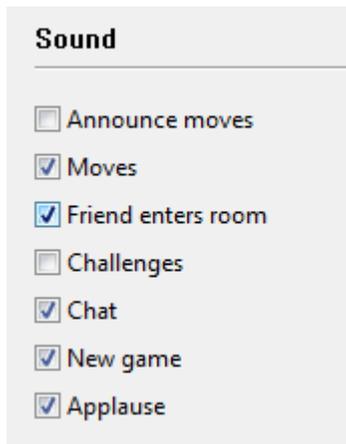
The Automatic answer below rank means that every user beneath the specified rank receives an automatic answer, and the text is not displayed in your chat window.

## Players

This determines which photo icons are displayed when you move over an item in the games list.



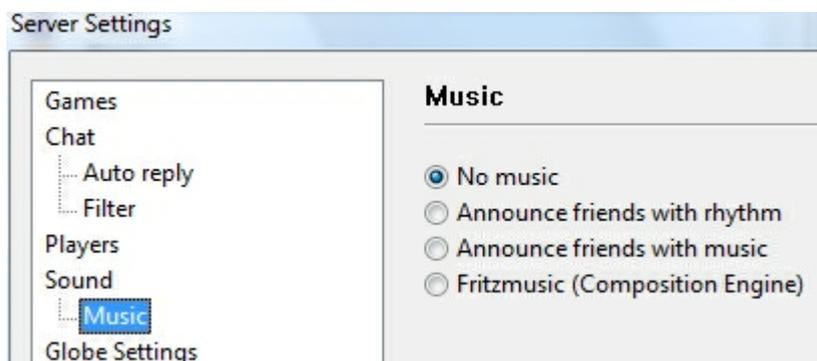
Sounds



- **Announce moves:** The move coordinates are spoken over the computer's loudspeakers.
- **Moves:** Realistic board sounds are made when moves are made.
- **Friend enters room:** Friends are announced in the chat window when they enter the room, and an acoustic signal also announces their arrival.
- **Challenges:** Challenges are announced by a warning sound.
- **Chat:** When you have been inactive for a while (and your status in the visitors' list has changed to "idle") the next message directed specifically at you will be accompanied by a telephone ring.
- **New Game:** The sound of pieces being set up is heard at the beginning of a game.
- **Applause:** The sound of applause is heard after you win a game.

## Music

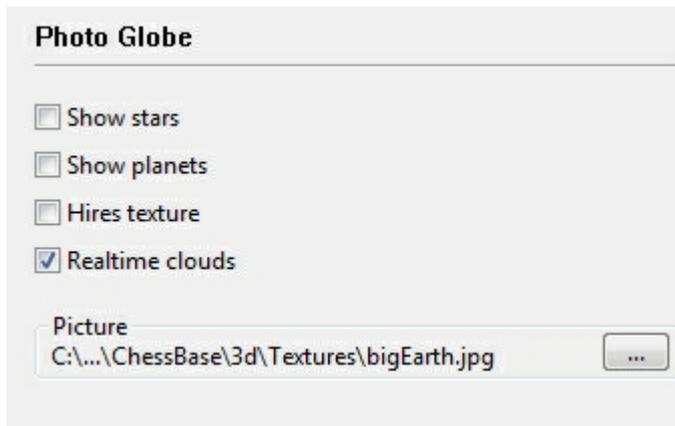
The server's client program can accompany events with music.



- **No Music:** There is no music at any time.
- **Announce friends with rhythm:** The program generates a drum beat whenever a player with the Friend attribute logs into the chess server.
- **Announce friends with music:** The program plays a small tune whenever a player with the Friend attribute logs into the chess server.
- **Non-stop Fritz Music:** This is the ideal selection for chess players who like to have background music while they are playing.

## Globe

You can alter the display of the globe.



**Drawn Map / Photo Globe alters the graphical display and shows a realistic photo image of the world.**

Night Shadow displays the day and night zones on the globe.

Show sun/moon: This will show the current position of the sun and/or the moon. They will be drawn at their highest position.

**Drawn Map**

Options can be set for the drawn map.

**Show cities displays the position of the major cities on the map.**

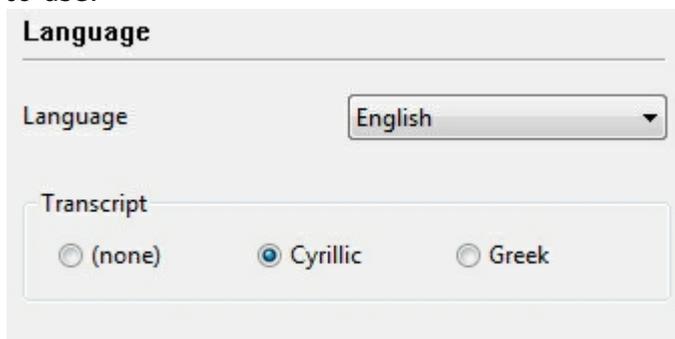
Space station ISS shows the position of the International Space Station.

Weather data turns the display of weather data on and off.

Detailed map regions offers further details when zooming in on the map.

**Language**

In the menu Options -- Language you can select what language you want the program to use.



Transcribe Cyrillic: If a person is using a computer with a Cyrillic or Greek character set, the letters are converted in such a way that the texts are legible.

**Units**

**Units**

Distance

Km  Miles

Temperature

°C  °F

In this dialog you can choose between metric and imperial units; for instance, you can decide whether the distance between players in the list is shown in miles or kilometres. The default values have been set for German users.

## Design

This is where all the changes can be made to the graphical interface of the client program.

**Design**

Background

Board Plain Colour

Splitter Thickness 8

Board Design

3D board settings

Window / Board: Here you can select different colours and textures for the board and the window.

Large Buttons: This selects whether small or large buttons are displayed at the top of the screen.

Window Titles: The window title bars can be turned off. This is particularly useful for small monitors with a small resolution.

Windows Colours / Colour Transitions: This applies the standard Windows colours and draws subtle colour transitions. It is best to experiment with these settings.

Board Design

This opens the dialog for setting up the 2D Board.

3D Board Settings

This opens the dialog for setting up the 3D Board.

### 3.1.22 Photo Icons

When you move the mouse pointer over a player's name in the windows Player or Challenges you will see a small icon or a small photo, if available.

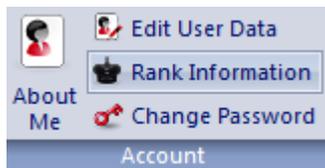
|   |            |      |      |
|---|------------|------|------|
|  | Scheiterer | 1654 | 1622 |
|  | Lehman     |      | 1802 |
|  | ATA2010    |      | 1535 |
|  | Adn10      |      | 1653 |
|  | Vagabun    |      | 1233 |

This photos is only available if the player in question uploaded an appropriate picture to the server when he filled out his user details.

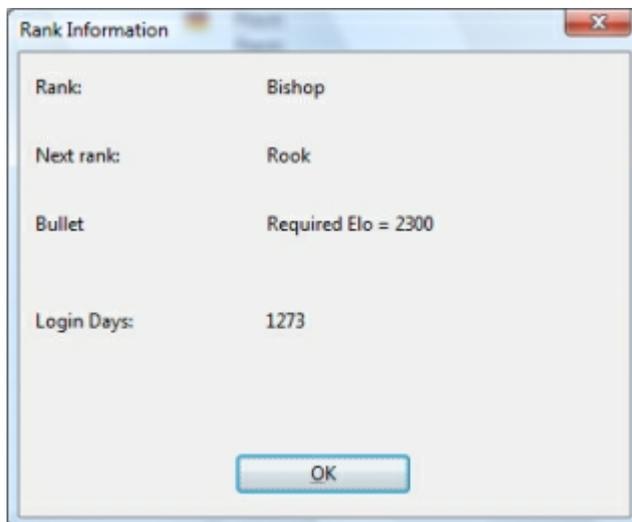
### 3.1.23 Rank Information

*Account - Rank information*

*Account Rank Information* you can get information about your own rank and rating on the chess server Schach.de.



Rank: Your current rank.



**Next Rank:** The next rank above your current rank.

**Bullet:** The server selects the type of game in which you have played most successfully so far. In the above example it was Bullet. In this example you need an Elo rating of 2300 to advance to the next rank, which is Rook.

### 3.1.24 Find Local Players

The map of the world uses red dots to show the exact position of the players who have logged in.

If you move your mouse over a red dot on the map the player's name is displayed. Right clicking on the name displays other data about him, such as his photo and his rating.

The map can be opened directly from the player list. If you right click on a player's name and select "Goto Map" the map is opened with a red arrow pointing to the selected player.



You can right click on a player's name on the map and select "Which users live here (<10km)?". This lists all the players who live in the vicinity of the selected player.



The list of local players can be used to gain further information about each player. Clicking on the menu item Picture starts the dialog for Personal Information.

### 3.1.25 Status Info in Chats

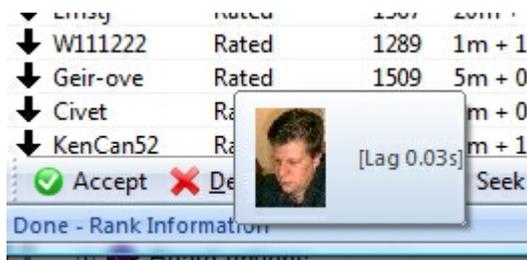
When you are chatting with another player and typing a long line, your chat partner might not know if the chat is still being continued. Typing a large amount of text might take a lot of time, depending on your typing speed.

In the status line at the bottom of the screen you can always see if someone is in the process of writing a message to you.

### 3.1.26 Tooltip Lag

The information in the Challenges window are listed in columns. If you move your mouse pointer over a player's name in the column Opponent a photo icon of the player will be displayed, if available.

If you move your mouse pointer over any of the other columns the quality of the opponent's connection to the server is displayed in the form of the lag time in a tooltip box.



**Tip:** If you click on an offer in the Challenges window you will see a list of the possible Elo changes depending on the result of the game.



You can immediately see the effect of the game's result on your Elo rating. At the end of the status line the current lag time is also displayed.

### 3.1.27 Event Calendar

On the chess server Schach.de events are constantly taking place. There are tournaments, broadcasts and training lectures.

So that you don't miss any interesting events there is a tab called **Events** in the Challenges window.



By clicking on this tab you can quickly see what events are scheduled.

| Event  | Room       | Type       | Date    | Time  |
|--|------------|------------|---------|-------|
| 7:45 pm (GMT +1) - Tuesday-Bullet 1+0, 13 round... |            | Tournament | Tuesday | 19:45 |
| In the room Simultaneous exhibitions premium m...  |            | Simul      | Tuesday | 20:00 |
| Training with IM Dennis Breder (german language... | Broadcasts | Media      | Tuesday | 21:00 |

[Visit Event](#)

As in all other list windows, the information about the events are sorted into columns.

- **Event** is the name of the event.
- **Room** is the room in which the event will take place.
- **Type** describes the contents of the event, for instance a training session.
- **Date/Time** is the schedule of the event.

| Room                        | Type       | Date     | Time  |
|-----------------------------|------------|----------|-------|
|                             | Media      | Thursday | 08:59 |
| Broadcasts                  | Relay      | Thursday | 13:30 |
| Broadcasts                  | Relay      | Thursday | 15:00 |
| Broadcasts                  | Relay      | Thursday | 16:00 |
| Audio/Video Training On ... | Training   | Thursday | 21:00 |
|                             | Tournament | Thursday | 22:00 |

### 3.1.28 World Map Tooltip

In the Player List (in the player window) you can see where a player lives by using the World Map Tool Tip.

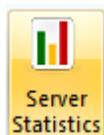
Move the mouse pointer over the column Distance. The program displays a small map of the world.



The location of the selected player is marked by a small yellow cross on the world map.

### 3.1.29 Server statistics

*Server statistics*



This function gives you an overview of the day's activity on the server: how many

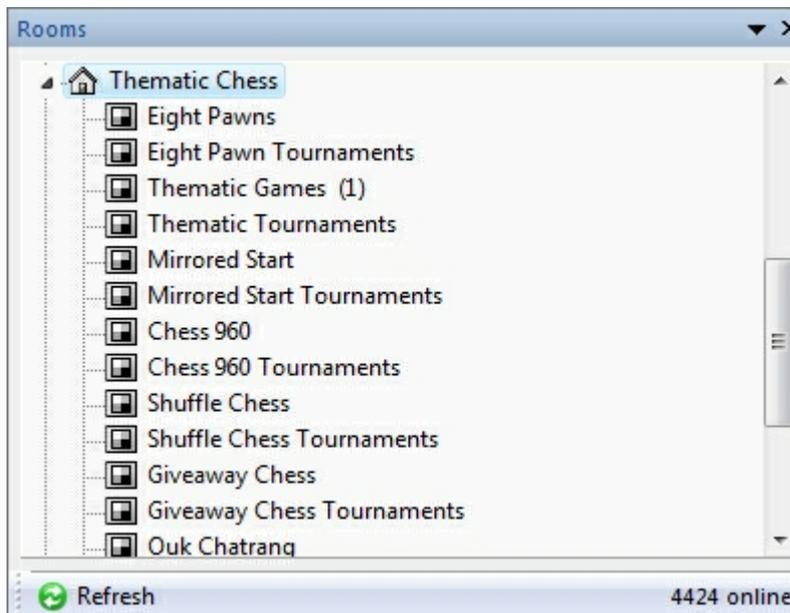
people have accounts, how many have logged in since last midnight (UTC+1) and the user peak since then and how many games have been played.



The server software version is shown at the top. The server needs software/hardware maintenance from time to time. The Uptime shows the number of days since the last maintenance.

### 3.1.30 Thematic chess

The Playchess server supports a number of variations of chess. These are to be found in the *Thematic chess rooms*.



- ▶ In the *Eight pawns* room the games are played with eight pawns and no pieces.
- ▶ The *Shuffle chess* room is for Fischer Random chess, without the special castling rules. There are 960 different start positions, and every day a new one is chosen at random.
- ▶ *Thematic games* start with a specific opening. Any player who has at least the rank of Bishop can enter the theme moves by starting a new broadcast in the Thematic games room. You can also enter a position from which the games can start. The Thematic chess rooms are not visible to visitors with older versions of the program.

#### **Eight Pawns**

The Eight pawns games is played with eight pawns and no pieces.

#### **Shuffle Chess**

The only difference between Shuffle Chess and classical chess is the starting position. The pieces can be set up in any one of 2880 starting positions, which can be selected with a dialog box. This chess variant means that theoretical knowledge is not as important as the flexible evaluation of a position. Very unusual positions can appear on the board, demanding greater tactical analysis from the players.

#### **Ouk Chatrang (Cambodian Chess)**

The game Ouk Chatrang has several differences to classical chess.

The game is played on an 8x8 board, but the squares must not necessarily have different colours. The aim of the game is to checkmate the king, as in classical chess. Stalemate is rated as a draw.

The pieces have different names. King, Queen, Rook, Bishop, Knight and Pawn are called respectively:

Ang or Sdaach (King)  
 Neang (Queen)  
 Tuuk (Board)  
 Koul (General)  
 Ses (Knight)  
 Trey (Fish)

There are two differences in the starting position. All the fish (= pawns) are placed on the third rank. The king is always placed to the left of the queen. The following diagram shows the starting position of Ouk Chatrang.



The moves

1. The Trey (Fish) moves the same way as pawns in classical chess. They advance one square forwards and captures are carried out one square diagonally. There is no double-square advance, and so there is no En Passant rule. On reaching the enemy's front line (the sixth rank for White and the third rank for Black) the fish becomes a Trey Bak. This piece moves identically to the Neang (Queen), and so the only difference is in the name.

2. The Ses (Knight) moves exactly like the knight in classical chess.
1. The Koul (General) can move one square forwards or one square diagonally in any direction. That means that this piece has at most five legal moves.
2. The Tuuk (Board) moves exactly like the rook in classical chess.
3. The Neang (Queen) can move one square diagonally in any direction. For its first move it can move two squares forwards, for instance from e1 to e3.
4. The Ang or Sdaach (King) moves exactly like the king in classical chess. There is no castling, but for its first move it can move like a knight, as long as it is not in check.

Every legal move can be used to capture a piece. As in classical chess, the piece is moved onto a square occupied by an enemy piece, which is then removed from the board.

#### Additional Rules

A draw can come about through the following circumstances:

1. The agreement of both players
1. Insufficient material for checkmate
2. Stalemate
1. Threefold move repetition

#### Twin Chess

The starting position in Twin Chess is the same as in classical chess, with one important difference. Neither side has a queen, they both have a second king which is placed in the queen's position. A player does not have a queen unless he can promote a pawn.



It is possible for a king to be captured, ie it can be removed from the board. The first player to lose both kings has lost the game. All the other rules and moves are the same as in classical chess. Both kings can do a short castle on their respective sides. Long castling is possible on either side after the other king has been moved away.

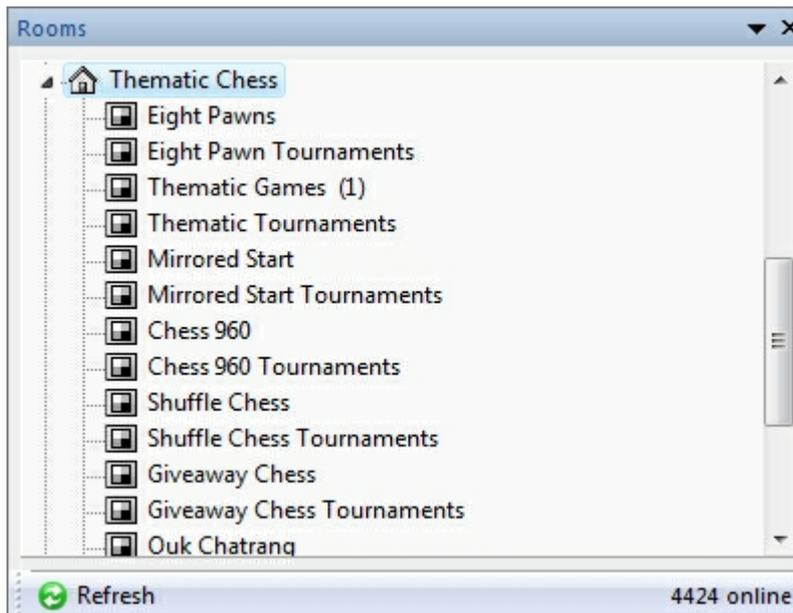
### 3.1.31 Shuffle chess

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:



### 3.1.32 Playing for Ducats

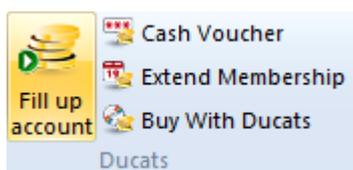


Playing for Ducats has many applications:

- As master you can automatically charge other players for your games.
- As amateur you can offer masters a flat fee if you want to play against them.
- Between even players you can simply play for a stake.

How to get Ducats:

- You can order Ducats online. In the main online window call menu **Account – Fill up account**.



- Win Prices at private or official Ducats tournaments.

### How to convert Ducats into real-world value:

Registered trainers can conclude a contract with ChessBase to convert Ducats into money, especially if they organize private training and simuls. ChessBase does not guarantee this contract automatically.

Other players can buy all ChessBase products at [www.chessbase.com/shop](http://www.chessbase.com/shop) at a rate of 10 Ducats for 1 Euro.

### Stake and Flat Fee

To play for Ducats, you offer a stake and a flat fee. The stake is what the winner gets. The flat fee is payed no matter what the result of the game. If you offer a game with a positive flat fee, your opponent pays you for the game. If you offer a negative flat fee, you pay your opponent.

**Example:** You challenge a grandmaster with a flat fee of -10 Ducats and a stake of 4 Ducats. The payments would be:

**You win:** You pay 6 Ducats to the grandmaster

**Draw:** You pay 10 Ducats

**You lose:** You pay 14 Ducats

See also Extended Membership ....

### 3.1.33 Extend Membership

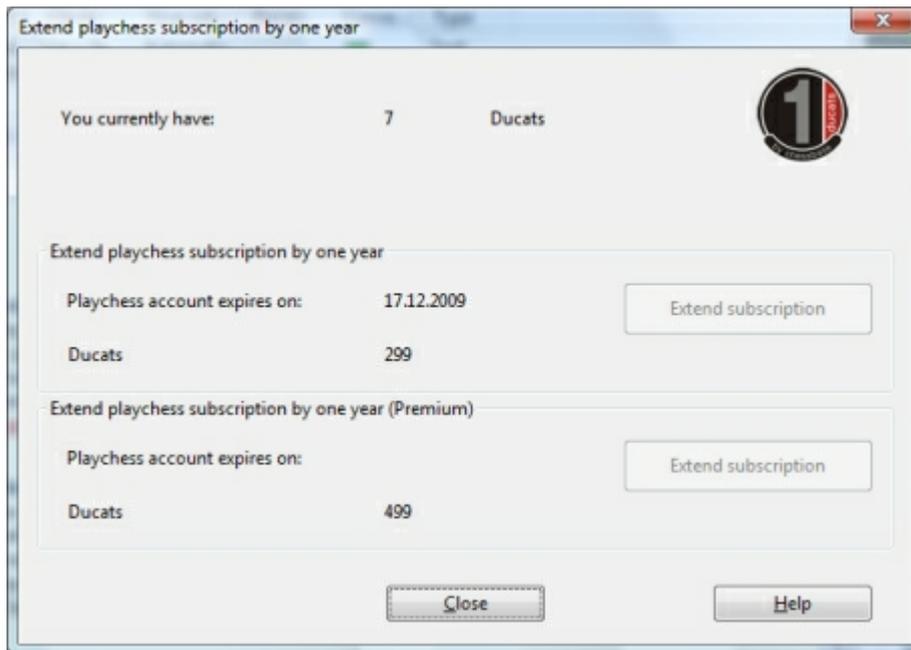
There are two levels of membership on Playchess.com.



**Account - Cash Voucher:** This cashes a voucher, for instance a prize that you have won.

**Account - Extend Membership:** This dialog is used to extend your membership with Playchess.com.

The program contains both membership levels.



Premium members are given additional rights and offers:

- Free live training, for instance with Daniel King, Dennis Breder
- Radio/TV: Monokrossus, ChessBase TV
- Live Commentaries during tournaments, for instance by Daniel King, Leontxo Garcia
- Participation in new league tournaments on the server (from January 2010)
- Premium members are specially marked in the player lists

The „normal“ serial number still exists; this is the „basic“ membership. Basic members have to pay for premium offers with ducats.

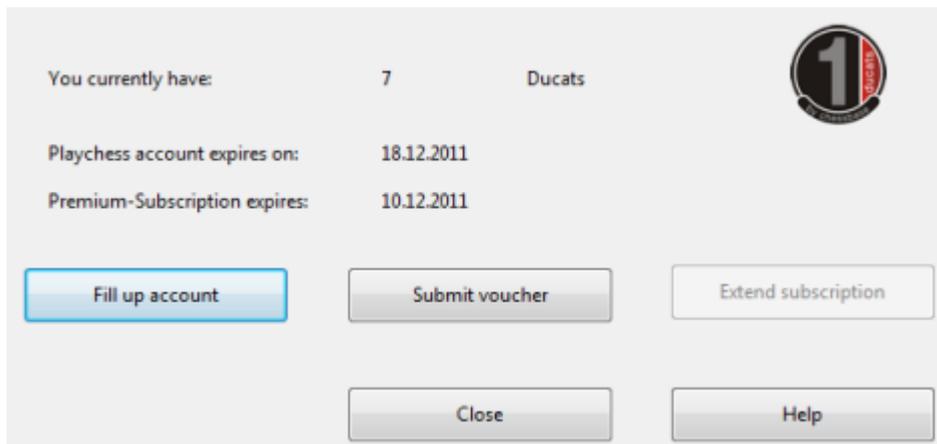
### 3.1.34 View Account

*Account - View Account*



*Account - View Account* shows the current state of your account. This also shows the amount of Ducats you possess, money with which you can buy things. You receive income only if other players send you money. To do this you must have created an account with Chessbase.

### Information about your account.



There are two levels of membership on Playchess.com.

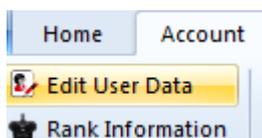
**Premium members** are given additional rights and offers:

- Free live training, for instance with Daniel King, Dennis Breder
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- Live Commentaries during tournaments, for instance by Daniel King, Leontxo Garcia
- Participation in new league tournaments on the server (from January 2010)
- Premium members are specially marked in the player lists

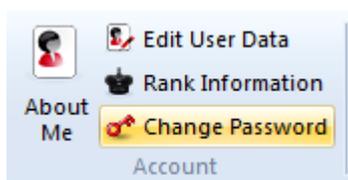
The „normal“ serial number still exists; this is the „basic“ membership. **Basic members** have to pay for premium offers with ducats.

### 3.1.35 Other functions

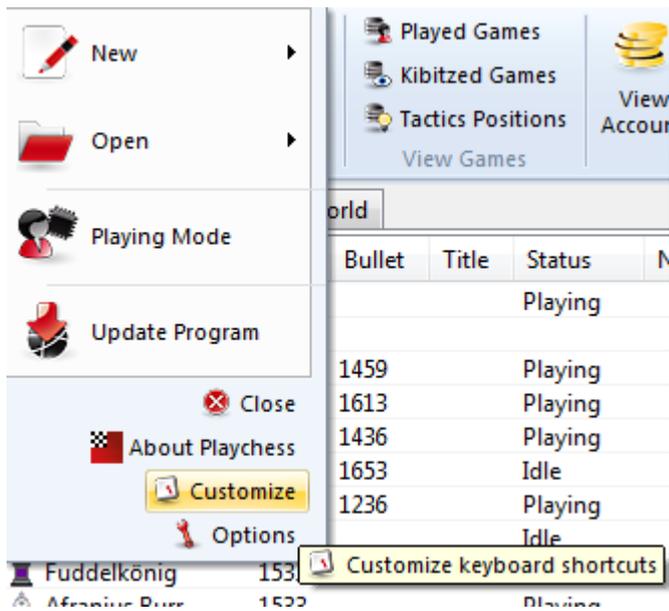
- ▶ *Account Edit user data:* This allows you to modify your user data.



- ▶ *Account 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.

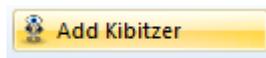


- ▶ *View Shortcuts*: Shows you all the keyboard shortcuts available on the server.

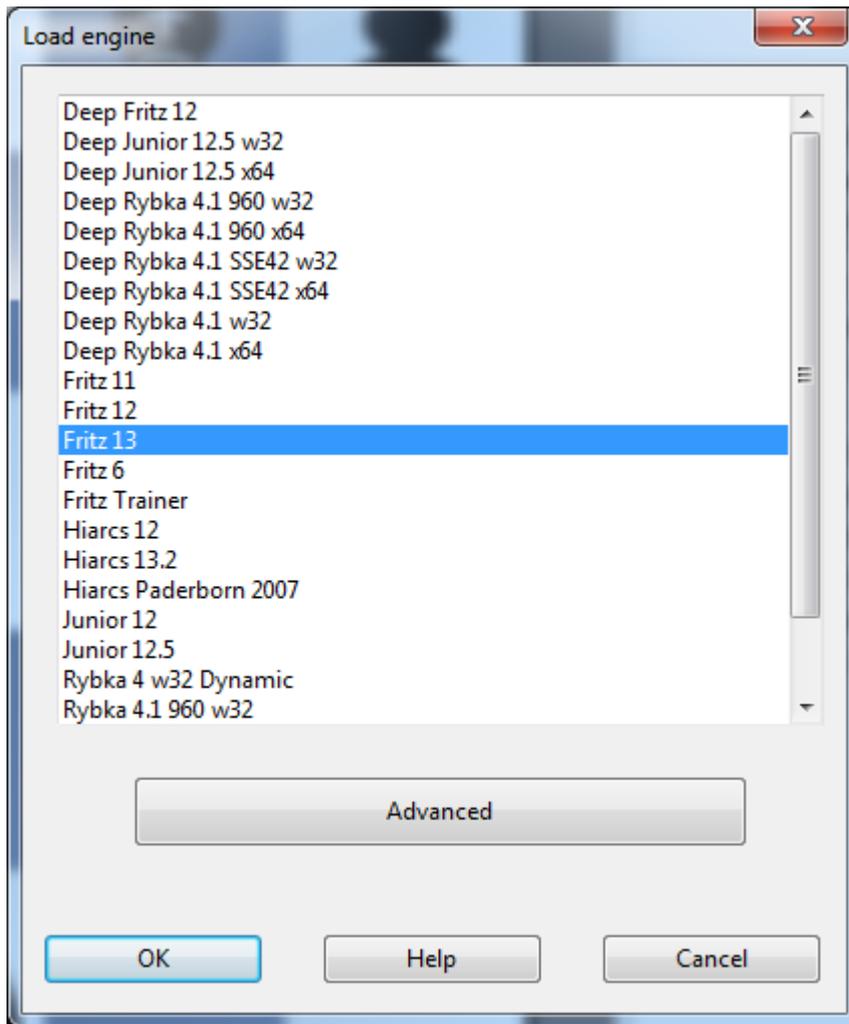


### 3.1.36 Load Engine

*Board window - Add Kibitzer*



This brings up a dialog box in which you can load engines and set different engine parameters.



**Advanced** offers you more possibilities.

**Clear hash tables:** This removes all information from the hash tables (which might have been filled in an earlier search).

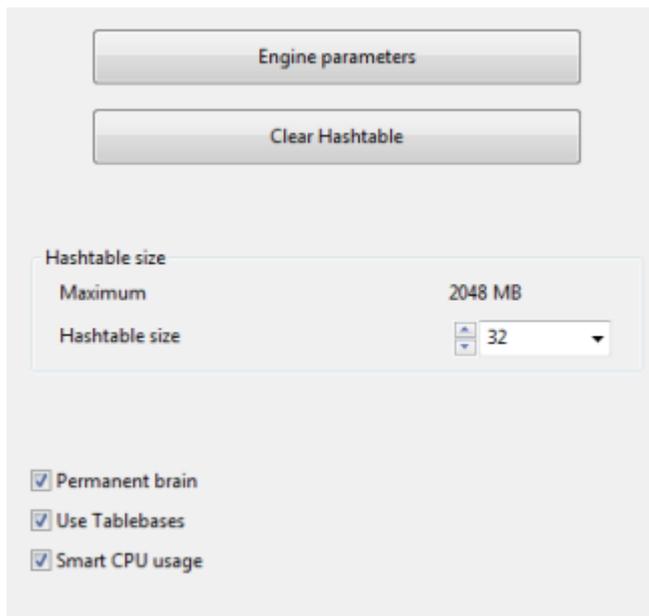
**Engine parameters:** click to set the engine parameter available for the selected engine.

**Hash table size:** This is important if you are looking for optimum strength, especially in longer time control.

**Permanent brain** is the term for thinking on the opponent's time. This is an advantage because the engine often guesses what the opponent is going to play and then has already calculated its reply.

**Tablebases** are special endgame databases which allow the program to play five-piece endings perfectly (even find them in the search).

### 3.1.37 Advanced Engine settings



**Engine parameters:** click to set the engine parameter available for the selected engine.

**Use Book/Use Livebook :** Active those Databases for the access.

**Hash table size:** This is important if you are looking for optimum strength, especially in longer time control.

**Permanent brain** is the term for thinking on the opponent's time. This is an advantage because the engine often guesses what the opponent is going to play and then has already calculated its reply.

**Use Tablebases** are special endgame databases which allow the program to play five-piece endings perfectly (even find them in the search).

#### **Smart CPU usage**

On a computer with hyperthreading (i7 4 cores + 4 hyperthreading) a deep engine only starts with 4 threads/processes. On a computer without hyperthreading (i5, AMD) it starts with n-1 threads/processes. If you turn this option off it starts as in the older version.

**Exception:** The user has explicitly defined the number of threads/processes, for instance by defining a UCI engine.

## 3.2 Let's Check

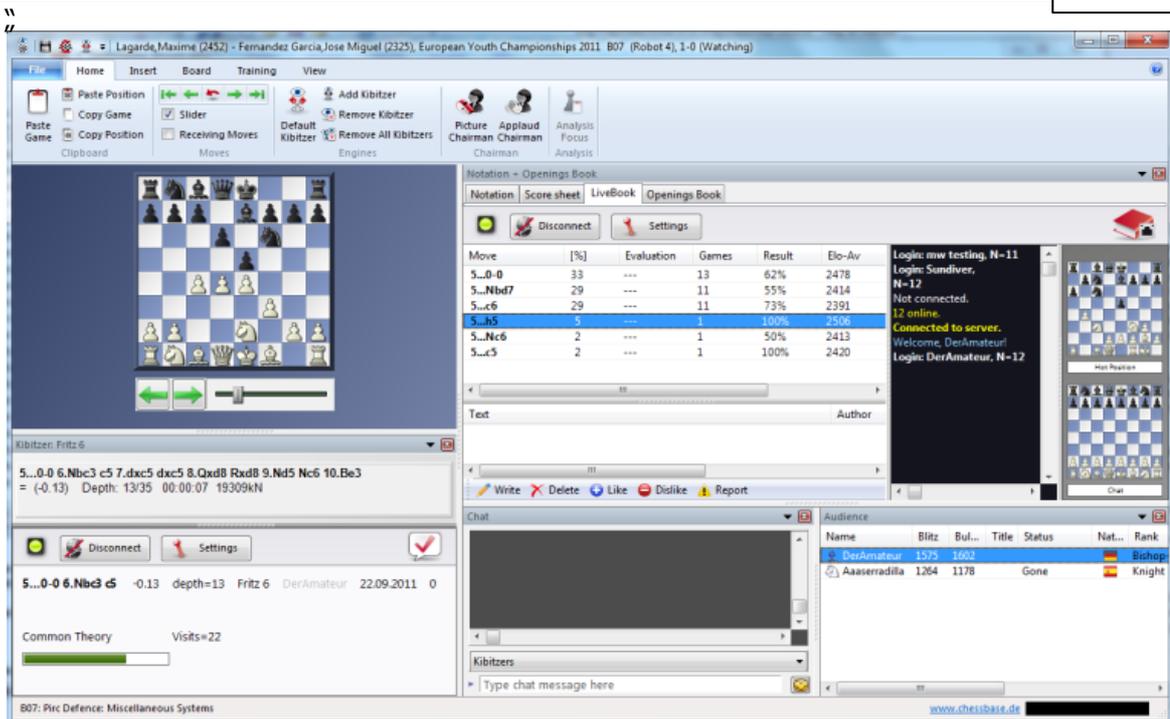
### 3.2.1 Description Let's Check

"**Let's check**" is a completely new analysis function which will revolutionise the chess world for years to come.

Engine analysis has changed chess forever. This is so obvious that many aspects are now taken for granted. For instance, a slow engine on an old notebook does not always tell the truth, and yet people only wait a few seconds before uncritically making the recommended move. Popular positions are analysed by thousands of players over and over again. This means an immense amount of time and electrical energy, both of which are finite resources.

The program offers help. Every position that has been analysed by anyone at any time is voluntarily saved on a server. The possible engine variations are then available to everyone who looks at this position. We call this system „Let's Check“ because detailed analysis can be gained immediately without investing any time.

Whoever analyses a variation deeper than his predecessor overwrites his analysis. This means that the Let's Check information becomes more precise as time passes. The system depends on cooperation. No one has to publish his secret openings preparation. But in the case of current and historic games it is worth sharing your analysis with others, since it costs not one click of extra work. Using this function all of the program's users can build an enormous knowledge database. Whatever position you are analysing the program can send your analysis on request to the "Let's check" Server. The best analyses are then accepted into the chess knowledge database. This new chess knowledge database offers the user fast access to the analysis and evaluations of other strong chess programs, and it is also possible to compare your own analysis with it directly. In the case of live broadcasts on Playchess.com hundreds of computers will be following world class games in parallel and adding their deep analyses to the "*Let's Check*" database. This function will become an irreplaceable tool for openings analysis in the future.



When you store a variation in Let's Check you can add your name to it. If your analysis is later replaced by a deeper evaluation his name is then put in your place. Three variations are possible for every position. Whoever analyses a position deeply for the first time becomes the „discoverer“, and his name is connected with the position forever, even if other users make a deeper analysis. Apart from common theory every position in chess can be *discovered* .

There is an honours list for those who have won or discovered variations. Winning a variation is more valuable depending on how often it is visited and how deep the previous variation was. It is also possible to use Let's Check anonymously without entering your name.

Whether you are a beginner, a club player or a grandmaster. With the help of "Let's Check" every chess player can contribute to this database. Especially valuable: whoever analyses a position for the very first time wins the position for himself and his analysis is connected with his own name for the chess world. Who has won the most positions? With the help of deeper analyses you can win positions from other players and enter the honours list of "Let's Check". (All chess engines are allowed as analysis programs, whether single or multi processor versions).

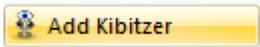
With Let's Check every chess player has access to the current openings theory and the evaluations of the strongest chess engines. Fritz presents the complete openings theory as a statistics tree. The "LiveBook" shows for every position not only the complete statistics based on the weekly updated Chessbase Online Database (currently over five million games) but also how often a particular continuation was examined in the "Let's Check" database.

### 3.2.2 Start Let's Check

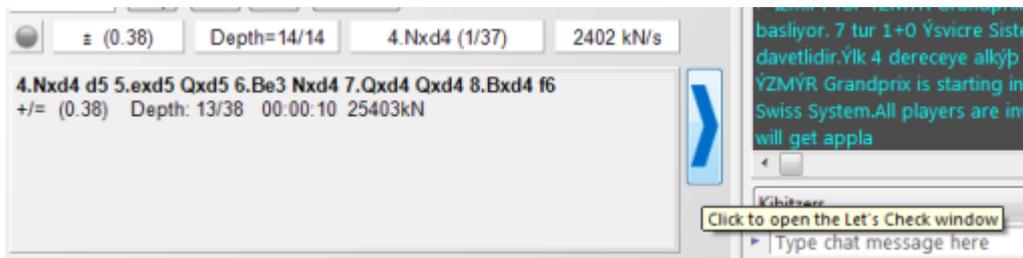
In the Board window start an Engine, for example the "**Default Kibitzer**"



or "Add Kibitzer".



Click on the large blue right arrow in the engine window to start Let's Check.



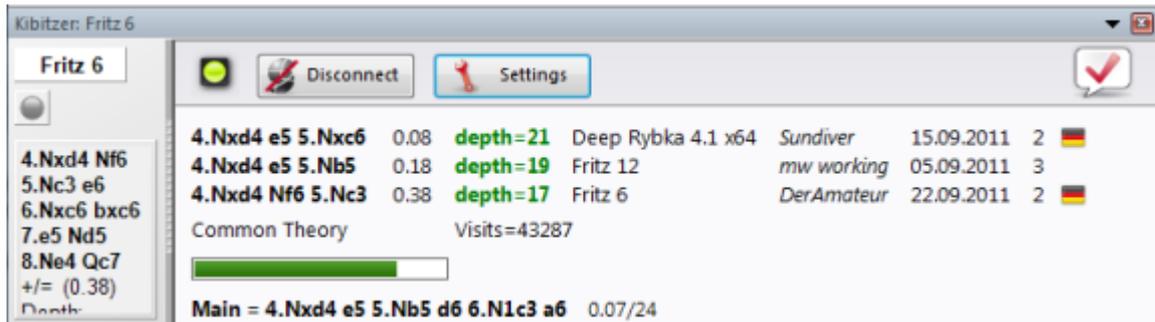
Click on *Settings* to enter login details for the chess server to add your name to your analysis.

Connect automatically  
 Use Playchess account name  
 Username   
 Password   
 Suppress Noise



To work privately click on "Disconnect". When the connection button is green you are connected with the server.

Whoever saves a variation in Let's Check can have his name added to it. If a variation is replaced by a deeper analysis the name is replaced with that of the other person. Up to three variations are allowed for each position. Whoever is the first to analyse a position sufficiently deeply becomes the positions "Discoverer". His name is always connected to the position, even if other users later add deeper variations.

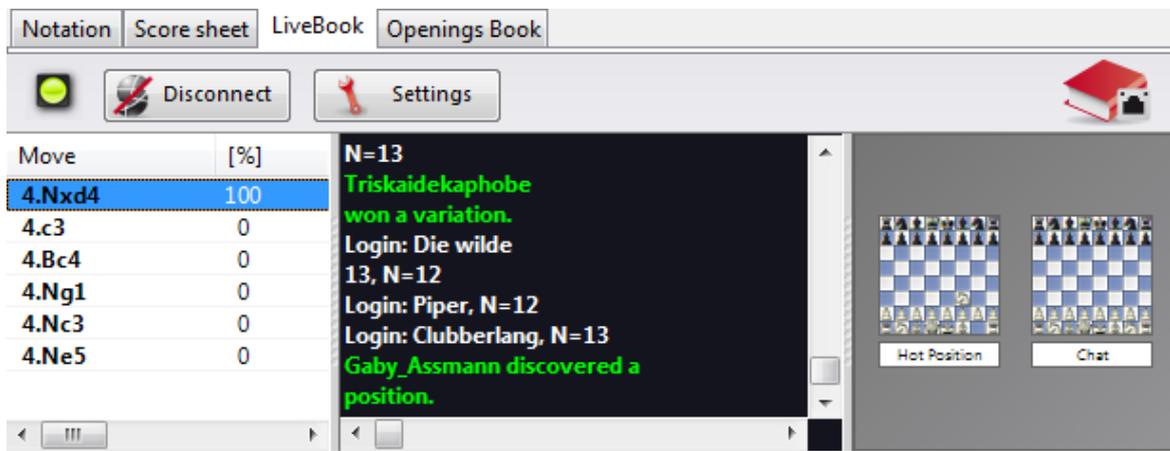


The window also displays whether the position is standard openings theory (main), the number of visits and the main variation.

### Progress Bar

Deep analyses are very valuable. The progress bar shows roughly how long it will be until the position has been analysed enough for your name to be added to the book.

As soon as the analysis has been accepted this is displayed in the chat window.



**Note:** Apart from the already known openings theory every position in chess can be "discovered".

There is an honour list for those who have won positions, i.e. who have named positions. A win is more valuable the more often a position was visited and the deeper the previous variation was. It is also possible to use Let's Check anonymously without adding your name.

### Discovering a position

More calculation time is needed to "discover" a position than for standard analysis. The green progress bar jumps back slightly when the next step is displayed.

The system has three levels:

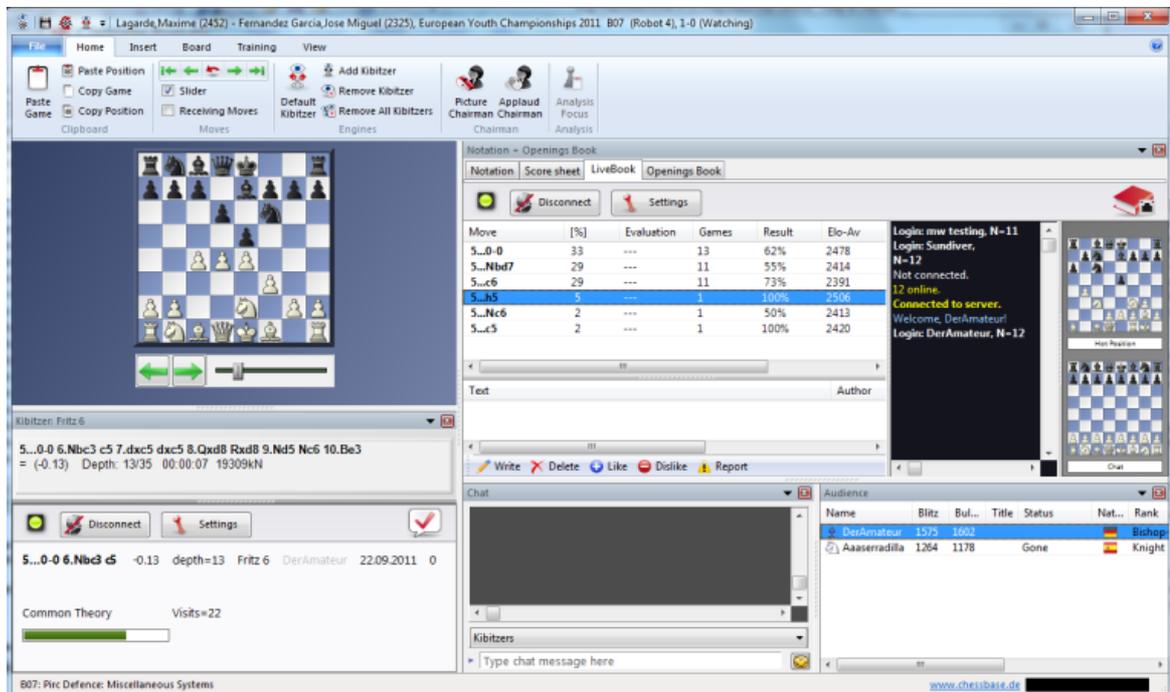
1. Fast calculation (black display)

2. Deep calculation (green display)
3. Very deep calculation (Discoverer, only the first)

Deeper calculations can overwrite the variation, but the name of the person who discovered the position remains.

### 3.2.3 LiveBook

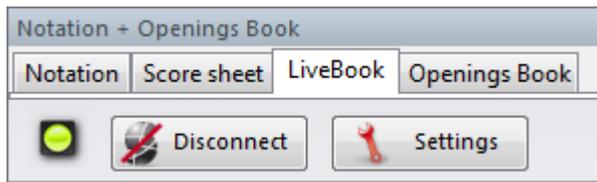
The Let's Check data can be used as an openings book. Since all the openings of the online database are contained the LiveBook is already the largest source of information for openings moves that have already been played. You can use this book to play or just to look up information. The LiveBook is „live“ because it can change from second to second. Every position that is checked with the LiveBook is immediately available together with an evaluation.



When a top game is broadcast and the viewers are using LiveBook, a full analysis with evaluations is available in the LiveBook when the game is over.

Anyone can add moves to the LiveBook, regardless of how sensible they are. Just like a human brain the LiveBook forgets information that is unimportant and rarely accessed.

Click on the tab **LiveBook** in the notation window.



If you are connected every move you make is stored, so click on „Disconnect“ for private preparation. Data is only transferred to the LiveBook when the connection light is green.

The information about the position is displayed in columns.

| Move   | [%] | Evaluation | Games | Result | Elo-Av | Date       | Visits |
|--------|-----|------------|-------|--------|--------|------------|--------|
| 6.Be3  | 82  | +0.38      | 4196  | 55%    | 2421   | 2011-Sep-8 | 4410   |
| 6.Nb3  | 11  | ---        | 615   | 54%    | 2418   | 2011-Sep-5 | 621    |
| 6.Nde2 | 6   | ---        | 332   | 49%    | 2389   | 2011-Sep-2 | 340    |
| 6.Nxc6 | 0   | ---        | 19    | 42%    | 2365   | 2011-Aug   | 22     |

**Move:** shows the possible moves in this position.

**[ % ] :** The frequency with which this move was played. This is based on the games in the LiveBook.

**Evaluation:** The average of the evaluations added by chess engines.

**Games:** The number of games in which the move was played.

**Result:** The average performance of the move.

**Elo-AV:** The average Elos of the players in the games used.

**Dates:** The last analysis added to the LiveBook.

**Visits:** The number of accesses to the position that is being displayed.

If a top game is being played on the chess server and lots of viewers are using Let's Check, then when the game is over it is available in full in the LiveBook with relatively deep engine analyses.

Anyone can add his own moves to the LiveBook, sensible or not. Just like a human brain the LiveBook forgets unimportant material after a while, i.e. information that is rarely updated. When the engine is running additional information can be found in the engine window when the Let's Check function is active.

Kibitzer: Fritz 6

Fritz 6

Disconnect Settings

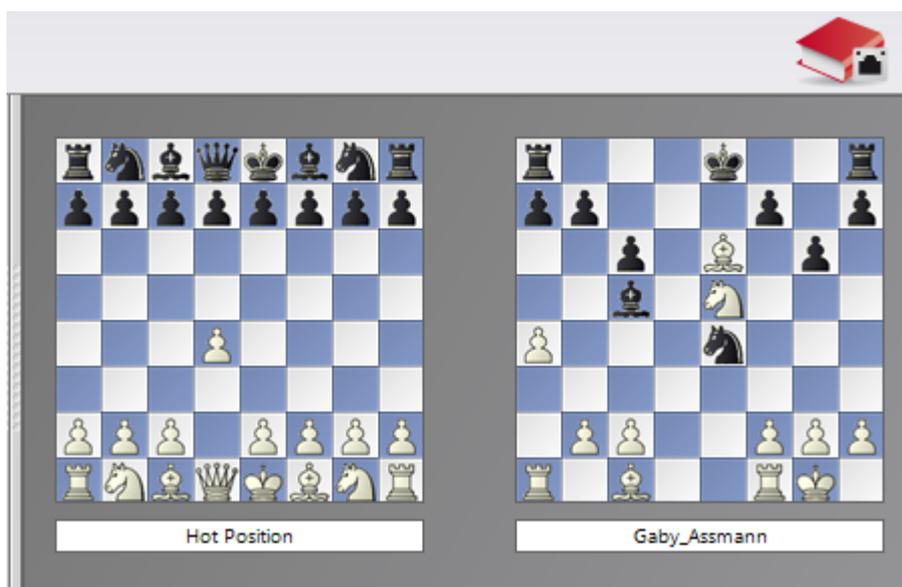
|             |                  |      |          |                    |            |            |   |         |
|-------------|------------------|------|----------|--------------------|------------|------------|---|---------|
| 4.Nxd4 Nf6  | 4.Nxd4 e5 5.Nxc6 | 0.08 | depth=21 | Deep Rybka 4.1 x64 | Sundiver   | 15.09.2011 | 2 | Germany |
| 5.Nc3 e6    | 4.Nxd4 e5 5.Nb5  | 0.18 | depth=19 | Fritz 12           | mw working | 05.09.2011 | 3 |         |
| 6.Nxc6 bxc6 | 4.Nxd4 Nf6 5.Nc3 | 0.38 | depth=17 | Fritz 6            | DerAmateur | 22.09.2011 | 2 | Germany |

Common Theory Visits=43287

Main = 4.Nxd4 e5 5.Nb5 d6 6.N1c3 a6 0.07/24

### Infoboards in the LiveBook

In the LiveBook tab there are two miniature boards.



The left or upper mini-board shows the position which is currently being accessed the most. The right or lower mini-board explains the current chat. If it says, for instance, "DerAmateur has won a position", the position is displayed. Clicking on a line in the chat window displays the position. Clicking on the board copies the position.

### 3.2.4 Commentaries in the LiveBook

The evaluations in Let's Check come exclusively from chess programs. Every position in the LiveBook can be given a text commentary in any language with a maximum length of 139 characters.

| Text  | Author          | Likes | Unlikes | Date    | Weight | Langu... |
|---|-----------------|-------|---------|---------|--------|----------|
| The usual "mess" of a chess 960 game :-)                                      | Robot 2         | 3     | 1       | 14.09.. | ●      |          |
| "Die Grundstellung ist remis" (Kasparov)                                      | DarthVader      | 9     | 0       | 13.09.. | ●      |          |
| Offener geht es nicht! Da e2-e5 nicht existiert, ist dieser Doppelzug zweit.. | Radost          | 1     | 0       | 15.09.. | ●      |          |
| Esto me suena... ¿Qué era lo que había que jugar aquí?                        | Salvamento      | 2     | 0       | 20.09.. | ●      |          |
| Eine für beide Seiten schwierige Position.                                    | Pitters         | 3     | 0       | 08.09.. | ●      |          |
| "Durch diese hohle Gasse muss er kommen." - Friedrich Schiller                | Michael Enderle | 3     | 0       | 17.09.. | ●      |          |
| Alle Ranglisten werden am Tag der Erstveröffentlichung zurück gesetzt, ...    | Piper           | 1     | 6       | 13.09.. | ●      |          |
| "He must come through this hollow way, no other path leads to Küssnac..       | Supermichi      | 2     | 0       | 18.09.. | ●      |          |

Write Delete Like Dislike Report

Other users can rate these commentaries with either "**Like**" or "**Don't Like**". Commentators who are often praised are weighted more and their texts are moved to the top.

Texts are only allowed that have to do with the chess content of the current position and do not contravene the copyrights of other authors. Anyone who breaks these rules will be ejected without a warning.

**Use:** Depending on the size of the LiveBook window the text entry field is at the right or at the bottom. Clicking on "**Write**" opens the input dialog.

Please write only comments related to the current position.  
Please respect the copyright of other authors.

A very sharp move !!!

Clicking on a flag selects the language.

The commentary can be deleted or edited until someone else rates it.

**Tip:** Clicking on a commentary opens it in a preview window to make it better to read.



"He must come through this hollow way, no  
other path leads to Küßnacht" - Friedrich  
Schiller

The commentary is now displayed clearly in a commentary window.

### 3.2.5 Common questions about Let's Check

#### **Is my analysis always sent to Let's Check?**

No. Clicking the button "**Disconnect**" breaks the connection and no more data is sent via the Internet.

#### **Can Let's Check be used anonymously?**

Let's Check can be used without logging into a Playchess.com account. In this case you will receive no information about who analysed which position.

#### **What does it cost?**

The use of Let's Check is included in the price of Fritz 13. It is guaranteed that Fritz 13 will support this feature until the end of 2014.

#### **What difference does the power of my computer make?**

Fritz regularly performs speed checks on your computer. Fast computers are at an advantage. By contributing your engine you can process more positions in the same time and win "credits". Deep engines also have a strong advantage. Analysing in multi-variation mode needs more time. If you log into your Playchess.com account your "speed index" will be displayed in the Chat window.

#### **What engines are allowed?**

Every engine that can be used in the Fritz user interface can be used for Let's Check.

#### **Can variations and evaluations be manipulated?**

Since Let's Check is open for all engines it is possible that old, bad or manipulated engines can be used. Destructive content is always possible whenever people can

share content in any form of online community. The hardware power and the processing time of variations play a role, so it will be difficult to falsify an analysis even if an engine has reported having made the deepest analysis. In the Let's Check window we also see how often a variation has been verified by other users. The system cleans itself, and so unverified variations and the obsolete evaluations of older engines will disappear with time.

### Can senseless moves be input and analysed?

All legal positions and moves are valid for analysis. Rarely visited moves without deep analysis expire after a while.

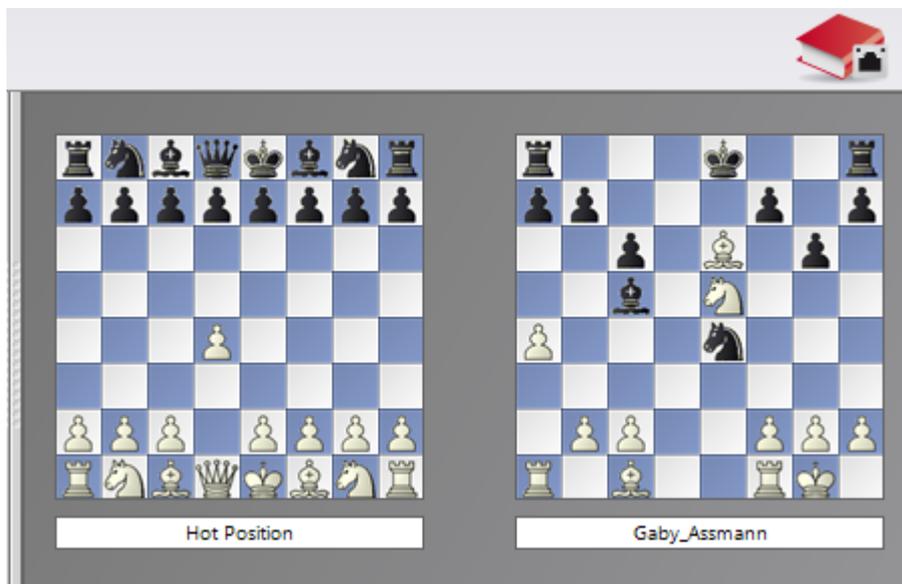
If you don't want to see any senseless moves you should check the option "Hide rare moves".

### How are the Let's Check honours lists created?

Points are awarded for winning a variation. The number of points depends on the popularity of the position and the time spent calculating it. The starting position is the most valuable position because it is visited the most. If you lose a variation to someone else you lose some of the points you were awarded for winning this variation, so your points can fall when you are not active.

### What do the two diagrams in the LiveBook window mean?

The left (or upper) diagram shows the most popular position, i.e. the position that is being analysed by the most visitors. The right (or lower) diagram shows positions that have been reported as discovered or won in the Chat window.



Clicking on a won/discovered message in the Chat windows displays this position. This position can be copied into the main board (Home - Paste Position). Then the moves of the variation can be played backwards, if they are known to the system.

### Can a text commentary be edited or deleted?

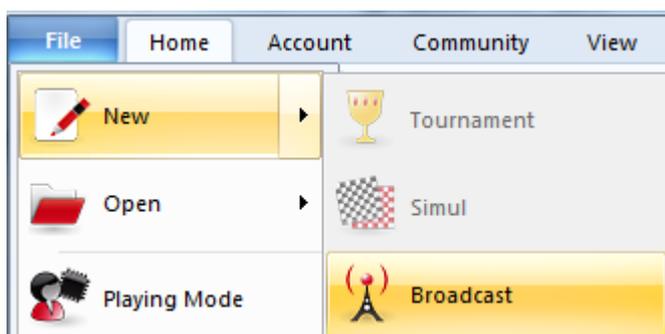
You can edit or delete your own comments until someone else clicks "**Like**" or "**Dislike**". Comments can be changed by right clicking on them. Administrators can correct spelling mistakes or delete comments if they violate copyrights or do not make a chess-related comment on the position. Copyright is deemed to to have been violated if comments are taken from a source that exceed the amount of usually accepted quoting.

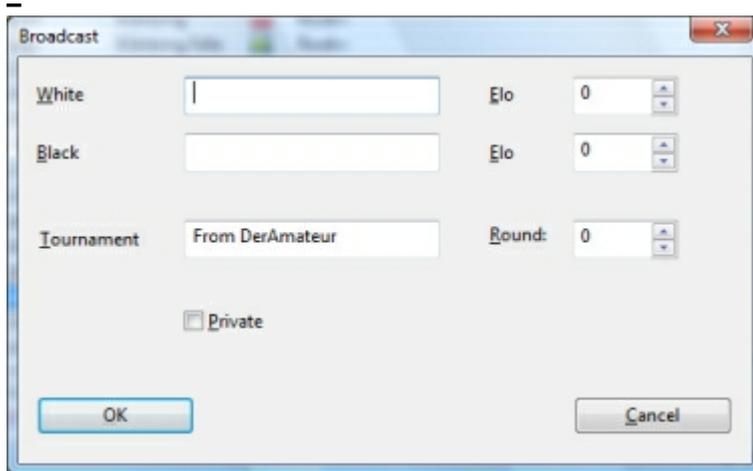
### 3.3 Giving training lessons

#### 3.3.1 Broadcast and teaching

*Application Menu   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.





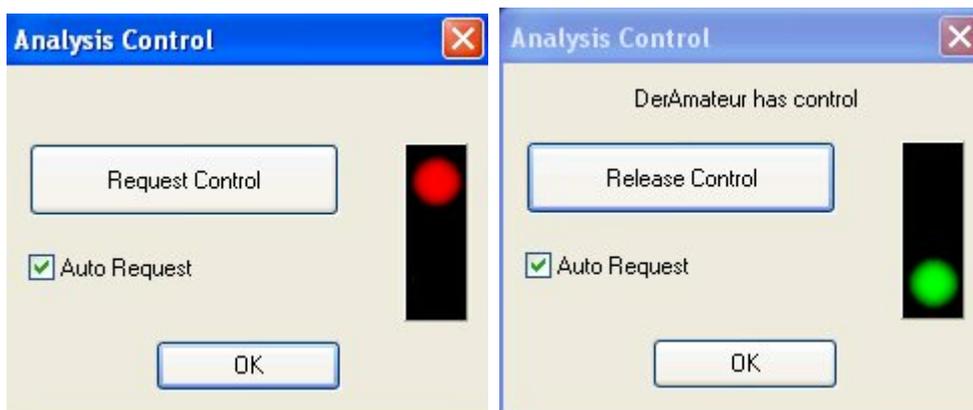
The special function available in these rooms is the ability to broadcast games and discuss them interactively with other visitors.

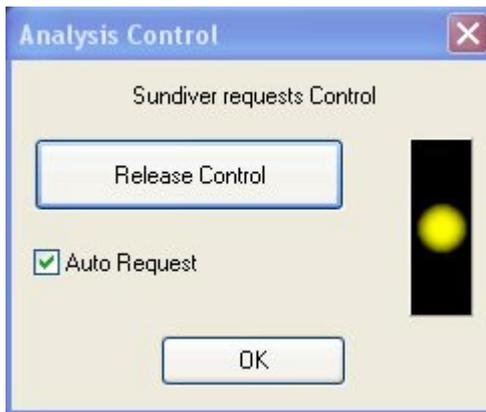
This is how it works:

- ▶ 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. You can also use the graphic commentary to clear up matters.

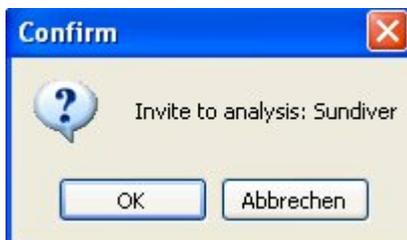
You can hand over the control to someone else. Right-click a visitor in the audience window. You will get the following menu

Choose Permit Input Requests to enable the possibility to hand over the control. A dialog with a traffic light appears:





A similar dialog appears with the people of the audience. At their dialogs however the button's name is Request Control and above the button is the name of the person currently holding the control.



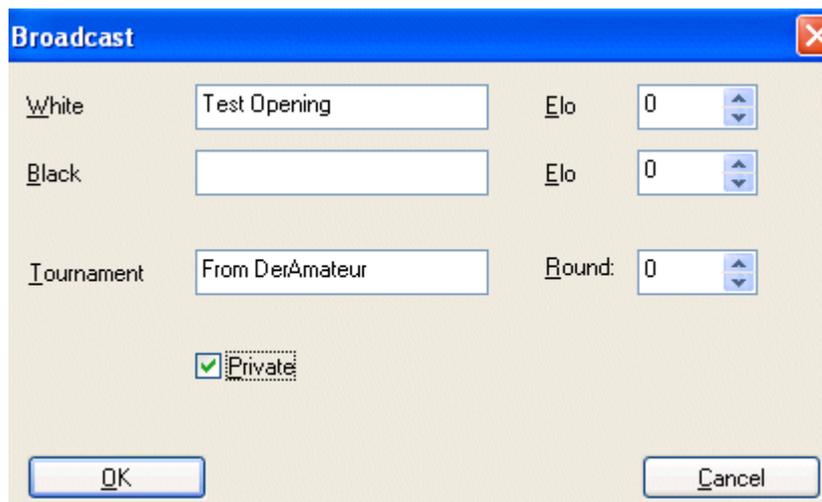
When someone of the audience clicks on the button Request Control, the traffic light changes colour.

When the check box for Auto Request is checked, the control is handed over immediately when the person holding the control clicks on the button Release Control. Checking this box does not send out a signal (orange light) to the person in control, so it's best to first check this box and besides press the button Request Control if you'd like to get the control over the board.

- ▶ Game – Live time allows you to specify how long the game should remain in the game list on the server.
- ▶ As chairman you can hold the control with menu: Insert - Claim Exclusive focus. The Analysis Control window disappears and the visitors can no longer request control.
- ▶ The chairman can also hand over the chairmanship by rightclicking a visitor in the audience window and select Suggest as chairman. As chairman you have control over the board and you can kick out visitors. 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.



**Broadcast**

White: Test Opening      Elo: 0

Black:                      Elo: 0

Tournament: From DerAmateur      Round: 0

Private

OK      Cancel

In this case nobody can join you on the broadcast board unless they are invited. You can do this by returning to the players list without closing the board window (you can e.g. minimize it). Now you can right-click a visitor and specifically invite him to join the broadcast by selecting Invite to private broadcast.

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

### 3.3.2 Training lessons and live events

Training lessons or live events happen in special rooms. They are called *Training & Teaching* and *Broadcasts*.

1. Enter the room by clicking on the room name in the room window.
2. Select the games tab in the online list window.
3. Double click the game representing the training lesson or the live broadcast. Alternatively find the chairman of the event in the player list and double-click his name. Or just click the **Watch** button below the games list.

| White          | Elo... | Black             | Elo... | Result | Kib... | Tournament     | Time c... | Start ti... | Type     | R.. | ECC ^ |
|----------------|--------|-------------------|--------|--------|--------|----------------|-----------|-------------|----------|-----|-------|
| Ziaziulkina... | 2296   | Iwanow,Anna       | 2191   | 0-1    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | B42   |
| Vasenina,A...  | 1997   | Semenova,Ale...   | 1957   | 1-0    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A34   |
| Weichhold...   | 2288   | Firat,Burak       | 2387   | ½-½    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | B48   |
| Zajic,Milan    | 2110   | Todorov,Yavor     | 1995   | ½-½    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A36   |
| Tomasi,Al...   | 1644   | Sluchak,Kiryl     |        | 1-0    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | C44   |
| Tomazini,...   | 2318   | Arribas Lopez,... | 2440   | 0-1    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | E90   |
| Urkedal,Fr...  | 2447   | Wieczorek,Oskar   | 2321   | ½-½    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A59   |
| Styazhkina...  | 2052   | Goryachkina,A...  | 2248   | 0-1    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A06   |
| Ten Hert...    | 2318   | Kanarek,Marcel    | 2444   | 0-1    | 1      | European Yo... |           | 11:52 (D... | Broad... | 9   | B78   |
| Theodoro...    | 1991   | Morozov,Nichi...  | 1876   | ½-½    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | A36   |
| Severina,M...  | 2154   | Efroimski,Marsel  | 2221   | 0-1    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | D71   |
| Shamatava      | 1977   | Lekc Maria        | 2108   | 1-0    |        | European Yo... |           | 11:52 (D... | Broad... | 9   | R12   |

Watch

Challenge: Watch

### 3.3.3 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 sublines) 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. 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

Fritz 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.

## 3.3.4 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)

### 3.3.5 Position setup

*Board window - Board - 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

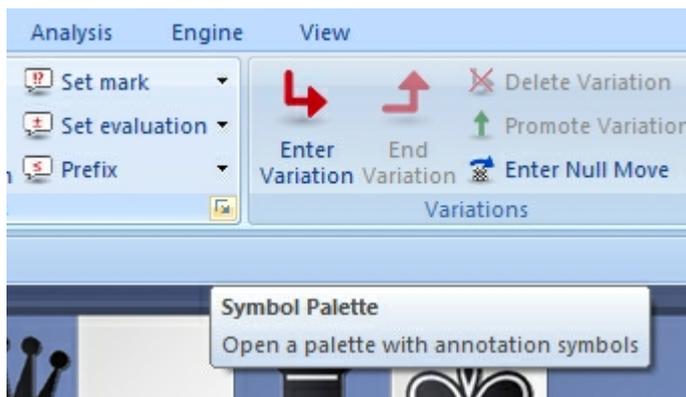
You can copy either of the above descriptions out of the Help file and paste it in the position setup.

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.

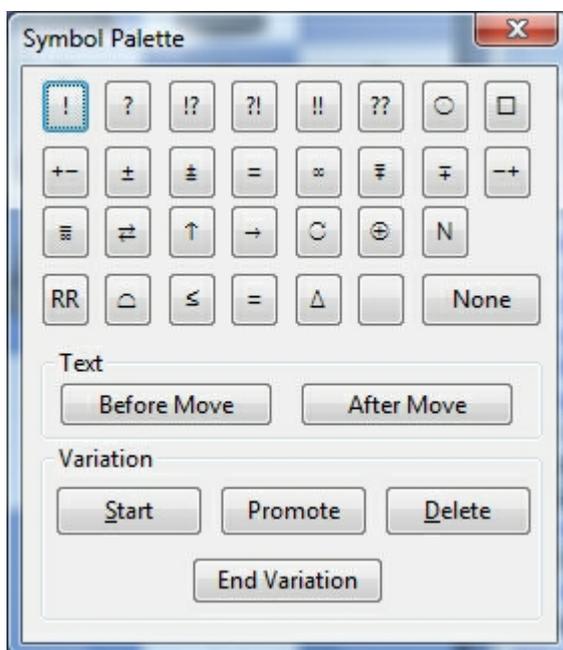
On the chess server you can set training positions in broadcasts with this.

### 3.3.6 Commentary Palette

The Commentary Palette allows you to insert annotations into the notation with a single click.



► The first line contains move evaluations (good move, blunder, etc.) that appear after a move.



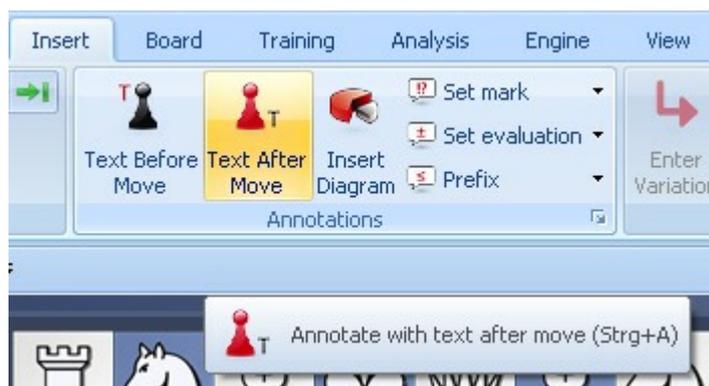
► The next two lines are mainly position evaluations (White is better, unclear). They also appear after a move.

- ▶ The symbols in the fourth line (better is, with the idea, etc.) are automatically inserted before the move.
- ▶ "None" removes any symbols attached to the current move.

When you move the mouse cursor onto a symbol its meaning is displayed.

### 3.3.7 Text commentary

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



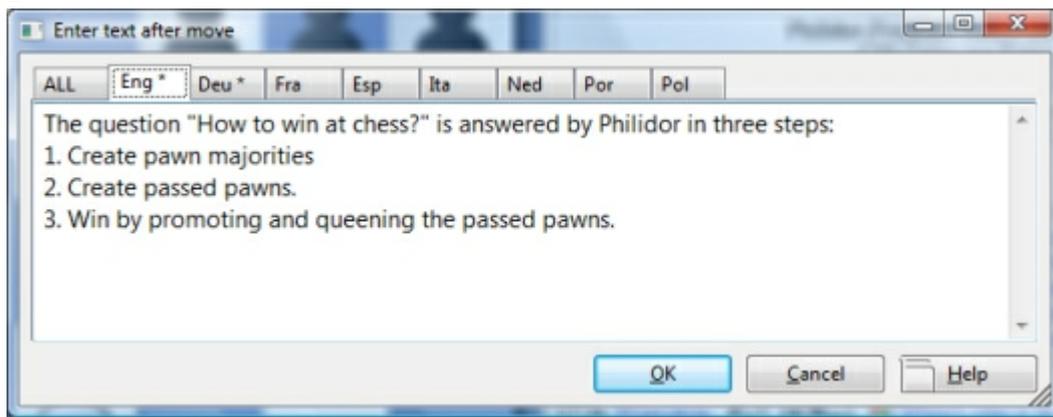
*Insert Text before/after move*

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 *File menu 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 rightclicking a move and selecting Insert Diagram. When you print out the game a diagram will appear in this position.

### 3.3.8 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 |
| 2      | White is slightly better    |
| ±      | White is clearly better     |
| +-     | White is winning            |
| 3      | Black is slightly better    |

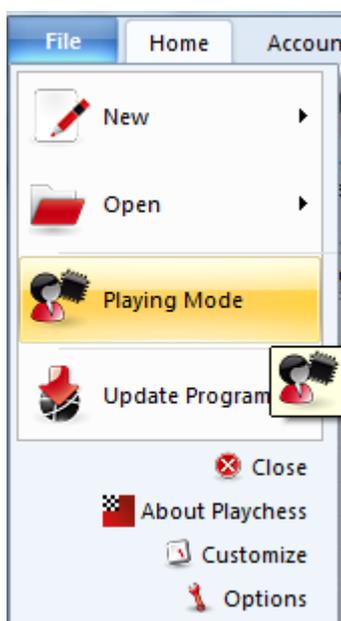
|          |                         |
|----------|-------------------------|
| μ        | Black is clearly better |
| -+       | Black is winning        |
| <i>f</i> | With attack             |
| ,        | With initiative         |
| „        | With counterplay        |

How to enter chess commentary symbols

## 3.4 Configuring the Program

### 3.4.1 Server options

*Menu File Options*

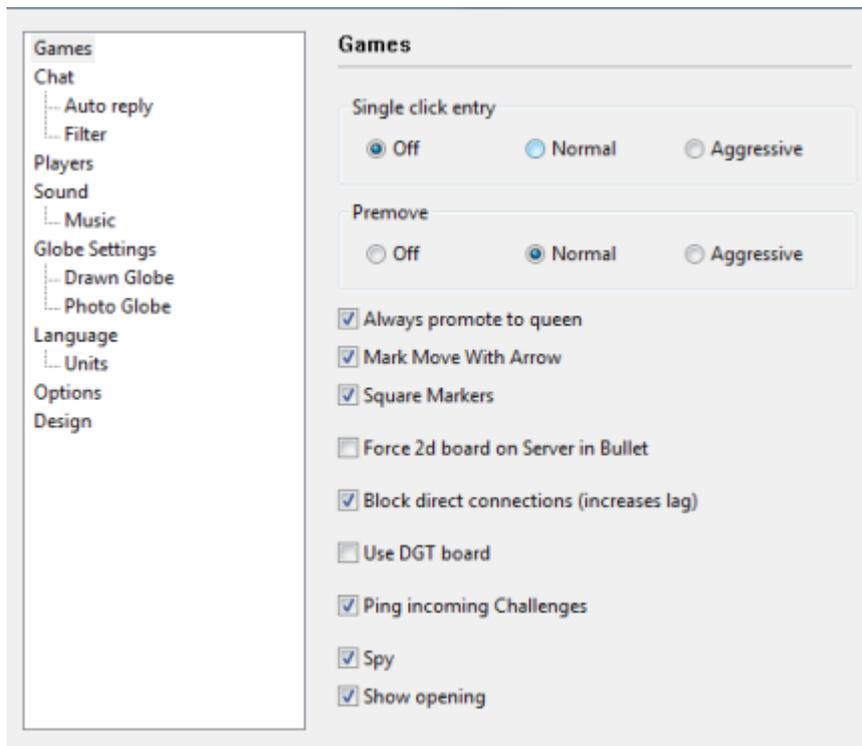


In this dialog you can set a number of parameters:

- ▶ **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.

### 3.4.2 Server settings

Menu File Options Server settings



Here you can set a number of general options:

**Always promote to queen:** this will automatically change a promoted pawn to a queen (to save time in very fast games).

**Single click entry:** allows you to enter moves with a single click to save time in fast games.

**Promove:** 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 pre-moves.

**Mark move with arrow:** The last move of your opponent is displayed with a yellow arrow, making it easier to catch.

**Block direct connections:** Usually the server creates a direct connection (peer to peer) between players. You may want to switch this off when the firewall gives problems, but it usually increases lag time when each move has to be guided through the server.

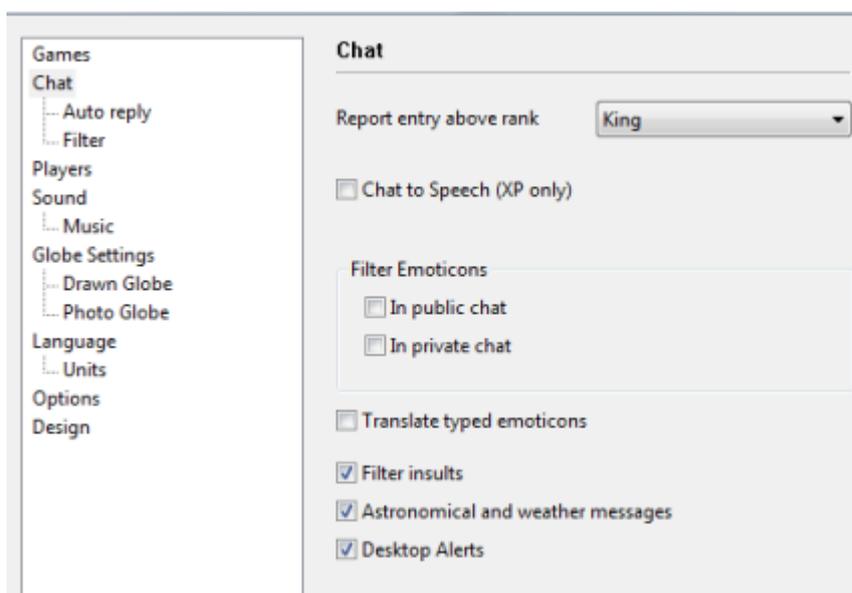
**Force 2D board in bullet:** This will automatically switch to a 2D board when you play bullet chess, which is too fast for the complex 3D display.

**Use DGT board:** You can use the DGT board but it's only of use in slow games.

**Report entry for rank:** This will inform you when a player with the given rank or higher enters the room.

**Square Markers:** This option prevents the source square being marked with a circle during move input.

### 3.4.3 Chat Settings



**Report entry for rank:** This displays a message in the chat window whenever a player with a particular rank logs into the chess server.

**Read out chat** (Windows XP) Windows XP incorporates a natural speech system. If you activate the option "Read out chat" any messages that are received are translated into speech and read aloud.

**Filter emoticons:** You can decide whether emoticons are used in private chats, public chats or in all chats. Apart from this you can determine whether smileys typed in as text are sent to the receivers as a graphic.

**Filter insults:** The system automatically blocks messages which contain insults.

**Astronomical and Weather Messages:** This turns astronomical and weather displays on or off.

#### **Automatic Answer**

There are two typical situations in which you wouldn't answer a Chat:

1. while you are playing a game
2. while you are away from the computer and have left yourself logged into the chess

server

While you are playing a game you would not usually want to answer chat messages. It is possible to send an automatic reply to another user when you have no time to reply yourself. Right clicking on the chat window and selecting Properties opens a dialog to set up automatic answers.

The Automatic answer below rank means that every user beneath the specified rank receives an automatic answer, and the text is not displayed in your chat window.

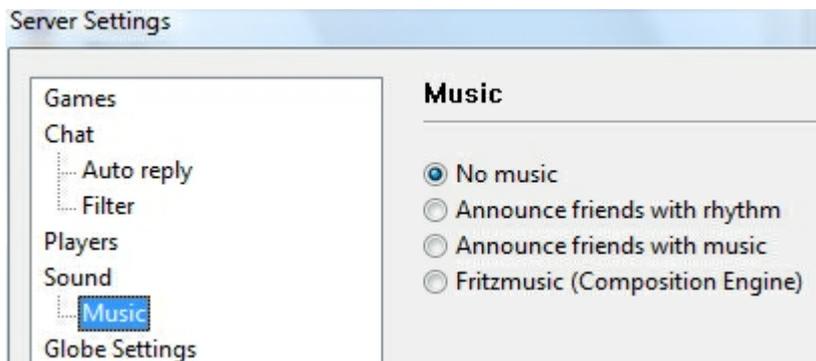
### 3.4.4 Serveroptions Player

This determines which photo icons are displayed when you move over an item in the games list.



### 3.4.5 Serveroptions Music

The server's client program can accompany events with music.



**No Music:** There is no music at any time.

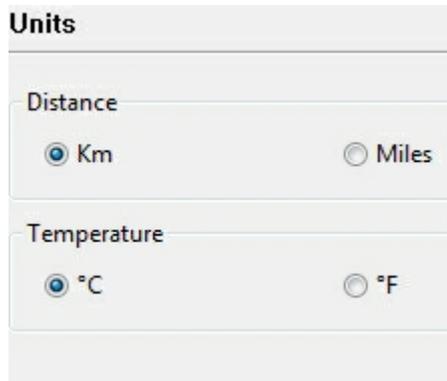
**Announce friends with rhythm:** The program generates a drum beat whenever a player with the Friend attribute logs into the chess server.

**Announce friends with music:** The program plays a small tune whenever a player with the Friend attribute logs into the chess server.

**Non-stop Fritz Music:** This is the ideal selection for chess players who like to have background music while they are playing.

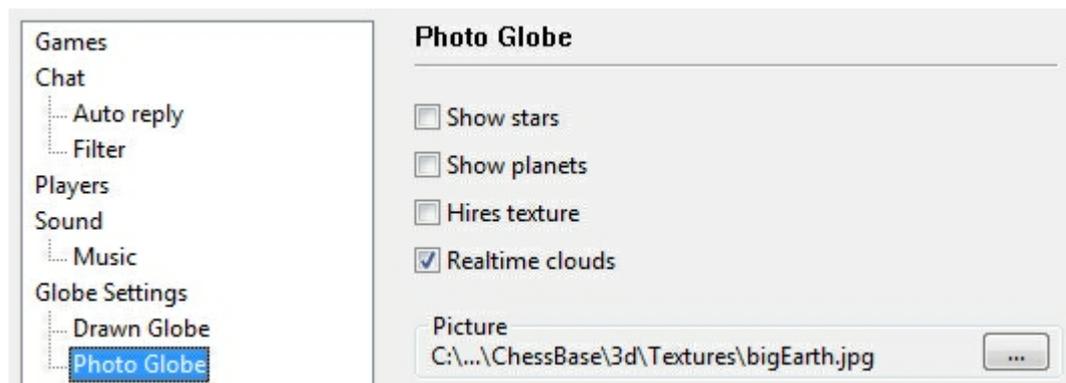
### 3.4.6 Serveroptions Unit

In this dialog you can choose between metric and imperial units; for instance, you can decide whether the distance between players in the list is shown in miles or kilometres.



### 3.4.7 Globe settings

*Application Menu Options Globe settings*



You can alter the display of the globe

Drawn Map / Photo Globe alters the graphical display and shows a realistic photo image of the world.

Night Shadow displays the day and night zones on the globe.

Show sun/moon: This will show the current position of the sun and/or the moon. They will be drawn at their highest position.

High-resolution globe and map

If you have a fast graphic card with a 3D accelerator, and have installed DirectX , and if you have enough memory (256Mb or more) you may want to try out the detailed and photo-realistic globe settings. The images are taken from real satellite photographs. Rightclick the globe and select Toggle GlobeView (DirectX).

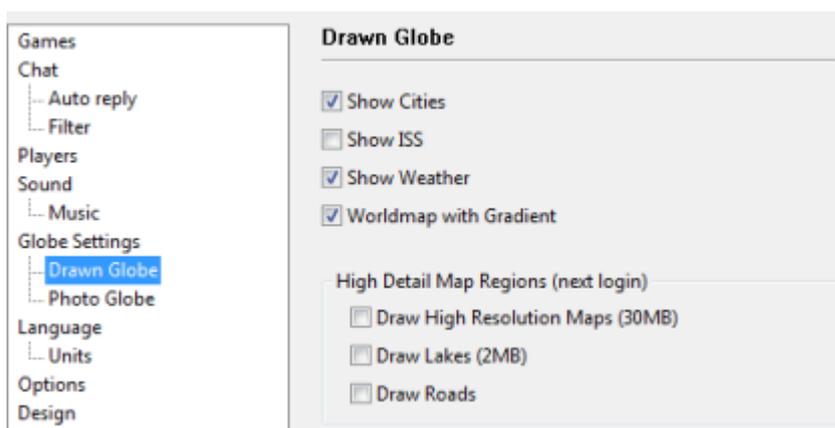


### High detailed maps

If you are the lucky owner of the Fritz Powerbook, you will have the disposal of the high detailed maps, lakes and inhabited areas. In order to use them, the files with the extension .cbw need to be stored in the same location as the program. The files are located in the folder HighDetailedGlobe.

### 3.4.8 Serveroptions Drawn Globe

Options can be set for the drawn map.



**Show cities** displays the position of the major cities on the map.

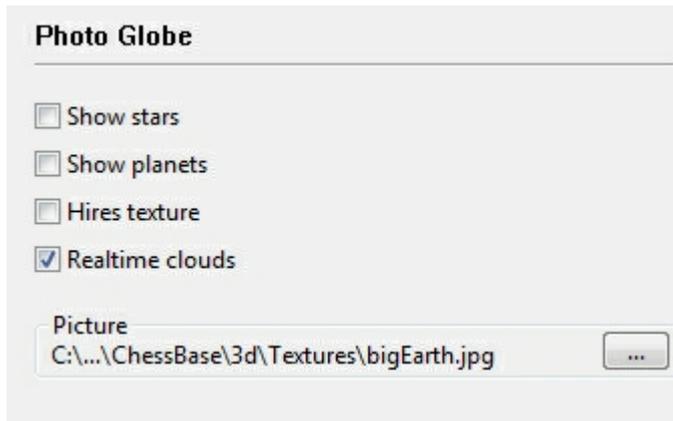
**Space station ISS** shows the position of the International Space Station.

**Weather data** turns the display of weather data on and off.

**Detailed map regions** offers further details when zooming in on the map.

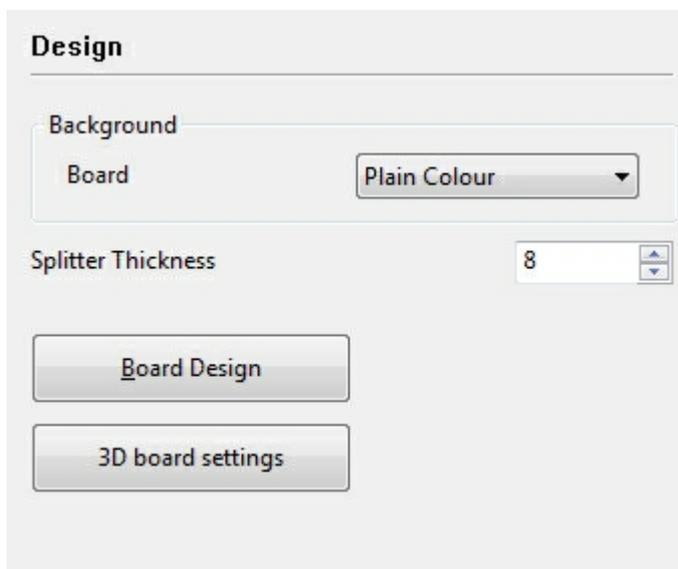
### 3.4.9 Serveroptions Photo Globe

You can set up the position of the stars and planets in the photo globe options, as well as making changes to the graphical display.



### 3.4.10 Serveroptions Design

This is where all the changes can be made to the graphical interface of the client program.



**Board:** Here you can select different colours and textures for the board and the window.

### Board Design

This opens the dialog for setting up the 2D Board.

### 3D Board Settings

This opens the dialog for setting up the 3D Board.

### 3.4.11 Move Input

When entering moves on the 2D board the source and destination squares are clearly marked in the "mouseover" mode.

What does „mouseover“ mean? For instance, if you move the mouse cursor over the program's buttons a small text box with information is displayed. Mouseover offers additional information which is relevant to the position where the cursor is.

The following examples show the meaning of Mouseover while entering a move.

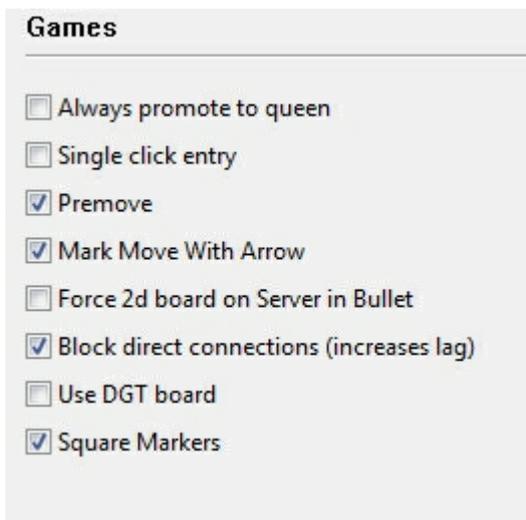


White selects the pawn on e2 and moves it while holding down the mouse button. The source field e2 is marked with a circle. When the mouse moves over the square e3 the square is coloured.



If White continues to move the pawn to the square e4, this potential destination field is then coloured. The program is using graphical aids to help avoid illegal moves on the chess board.

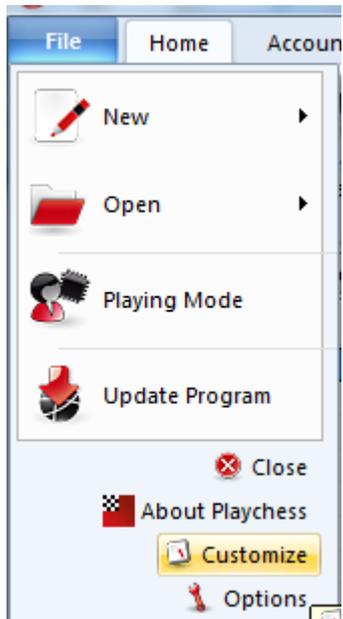
This is extremely useful in rated games and games on the Playchess chess server.



"Square Markers". This option prevents the source square being marked with a circle during move input.

### 3.4.12 Customize keyboard

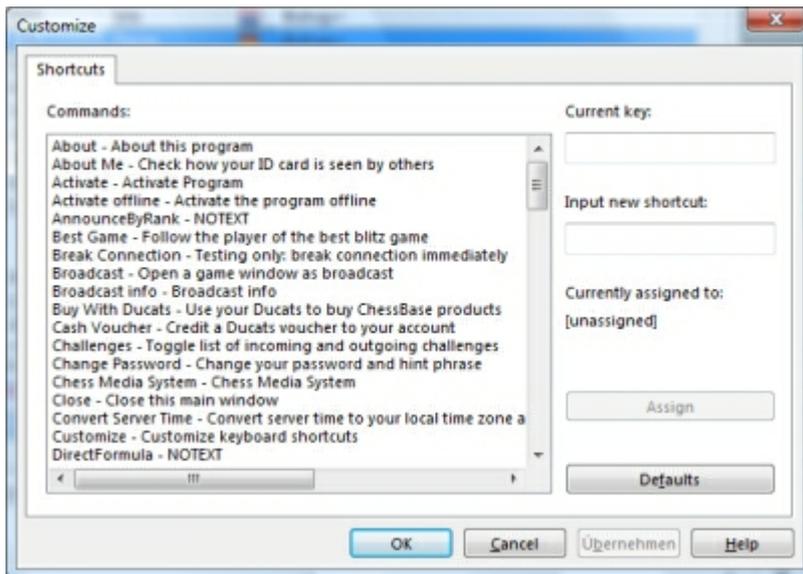
Menu File Customize...



There are many shortcuts that make the operation of the program quicker and more effective.



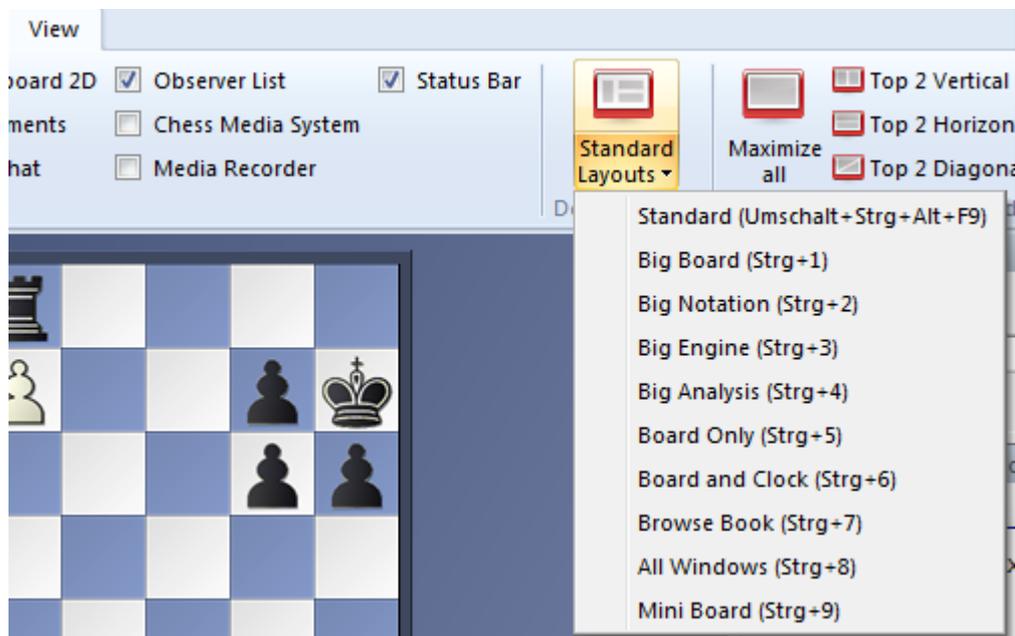
You can customize the keyboard and assign your own shortcuts, even for functions that do not have any assigned to them.



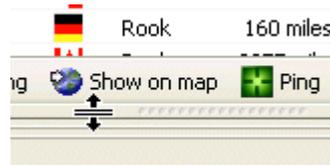
### 3.4.13 Screen layout

*Board window - View 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.

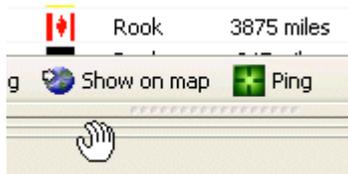


The individual program windows (“panes”) can be changed freely. To resize a window, move the cursor onto a horizontal or vertical separation bar. It will turn into a “resize cursor”. You can now press and hold down the left mouse button to resize the window.



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

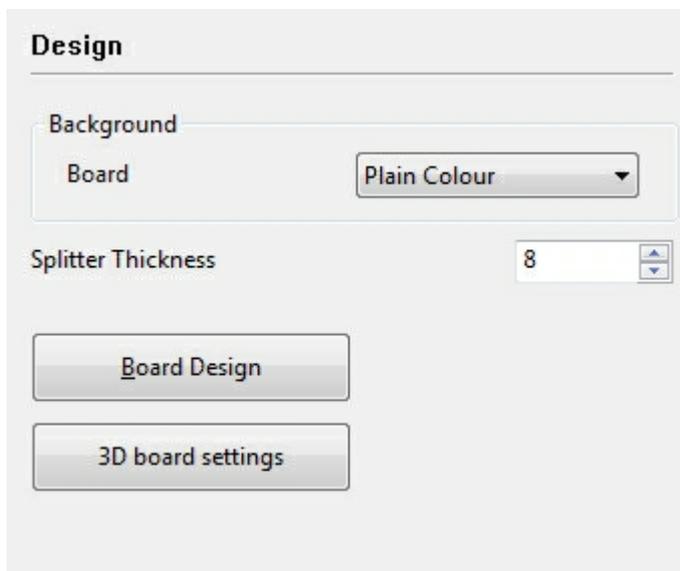
The individual window “panes” can also be moved to a different position on the screen. Move the mouse cursor onto the two parallel lines below the separation bar. It will turn into a hand. Press and hold down the left mouse button. You can now drag the window to some other place on the screen.



### 3.4.14 Colours and design

*Menu File Options Design*

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



- ▶ **Background:** Choose different materials and colours for the background of the windows.
- ▶ **Board design:** Set the board colours. You can get directly to that screen by right-

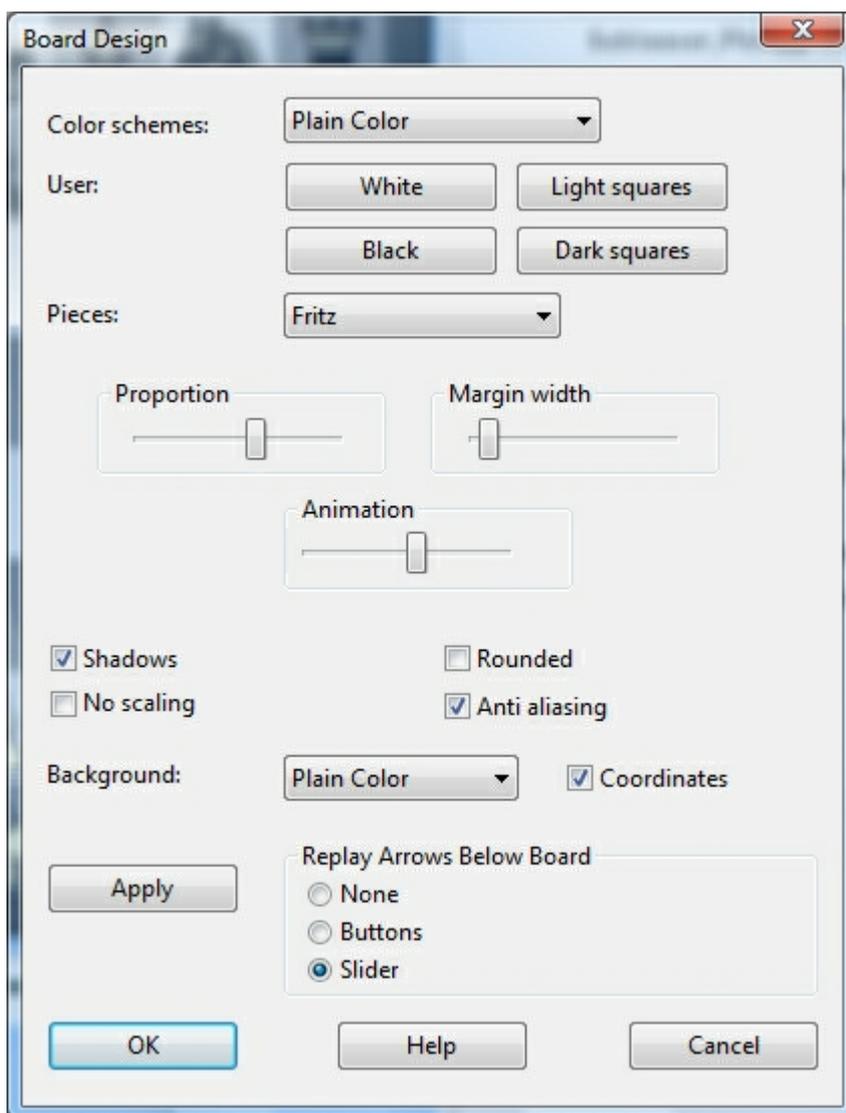
clicking the board and selecting "Board design".

- ▶ Splitter thickness: Set the width of the separation bar between the windows.

### 3.4.15 Board design – 2D board

*Board window - Rightclick*

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:

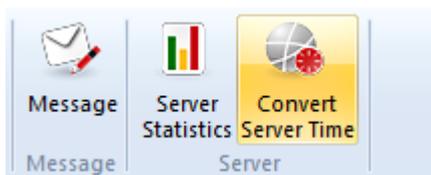
- ▶ Colour schemes selects the colour and texture of the dark and light squares of the chessboard. If you want to mix your own colours, click plain colour and select the colours you want for the squares and pieces. You can also use different material by clicking User BMP in the colour schemes.
- ▶ Pieces 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.



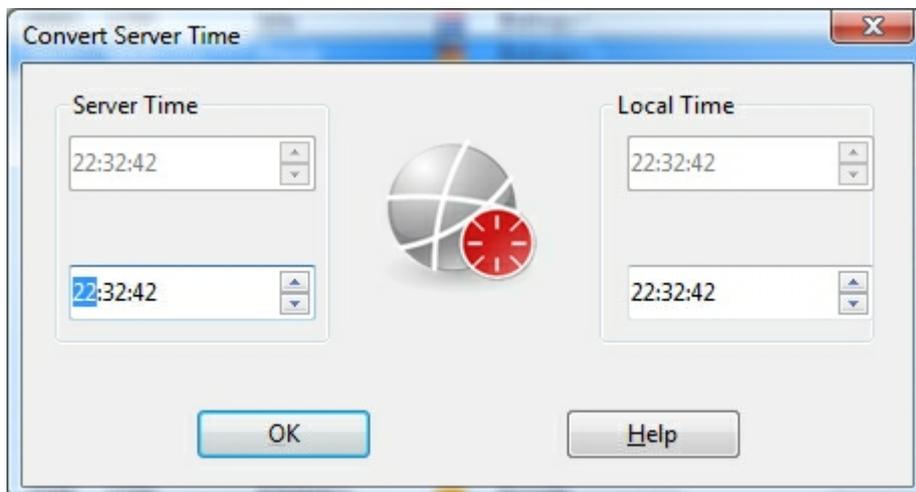
The buttons allow you to jump to the beginning or end of the game, or move one move backwards or forwards. The red takeback button allows you to enter a new move and overwrite the old ones without a query by the program (normally it will ask you whether you want to overwrite or start a new line).

### 3.4.16 Convert server time

*Community Convert server time*



The server time, which is displayed when you log onto the Playchess server, is Middle European Time (MET). It is the local time in Germany, France, Spain, etc.



Use Convert server time to convert it to your local time.

### 3.4.17 Language

*Menu File - 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.



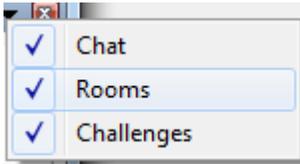
**Cyrillic:** If a person is using a computer with a Cyrillic or Greek character set, the letters are converted in such a way that the texts are legible.

### 3.4.18 Window Pane Icons

The program has additional icons for the important window panes.



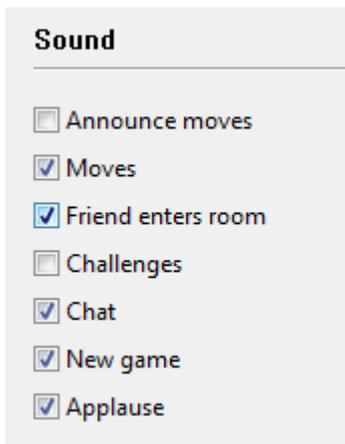
Clicking on the X symbol closes the window. Clicking on the arrow opens a small menu. This menu allows the user to quickly hide or display window panes if and when they are needed.



### 3.4.19 Sound options

*Menu File Options Sound*

Determines which sound effects are used when you are on the Playchess server.



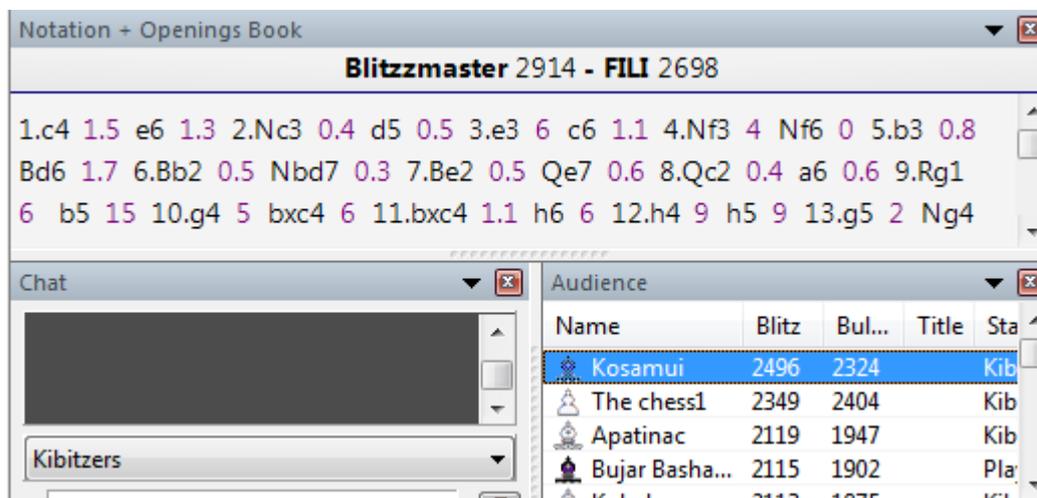
- ▶ **Announce moves:** Reads the notation of moves in kibitzing.
- ▶ **Moves:** sound effects when pieces move on the board.
- ▶ **Friend enters room:** signals when a player you have marked as a friend enters.
- ▶ **Chat:** When you have been inactive for a while (and your status in the visitors' list has changed to "idle") the next message directed specifically at you will be accompanied by a telephone ring. You can switch this off here.
- ▶ **Challenges:** this produces a drum roll when someone challenges you directly.
- ▶ **New Game:** Sound for new games.

- ▶ **Applause:** Sound if you win/draw a game.

## 3.5 Program Windows

### 3.5.1 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.

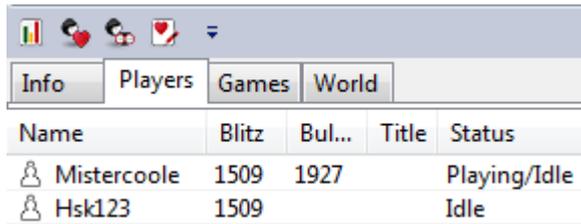
Some users may encounter problems with the screen notation and printing. Specifically the chess symbols are not correct.

- ▶ **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:** Reinstall the program or contact our Support under [info@chessbase.com](mailto:info@chessbase.com)

### 3.5.2 Main screen list

On the left of the main Playchess screen 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.



| Name  | Blitz | Bul... | Title | Status       |
|---|-------|--------|-------|--------------|
|  Mistercoole | 1509  | 1927   |       | Playing/Idle |
|  Hsk123      | 1509  |        |       | Idle         |

Note that when you move your mouse over a name in the list a small photo icon will be displayed (if a picture of the player is available). If you move the mouse over a distance column the location of the player will be displayed on a miniature map of the world.

By clicking on the tabs at the top of the list you can get different lists or views of the activities in the room.

▶ **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. Clicking a second time will invert the sort order.

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.

### 3.5.3 Structured Game List on Playchess.com

The game list on the chess server has been restructured. The display of tournaments and thinking time is now much easier to understand.

The structuring has been arranged according to the tournaments and thinking time.

| Info                | Players | Games | World       |           |                     |        |          |  |
|---------------------|---------|-------|-------------|-----------|---------------------|--------|----------|--|
| Tournament          | Round   | Games | In progress | Kibitzers | Important broadcast | Result | Chairman |  |
| [--] All games      |         | 809   | 734         | 208       |                     |        |          |  |
| [--] 3m + 0s (Fre.) |         | 184   | 160         | 114       |                     |        |          |  |
| [--] 5m + 0s (Fre.) |         | 129   | 121         | 26        |                     |        |          |  |
| [--] 3m + 1s (Fre.) |         | 22    | 15          | 21        |                     |        |          |  |
| [--] Slow (Fre.)    |         | 78    | 73          | 19        |                     |        |          |  |

**Games** This shows the number of games of this type

**In Progress** Games that are not yet completed

**Kibitzers** The number of spectators

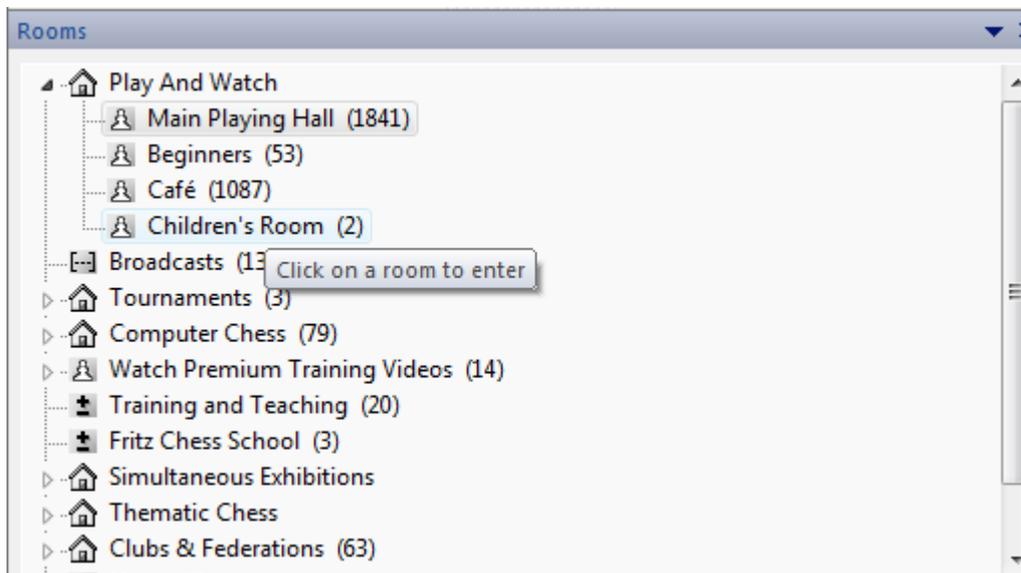
This option is especially practical in the broadcast room.

| Info              | Players | Games            | World      |            |           |            |           |             |       |    |     |       |
|-------------------|---------|------------------|------------|------------|-----------|------------|-----------|-------------|-------|----|-----|-------|
| Tournament        | Round   | Games            | In prog... | Kibitzers  | Import... | Result     | Chairman  |             |       |    |     |       |
| [--] 3m           |         | 221              | 179        | 184        |           |            |           |             |       |    |     |       |
| [--] Slow         |         | 67               | 55         | 35         |           |            |           |             |       |    |     |       |
| [--] 5m           |         | 139              | 130        | 12         |           |            |           |             |       |    |     |       |
| [--] 1m           |         | 88               | 66         | 7          |           |            |           |             |       |    |     |       |
| [--] 4m + 2s      |         | 4                | 2          | 3          |           |            |           |             |       |    |     |       |
| [--] Blitz        |         | 130              | 125        | 2          |           |            |           |             |       |    |     |       |
| [--] 3m + 1s      |         | 20               | 19         | 1          |           |            |           |             |       |    |     |       |
| [--] 2m + 1s      |         | 19               | 17         | 1          |           |            |           |             |       |    |     |       |
| [--] 2m           |         | 19               | 15         | 1          |           |            |           |             |       |    |     |       |
| White             | Elo...  | Black            | Elo...     | Result     | Kib...    | Tournament | Time c... | Start ti... | Type  | R. | ECO | Moves |
| [--] Anna Puci    | 1498    | Aydinsihay       | 1611       | 0-1        | 1         |            | 2m        | 21:52       | Rated |    |     | 38    |
| [--] Magpies      | 1835    | Skakinen         | 1668       | 1-0        |           |            | 2m        | 21:53       | Rated |    |     |       |
| [--] Best_of_sbk  | 1805    | Magpies          | 1845       | In prog... |           |            | 2m        | 21:57       | Rated |    |     |       |
| [--] Markomaja    | 1784    | Oopen            | 1666       | In prog... |           |            | 2m        | 21:55       | Rated |    |     |       |
| [--] Majid-sam... | 1730    | Evil Molten Iron | 1690       | In prog... |           |            | 2m        | 21:56       | Rated |    |     |       |
| [--] Apresskifan  | 1707    | Kitschi69        | 1772       | In prog... |           |            | 2m        | 21:55       | Rated |    |     |       |
| [--] Evil Molte   | 1707    | Majid-samimi     | 1712       | 0-1        |           |            | 2m        | 21:55       | Rated |    |     |       |

Double clicking on a tournament loads all the games in this tournament into the multiboard view.

### 3.5.4 Chess rooms

Playchess has many different rooms, which are grouped together in a tree structure. At the bottom right of the screen you can see the rooms that you can enter.



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 is 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.

**Player 'Sergeev' cheated by using chess software, his Elo rating got deleted.**

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.

### 3.5.5 Chess Media System

The **Chess Media System**, developed by ChessBase, is capable of displaying combined chess moves and video. While you are looking and listening to the grandmaster, the moves which the grandmaster enters on his computer are displayed on your board simultaneously. Plans and threats are shown with arrows and threatened squares and structures with coloured fields. Learning how to play chess has never been made this attractive before.



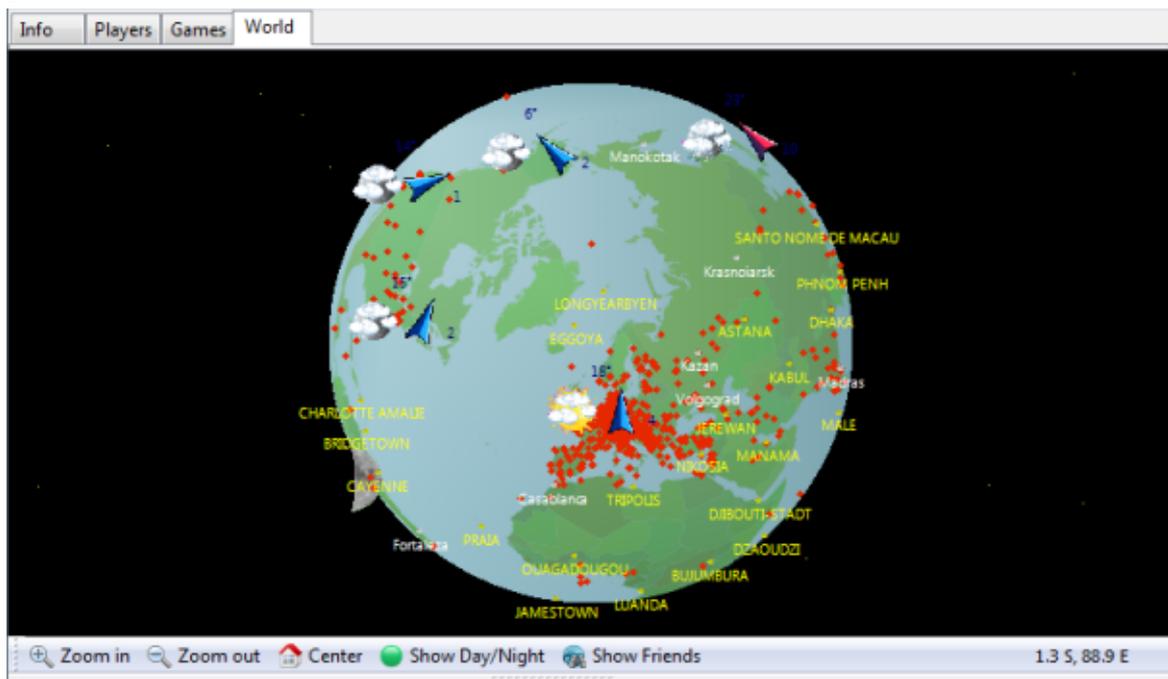
Radio ChessBase (or TV ChessBase) regularly broadcasts in the room Broadcasts. There is also a room called Chess Media System in which you can follow lessons or see a report of an important tournament. Open the gameslist to see the Chess Media Files. The files are transmitted as "streaming video", so you are not able to store them on hard disk. If a payment (in ducats) is done, you can watch that same video for a period of 24 hours.

You can open/close the *Chess Media Window* in the *Board window* - *View* - *Chess Media*.

### 3.5.6 World map

*Button world*

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 *Menu File Options* – Globe settings you can configure the display (show cities, sun, moon, etc.).

## 3.6 Tournaments and Simuls

### 3.6.1 Tournaments

You can organise and participate in tournaments on the Playchess server. However, starting a tournament is restricted to properly registered users who have at least the rank of Bishop.

#### Starting a tournament

*File Menu New Tournament*

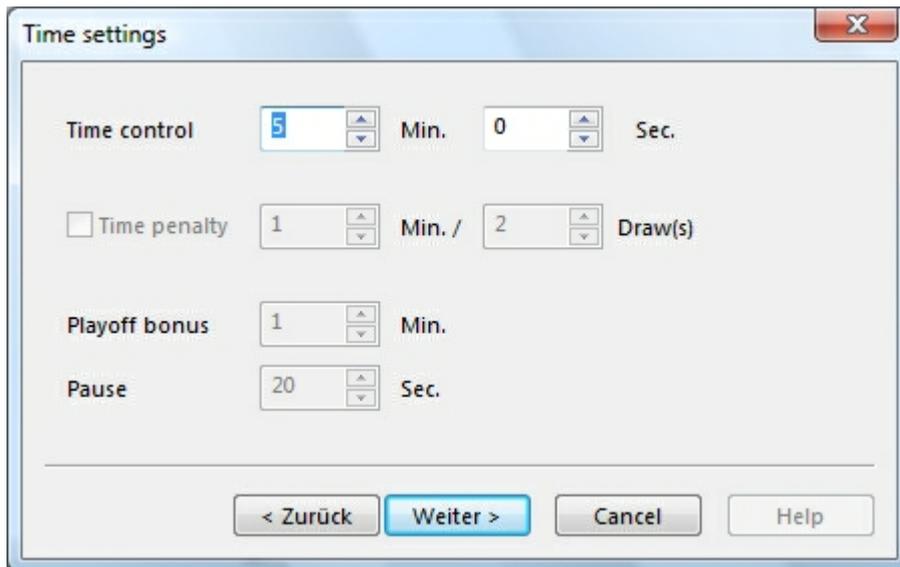
You can only hold a tournament in one of the tournament rooms.

Clicking *File Menu - New - Tournament* there will get you a dialog which allows you to start a tournament. A wizzard will lead you through the formalities.

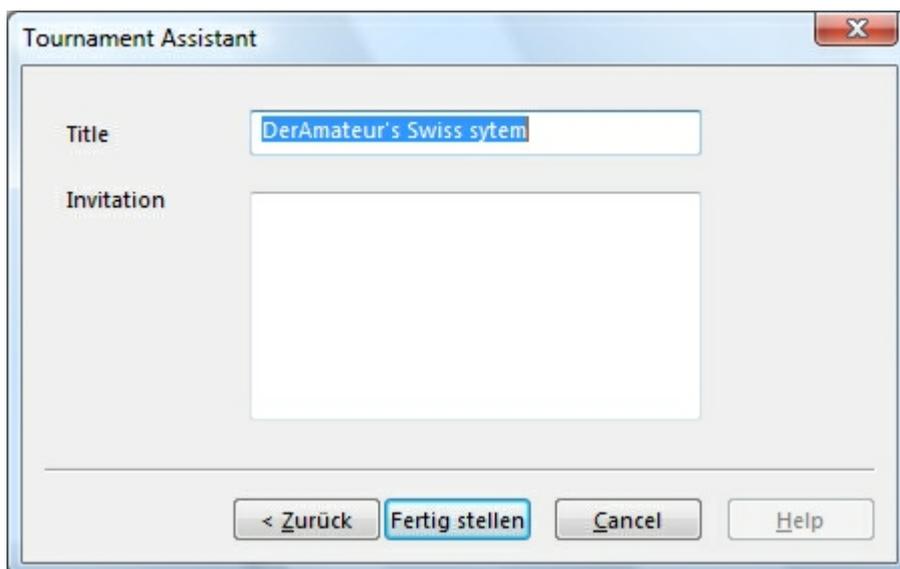


Example for setting up a Knock out tournament with two rounds. The first 4 games are used to eliminate the weaker players and the second round is for the best out of 6. A description of the different types of tournaments can be read in the topic Tournament types.

The Next button will bring you to the time controls.



Note: You can give the extra playing time here (Playoff bonus) for White in the decisive game. After this you will get the Tournament assistant in which you can send out the announcement to the other players on the server.



After you have started the tournament you can decide which players can take part, adding or removing them from the list. To do so right-click a player and use "Add" or "Remove". You can Ctrl-click a number of players and then add them all to the tournament.

Note that List -> Chat publishes the current list of participants in the chat window. Broadcast resends the tournament announcement.

Once you have all the participants in the list you will get a tournament management dialog, where you can start rounds, send chat messages to the participants, correct results, etc. Do not close the tournament manager while the tournament is running.

Round 2.1 restart   ← Back   → Next   🚨 Gong   📺 Watch

Note that if there are connection problems in a board then both players should close their board windows. After that you can restart the game.

During the tournament a HTML tournament table is automatically generated and updated after every round. It is displayed in the Info window.

### Mikes very late night Bullet Turnier 2002 (TD: mikeagrass, Time: 1m + 0s, 7 rounds)

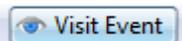
|    |                     |      | 1      | 2      | 3      | 4      | 5      | 6      | 7     |         |       |        |
|----|---------------------|------|--------|--------|--------|--------|--------|--------|-------|---------|-------|--------|
| 1  | <b>mikeagrass</b>   | 2018 | + 1/6  | - 1/4  | - 1/3  | + 0/2  | - 0/5  | + 1/8  | - 1/7 | 5.0 / 7 | 27.00 | 165.50 |
| 2  | <b>malko.R</b>      | 1984 | - 1/8  | + 0/3  | - 0/4  | - 1/1  | + 1/7  | + 1/5  | - 1/6 | 5.0 / 7 | 27.00 | 165.50 |
| 3  | <b>siperry</b>      |      | - 1/7  | - 1/2  | + 0/1  | - 1/5  | + 0/6  | + 1/9  | - 1/8 | 4.5 / 7 | 24.00 |        |
| 4  | <b>Emperador</b>    | 1802 | - 1/11 | + 0/1  | + 1/2  | - 0/7  | + 1/10 | - 1/6  | + 1/5 | 4.5 / 7 | 20.00 |        |
| 5  | <b>red mitchell</b> | 1851 |        | - 1/6  | - 1/8  | + 1/3  | + 1/1  | - 0/2  | - 1/4 | 4.0 / 6 |       |        |
| 6  | <b>doc_uli</b>      | 1585 | - 0/1  | + 0/5  | + 1/10 | + 1/9  | - 1/3  | + 0/4  | + 0/2 | 3.0 / 7 | 24.00 |        |
| 7  | <b>Bendix</b>       | 1825 | + 0/3  | + 0/8  | - 1/9  | + 1/4  | - 0/2  | + 1/10 | + 0/1 | 3.0 / 7 | 23.00 |        |
| 8  | <b>sneaky7</b>      | 1533 | + 0/2  | - 1/7  | + 0/5  | + 1/10 | - 1/9  | - 0/1  | + 0/3 | 3.0 / 7 | 22.50 |        |
| 9  | <b>FatalRook</b>    | 1126 |        | + 1/10 | + 0/7  | - 0/6  | + 0/8  | - 0/3  |       | 1.0 / 5 |       |        |
| 10 | <b>(Bye)</b>        |      |        | - 0/9  | - 0/6  | - 0/8  | - 0/4  | - 0/7  |       | 0.0 / 5 | 14.50 |        |
| 11 | <b>Ba_ba</b>        |      | + 0/4  |        |        |        |        |        |       | 0.0 / 1 | 4.50  |        |

Note that it is possible to interrupt a tournament and continue it later. Simply close the tournament, and then, when you want to continue, click *File Menu* *Open Tournament*.

### 3.6.2 Join a tournament

Tournaments happen in the tournament rooms. Click on a tournament room in the Room Window to enter a room. For most room you need rank knight.

Click the button Join Event below the player list:

 Visit Event

The tournament director receives an automatic chat message that you would like to join. Also your status in the player list changes to Wants in. As soon as the tournament director accepts your application to join, your status changes to

Registered.

If you have rank Bishop or better, you can organize tournaments.

### 3.6.3 Tournament types

You can organize five different types of tournaments on the server:



1. Round Robin
2. Knock out
3. Swiss system
4. Scheveningen system
5. Manual pairings

Round Robin

Each player plays against each player. Seeding of the players is random.. Pairing is done by rules where each player gets alternate colours (except once in the tournament) and the first half of the players get one additional White while the second half get one additional Black.

In RR you can use Double round bij checking the checkbox "Double", the Round Robin will be played twice. In the second half of the tournament the colours are exchanged; the total number of white and black games for each player are equal again.

#### **Knock out**

Players are sorted by rating first, then the best plays the weakest, second best plays the second last and so on. If all the higher seeded players advance, then the same happens in the second round. If this continues, the numbers 1 and 2 should play in the final.

When "Wins needed" is selected, the games which ends in a draw do not count. You need a x number of wins to advance. The best of 4 is clear. The first who gets 2,5 points advances. It is possible to have a different number of games from stage 2 on,

for example "the best of 6". The first round is considered to eliminate the weak players. You don't need or want many rounds to do that. You need a tiebreak, which is a sudden death game. White gets extra time and must win.

### Swiss system

The basic idea is that the players who have gathered the same amount of points play each other if possible. For the first round the players are sorted by rating and player1 plays the middle, player2 the middle+1 and so on. Colours are alternated, board1 gets a random colour distribution. For 100 players it is either

1 - 51  
51 - 2  
3 - 53

...

or

51 - 1  
2 - 52  
53 - 3

....

The probability that the best player wins the tournament is very high, even with a small number of rounds. The more rounds you play, the better the result.

### Scheveningen system

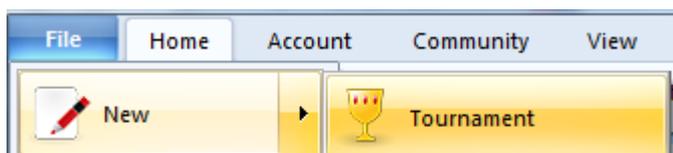
There are two teams. Each player of team1 plays against each player of team2. It works best when the teams are of the same size. The tournaments "veterans vs ladies" used this system. As in Round Robin, in the second half the colours are exchanged when it is a double.

### Manual pairings

You match players and let them play a certain number of games. You can set a fix number of games or a knockout style (Wins/Best of). How you interpret that is of your own decision. If you want to play a system which is not covered by the other systems, you can use this.

## 3.6.4 Invitation to events

– *Menu File New Tournament*



When you organise a tournament you need to make it public and send out an invitation to other players on the server. The tournament assistant will help you do so when you start the tournament.

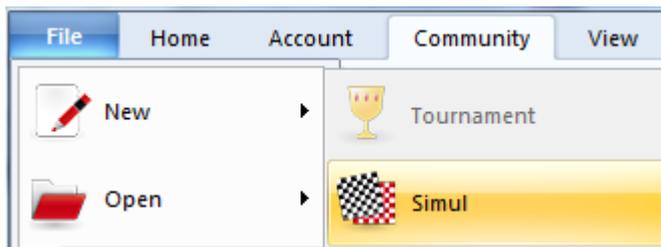
An event (tournament, simul, etc.) has a title and an invitation text. This announcement will be sent to all visitors on the Playchess server. The messages use the chat channels Tournaments and Simuls, which are automatically set to open when you first log into the server. If the constant invitations are disturbing you switch them off in the chat channel window.

Note that the invitation is only sent to players who have the rank of knight or higher.

### 3.6.5 Simultaneous exhibitions

Simultaneous exhibitions work like normal tournaments and can be held only in the rooms reserved for them (Simultaneous exhibitions – Simuls with titled players, Simuls A, Simuls B, etc.).

Anyone who wishes to participate should go to these rooms and click on the button Join event at the bottom of the players list. This will register you with the event director.



There are three kinds of simultaneous exhibitions:

#### ▶ **Clock simul**

The simultaneous player gets exactly the same time as each of his opponents. He can play in any order on any board he wishes.

#### ▶ **Wandering simul**

In this form the simultaneous player walks from board to board. When he is at the board of a specific opponent the boarder of the board becomes red, indicating that the opponent must move. The move must be executed within ten seconds. If on two occasions the player does not move within this period the simul player has the right to claim a win in the game.

#### ▶ **Open end simul**

This is a simultaneous exhibition without clocks, the simul player goes from board to board as in the wandering simul. The main difference is that when a game is over another player may enter the simul and on the empty board. You can enter your name on a waiting list if you wish to play.

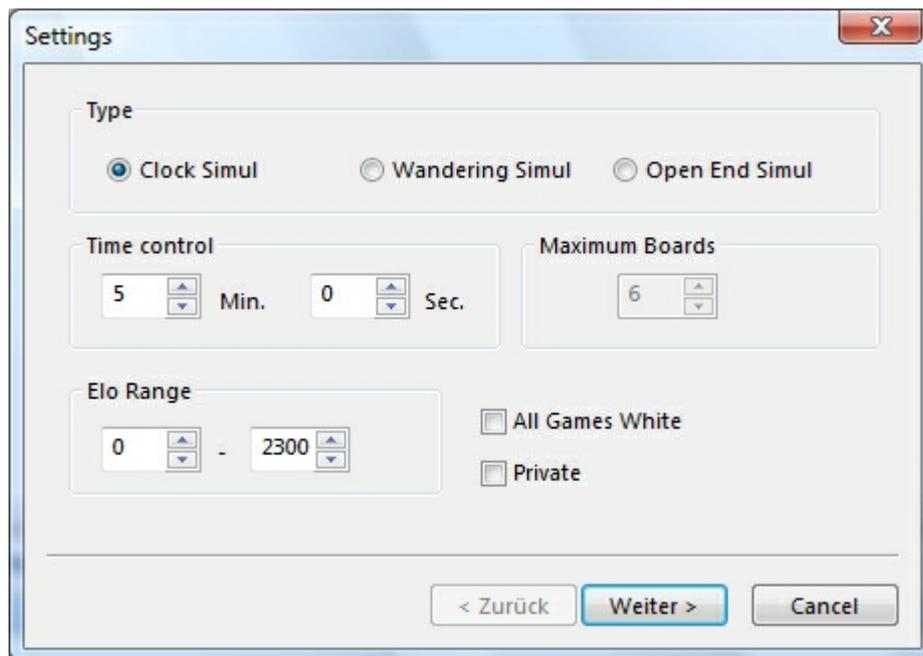
Note that simultaneous games will not be rated by the Playchess server.

### **Giving a simultaneous exhibition**

*Menu File New Simul*

This requires a certain familiarity with the operation of the simultaneous function and should first be attempted on two or three boards against weak opponents.

Click *Application Menu New Simul*. In the dialog that appears you can set the time controls (if relevant) and the Elo range of your opponents.



The maximum number of boards is only relevant for Open End simul. In both the other types the number of boards is determined by the opponents you invite or accept. In an Open End simul you can start playing with some boards empty. If someone enters who wants to play he simply joins the event and starts playing on an empty board.

Clicking Next will lead to the Simul invitation dialog where the start of the simultaneous event is broadcast on the announcement channels of the Playchess server.

After you have broadcast the announcement text the registry window appears. This is very much like the Tournament registry system. You can add or remove player from the list by marking them in the players list and then clicking "Add" or "Remove". You should use the chat window to discuss participation with the players before you add them to the list.

Note that List -> Chat publishes the current list of participants in the chat window. Broadcast resends the tournament announcement.

### Some things to note

- ▶ Once the simultaneous play has started you will get a window with the boards of all your opponents. You can switch between multiple and single boards by pressing F6 (or by clicking Game – maximise board). The board with the yellow border is the one that will be maximised.

- ▶ On each board a LED signals whose move it is. Red means it is the simultaneous player, green that it is his opponent.

- ▶ You can offer a draw, resign or abandon a game by right-clicking the board or by using one of the buttons below the focussed board (with the yellow border).

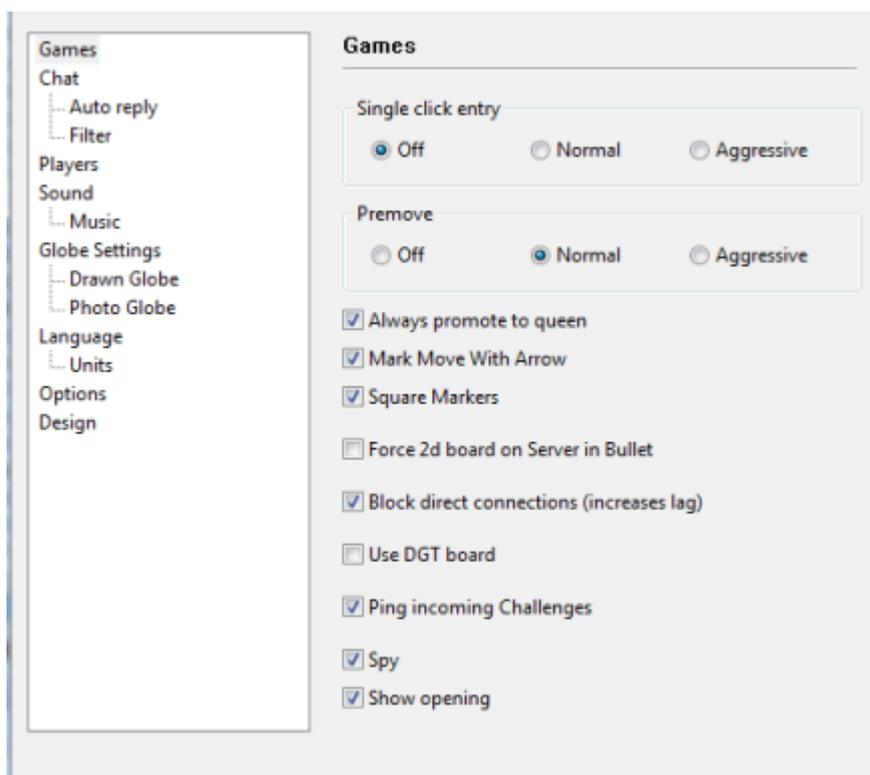
- ▶ Draw offers by your opponent will be signalled by a bright green background to the name at the top right of the board.

- ▶ If in a wandering simul an opponent does not move within ten seconds (see above) you can right-click the board and click Skip. If this happens more than twice you can right-click the board and claim a win in that game.
- ▶ When a game is over you can close the board in the Game menu. If it is an Open End simul a new player can enter after you have closed the board.
- ▶ You can look after the waiting list in the Game menu.
- ▶ If you have a problem during the simultaneous exhibition, e.g. if your Internet connection breaks down, you can resume the display quite easily. Use File – Open – Simul to do so. But first try clicking the Reconnect button in the simultaneous display window. Usually this will reestablish the connection and you can continue.
- ▶ Visitors with older versions of the program may not be able to take part in simultaneous displays.

## 3.7 Chat

### 3.7.1 Chat settings

*File Menu Options Chat*



**Report entry for rank:** This displays a message in the chat window whenever a player with a particular rank logs into the chess server.

**Chat to Speech** (Windows XP) Windows XP incorporates a natural speech system. If

you activate the option "Read out chat" any messages that are received are translated into speech and read aloud.

**Block emoticons:** You can decide whether emoticons are used in private chats, public chats or in all chats. Apart from this you can determine whether smileys typed in as text are sent to the receivers as a graphic.

**Filter insults:** The system automatically blocks messages which contain insults.

**Astronomical and Weather Messages:** This turns astronomical and weather displays on or off.

### Automatic Answer

There are two typical situations in which you wouldn't answer a Chat:



1. while you are playing a game
2. while you are away from the computer and have left yourself logged into the chess server

While you are playing a game you would not usually want to answer chat messages. It is possible to send an automatic reply to another user when you have no time to reply yourself. Right clicking on the chat window and selecting Properties opens a dialog to set up automatic answers.

The *Automatic answer* below rank means that every user beneath the specified rank receives an automatic answer, and the text is not displayed in your chat window.

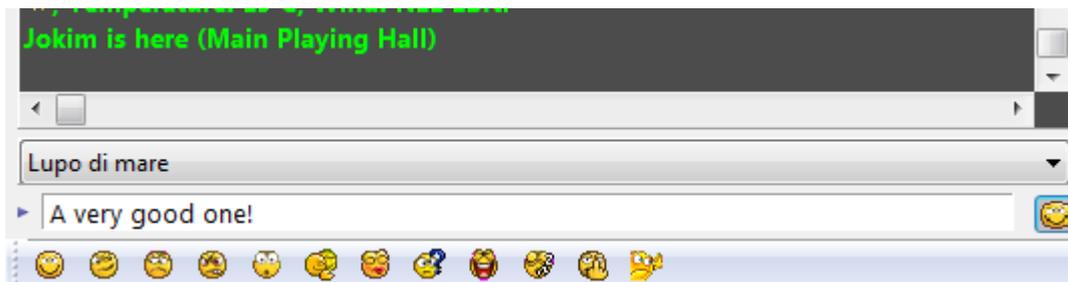
### 3.7.2 Chat

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.

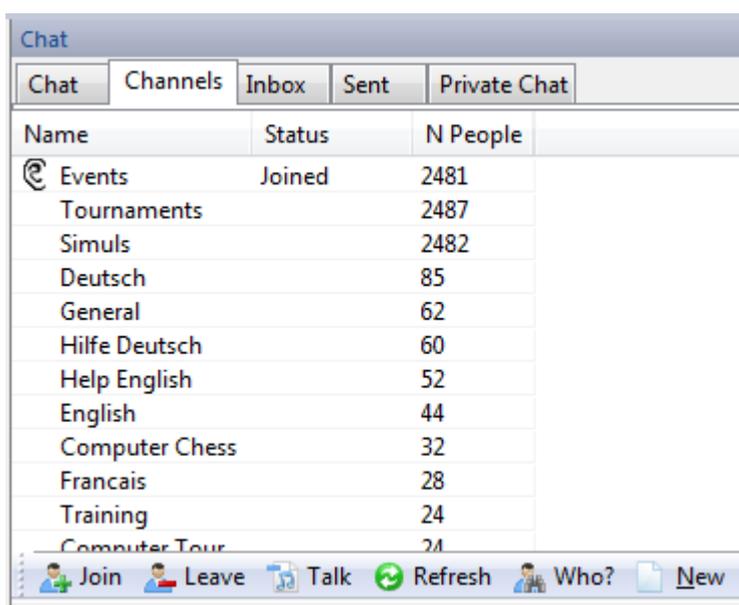
- ▶ If you have Windows XP you can have the chat read to you. To do this switch on Chat to Speech in the Chat options menu.

See also Chat channels and Emoticons

### 3.7.3 Chat channels

Normally chat is restricted to the room you happen to be in. But there are special channels that allow you to chat across all rooms to a specific group of people.

At the top of the Chat window there is a tab for the *chat channels*.



| Name           | Status | N People |
|----------------|--------|----------|
| Events         | Joined | 2481     |
| Tournaments    |        | 2487     |
| Simuls         |        | 2482     |
| Deutsch        |        | 85       |
| General        |        | 62       |
| Hilfe Deutsch  |        | 60       |
| Help English   |        | 52       |
| English        |        | 44       |
| Computer Chess |        | 32       |
| Francais       |        | 28       |
| Training       |        | 24       |
| Computer Tour  |        | 21       |

At the bottom of the Channels window you have a number of buttons

Click a channel and then use a button to do one of the following:

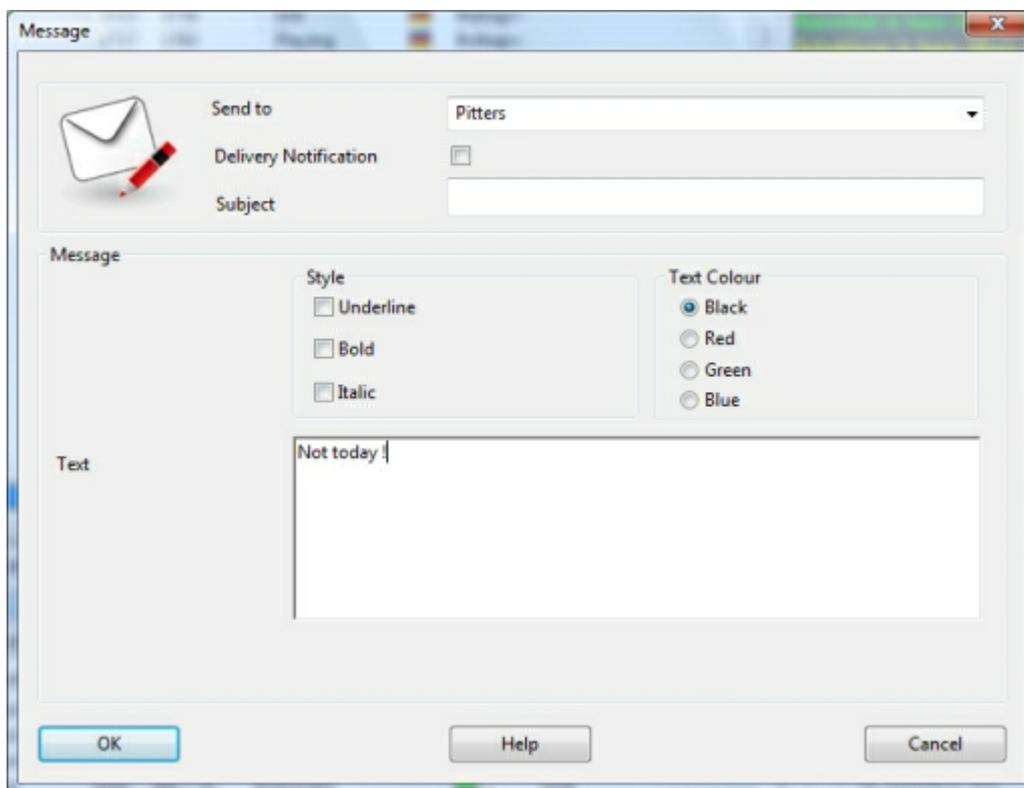
- ▶ **Join** – this allows you listen in on one or more channels.
- ▶ **Leave** – exits the channel.
- ▶ **Talk** – Allows you to talk on this channel. You can chat on any channel, the last will always be sorted to the top of the list and receive the Talk icon.
- ▶ **Refresh** – show the current number of visitors in each channel (this is not done automatically).
- ▶ **Who** – show the names of the visitors in a channel.
- ▶ **New** - Create a new channel (minimum rank = Bishop)

The active chat channels are shown in the dropdown list at the bottom of the chat window, where they can be selected easily.

Note that the "Tournament" and "Simuls" channels are automatically set when you first log into the Playchess server.

### 3.7.4 Email messages

The Playchess server has its own email service, which allows you to exchange messages with other visitors.



- ▶ **Inbox:** Click on this tab to check whether you have mail. Click on individual messages to read them. If you want to reply click on the button Reply below the message.
- ▶ **Outbox:** This is where you go to write new messages. Click "New" there and type in your text. The messages you send are stored here.
- ▶ **Messages:** You can format your messages with underline, bold and italic, and you can use different font colours. Click "Delivery notification" if you want a confirmation

when your message is delivered.

- ▶ **Length:** Your messages may not exceed 1024 characters in length. You will get a warning below the input field if the message is too long.
- ▶ **RTF:** You can format your messages in a word processor and copy them into the input window. The text can contain simple RTF formatting.

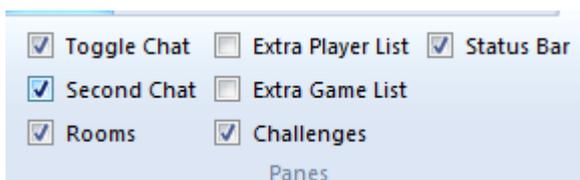
To send messages you must supply a serial number for your account.

### 3.7.5 Second Chat Window

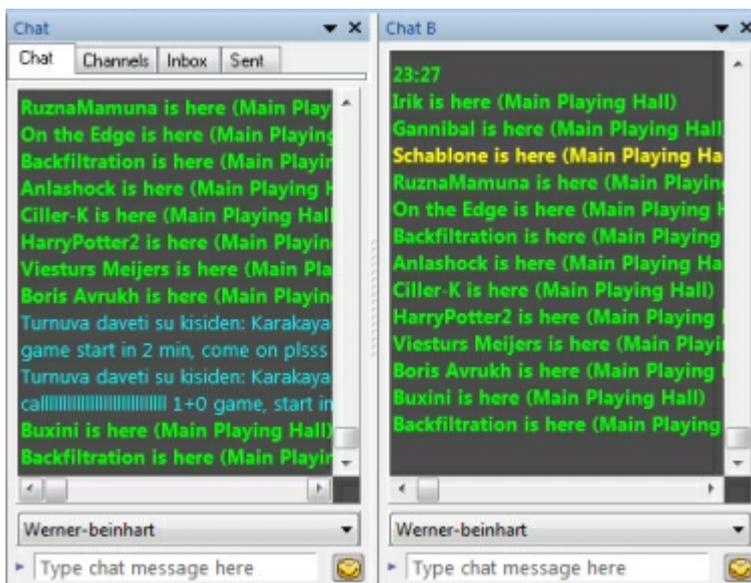
If you have a lot of incoming public and private chat, use the second chat window. By default, you find this as tab button in the main chat:

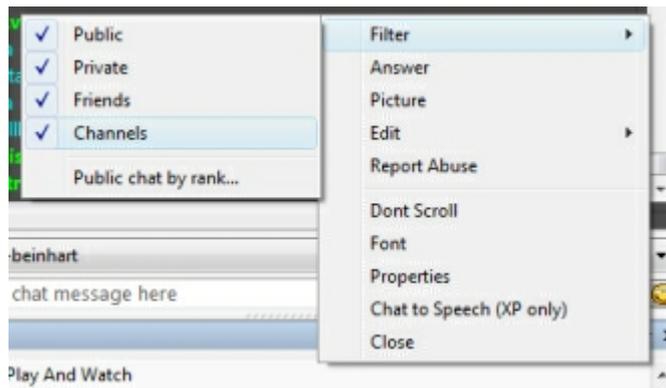


You can also open it side by side by either using menu *View - Private Chat* or by clicking on the button in the menu bar:



Right click on a chat window (first or second), then call *Filter* to control which type of chat should be routed into this window.





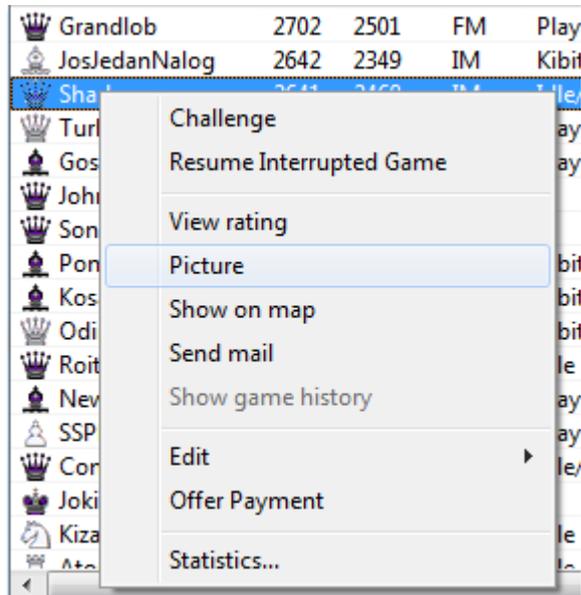
**Note:** These settings will only be stored for the first window if the second chat is visible as extra window pane. Otherwise you might simply overlook incoming chat after restarting the program because it is filtered out in the main window.

## 3.8 Community

### 3.8.1 Picture/Personal info

*Rightclick Picture*

This shows you the personal info of a player. You can get it by right-clicking the player and selecting "Picture", or by clicking the player and then the "Picture" button at the bottom of the list.



This gives you all public information on the player, including his rating and his social status.



You can also retrieve info on players who are not currently logged into the Playchess server. to do so click *View User information* and type in the player's handle or nickname.

### 3.8.2 Social status

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

| Info          | Players | Games  | World |         |        |        |  |
|---------------|---------|--------|-------|---------|--------|--------|--|
| Name          | Blitz   | Bullet | Title | Status  | Nation | Rank   |  |
| T-sanikidze   | 2962    | 2642   | GM    |         |        | King   |  |
| Boris Avrukh  | 2953    |        | GM    | Idle    |        | King++ |  |
| v o y a g e r | 2919    | 2565   |       |         |        | Rook   |  |
| Blitzzmaster  | 2882    | 2604   | IM    | Playing |        | Queen  |  |
| Vizir         | 2809    | 2413   | GM    | Idle    |        | King+  |  |

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 1300 will lead to a bishop ranking. FIDE Grandmasters will be assigned the ranking of king, International Masters are given a Queen.

See also Extended Column Information ....

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.

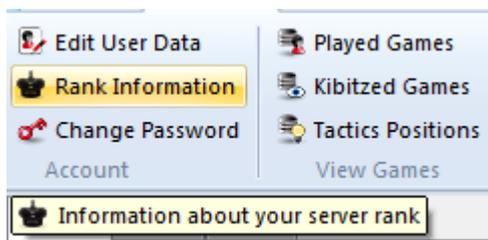
| Popularity          |     |
|---------------------|-----|
| Applause            | 495 |
| Fairness            | ?!  |
| Manners (e.g. Chat) | ?!  |

<http://avrukhboris.wordpress.com/>

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.

### 3.8.3 Ranks on playchess.com

Ranks on playchess.com run from Pawn to King according to duration of membership, number of games and playing strength.



FIDE Grandmasters get the rank King directly, International Masters the rank Queen.

| Rank          | Login Days | Games | Strength              |
|---------------|------------|-------|-----------------------|
| <b>Pawn</b>   | 0          | 0     | 0                     |
| <b>Knight</b> | 6          | 10    | 0                     |
| <b>Bishop</b> | 25         | 100   | 1300                  |
| <b>Rook</b>   | 100        | 1000  | 2300                  |
| <b>Queen</b>  | 400        | 2000  | 2450                  |
| <b>King</b>   | 600        | 5000  | 2600 (Bullet<br>2700) |

Chat abuse or illegal use of chess programs lead to a fixed rank *pawn* or *guest*. Also accounts without serial number are guestified after some time.

See also

Extended Rank Information ....

Extended Column Information ....

### 3.8.4 Extended Rank Information

In the Player List there are small symbols to the left of players' names to indicate their rank. The ranks are based on the strength and how long they have been playing.

Title holders are given the rank King (FIDE grandmaster) or Queen (international master).

|   |               |      |
|---|---------------|------|
|  | Boris Avrukh  | 2937 |
|  | DJGetsbi      | 2928 |
|  | Martin Krämer | 2900 |
|  | RuznaMamuna   | 2847 |
|  | Café Liégeois | 2837 |
|  | Aligator      | 2794 |
|  | Ciller-K      | 2772 |
|  | Beerfest      | 2770 |

There is another differentiation in the list. Some rank symbols are white, others are black. Players who have logged into the chess server at least 500 times are automatically given a black symbol. This shows who the most active players on the Playchess server are

See also Extended Column Information ....

### 3.8.5 Extended Column Information

In the player window there is a column entitled "Rank". The entries in this column show the rank of each player. By clicking on the column's header the list can be sorted by rank in ascending or descending order.

| Nation  | Rank   |
|---|--------|
|  | Rook++ |
|  | King++ |
|  | Rook   |

There are additional symbols after the rank, either plus signs or stars.

A plus sign indicates that the player has logged into the chess server at least 500 times.

Two plus signs indicates that the player has logged into the chess server at least 1000 times.

|   |          |        |
|---|----------|--------|
|  | Läufer+* | 557 km |
|  | Läufer+* | 86 km  |
|  | Läufer+* | 666 km |

Rank  
 King++  
 King++  
 King++  
 Rook+  
 King++  
 Queen++

A star indicates that the player has organized and carried out at least 100 tournaments on the chess server.

### 3.8.6 Fast Search in Player Lists

It is possible to search for a player in the player lists on the server.

**Note:** This only works if the player list has been sorted alphabetically.

The search is carried out by typing the first letters of the player's name on the keyboard.



### 3.8.7 Displaying moves after ending a game

There is a new column in the game list.

The column „Moves“ shows information about the number of moves in the game.

| Black           | EloBlack | Result      | Moves | Kibitzers |
|-----------------|----------|-------------|-------|-----------|
| Im-makler       | 2824     | ½-½         | 66    | 1         |
| Super Star      | 2873     | In progress |       | 24        |
| Powerguru       | 2877     | 1-0         | 4     | 3         |
| Martin Krämer   | 2925     | 1-0         | 53    | 2         |
| Zhigalko Sergei | 3082     | 1-0         | 49    | 26        |
| Aikiigm         | 2624     | 1-0         | 46    | 1         |

This allows the user to see how many moves were played in a game.

Under Kibitzers you can see how many people are watching the running game.

### 3.8.8 Applause

If your opponent played well, you may want to applaud him. The player will receive a corresponding message in his chat window and the server will keep count of how many applauds he has received.

You can check that in the player's personal info.

Click the *Applause Button*:

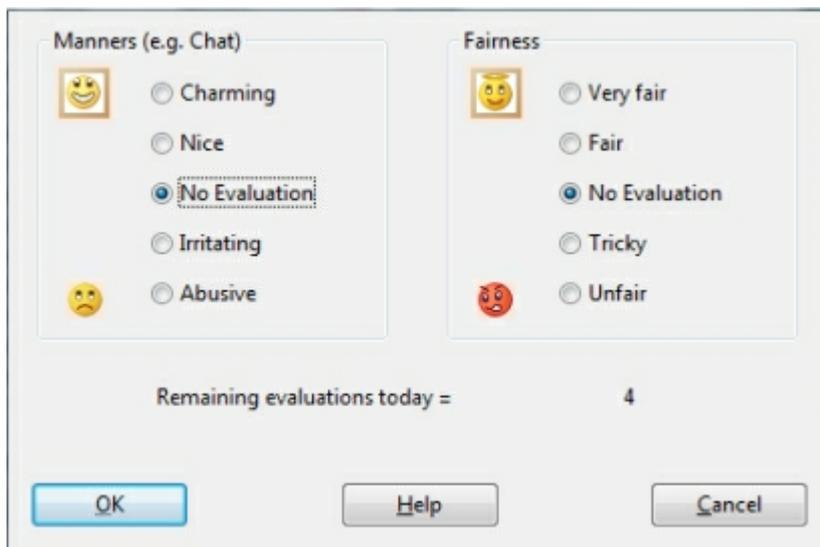


If you kibitz a game, you can send applause to one or both players. There is one button for the white player and one for black.

You can also applaud a player in the players list by right-clicking and using Edit – Send applause. There is a restricted number of applauds you can send per day.

### 3.8.9 Evaluate player

Right-click Edit Evaluate player

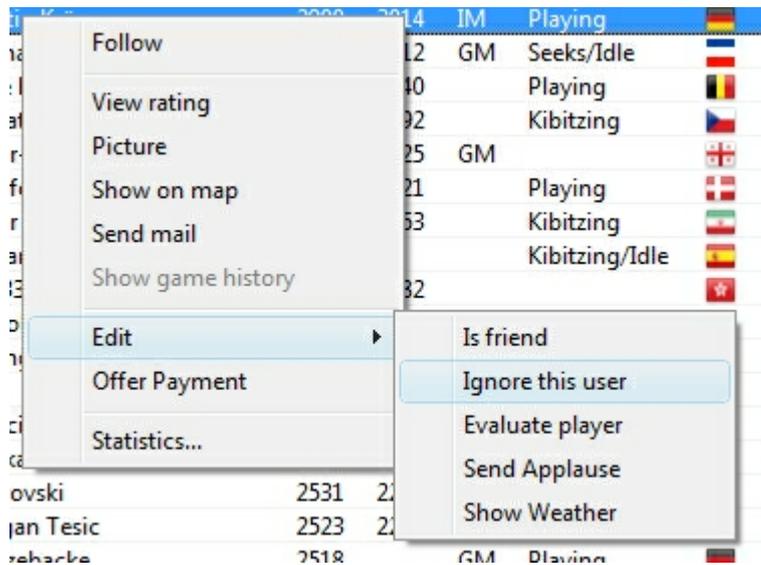
The image shows a dialog box for evaluating a player. It has two main sections: 'Manners (e.g. Chat)' and 'Fairness'. The 'Manners' section has radio buttons for 'Charming', 'Nice', 'No Evaluation' (which is selected), 'Irritating', and 'Abusive'. The 'Fairness' section has radio buttons for 'Very fair', 'Fair', 'No Evaluation' (which is selected), 'Tricky', and 'Unfair'. Below these sections, it says 'Remaining evaluations today = 4'. At the bottom are 'OK', 'Help', and 'Cancel' buttons.

You can give a player a good or bad rating for his behaviour on the server or during a game. Right-click the name and enter the evaluation(s). You can only do this a certain number of times per day.

The server keeps track of all the evaluations a player has received. They affect his social status, which is displayed in the personal info.

### 3.8.10 Friend/Ignore

*Right-click player, Friend/Ignore*



▶ **Friend:** If you define a player as a friend you will be alerted by a sound signal when this player enters the playing room. You can also sort the list according to the social status and get all your friends to the top.

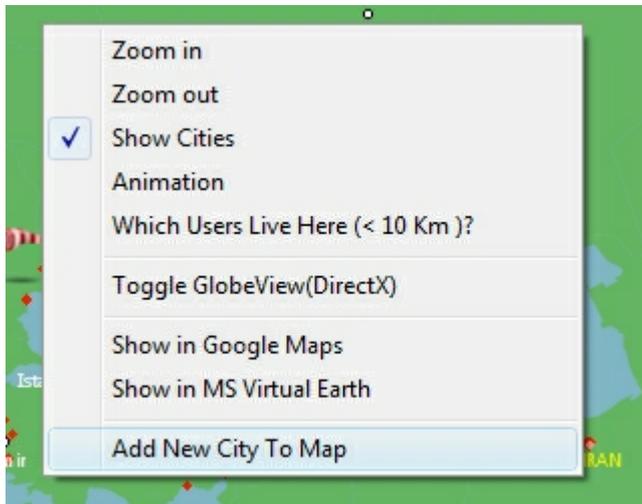
▶ **Ignore:** This will make it impossible for the player to challenge you or address you in the chat window. Use this for hostile visitors.

You can change the Friend/Ignore list by clicking Edit friend list in the Edit menu. You can sort the player according to their social standing by clicking Social at the top of the list.

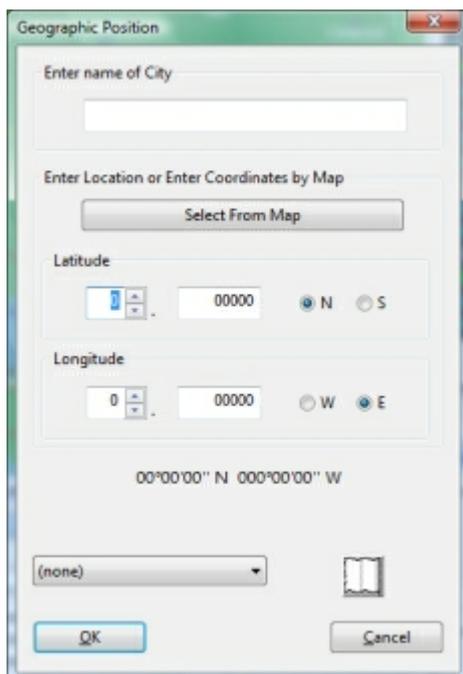
See also Find friends on the map ...

### 3.8.11 Add New City To Map

By right clicking on the map and selecting *Add new City to map* you can describe the exact position if the town is not already in the list of place names.



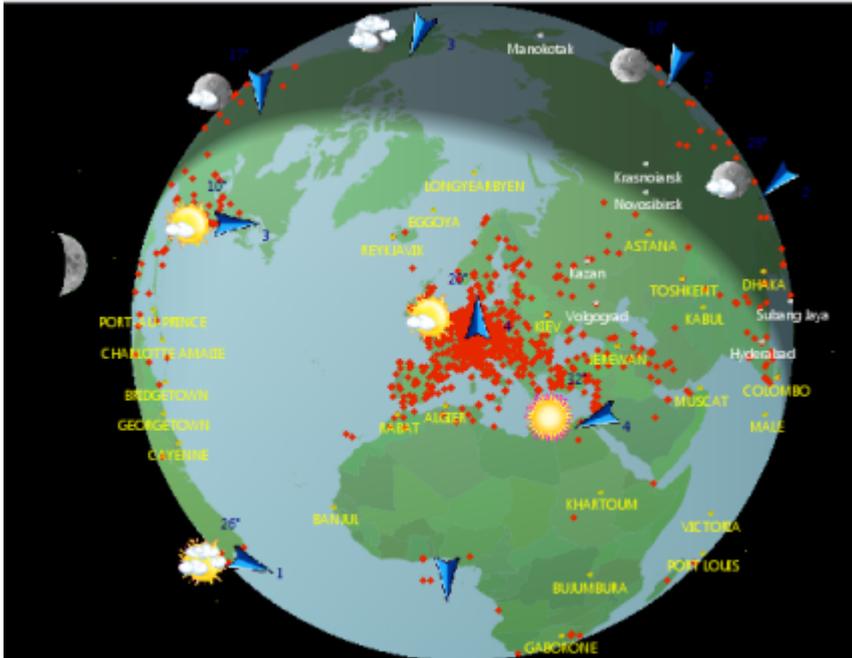
This opens the dialog "Geographical Position"



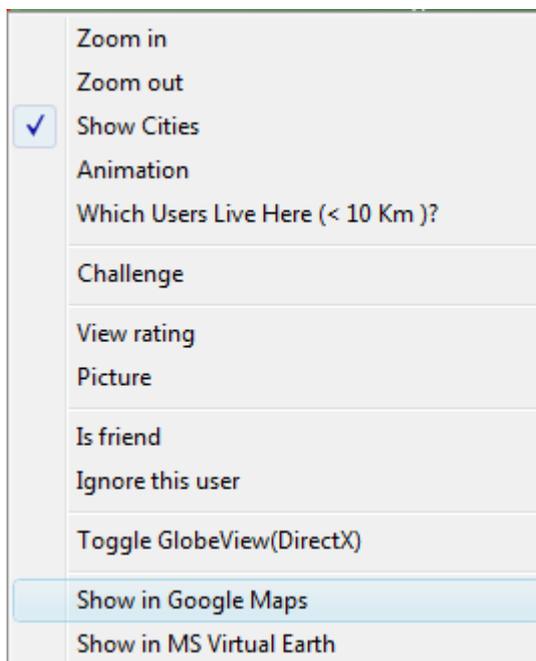
The button " *Select with Map*" can be used to enter the new name directly on the map.

### 3.8.12 Display Click Position

There is a tab entitled "**World**" above the player window.

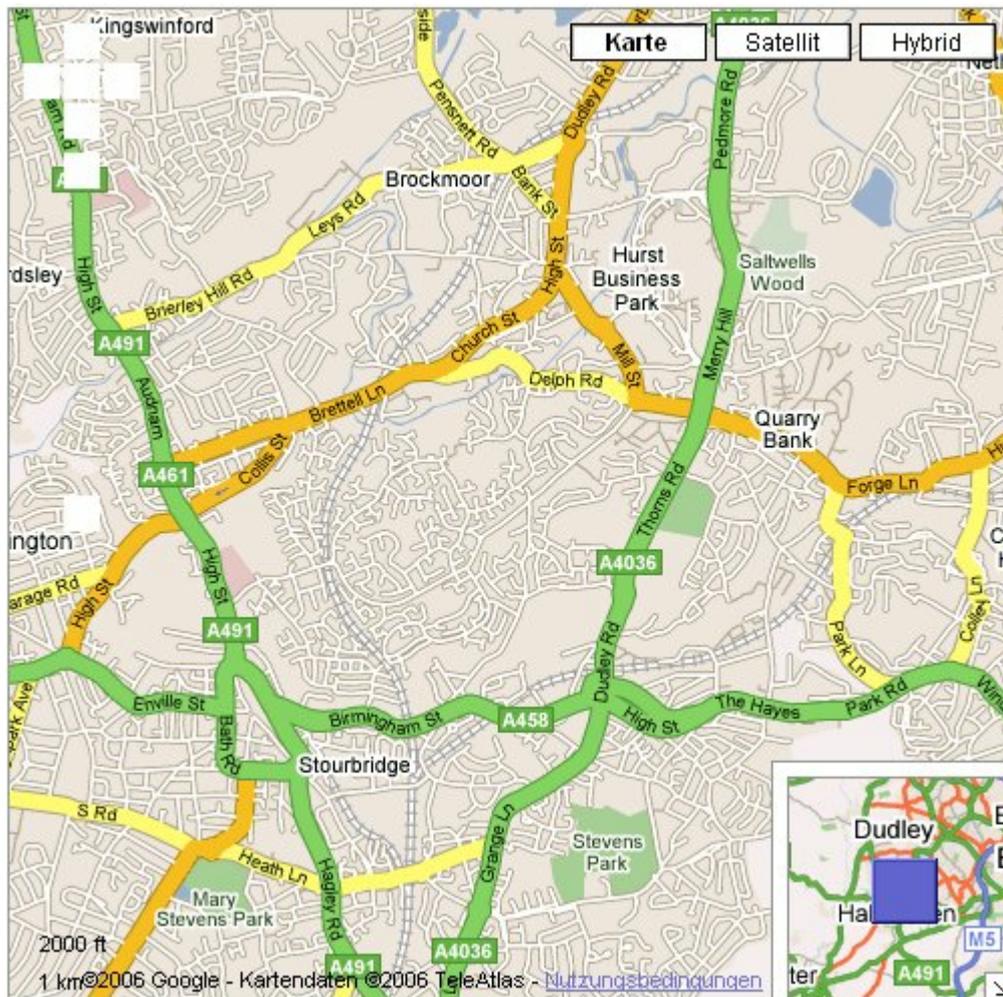


The map uses red dots to show the exact position of everyone who has logged in. By right clicking on a red dot you can access a context menu with various pieces of information about the person.



Show Click Position in Google Maps or MS Virtual Earth opens the map service of the respective company in your web browser. The map displays the position where the

user lives.



Google Earth und Virtual Earth provide the same service. Both companies provide maps and high resolution satellite photos of the Earth, which are integrated in the map software of each company respectively. After finding a place you can switch from the map to a satellite photo in order to get acquainted with the region. The chess server's software makes sure that the correct map is selected.



### 3.8.13 Find friends on the map

Above the player window there is a tab entitled "World".

When you click on this tab you will see a map of the world with red dots that indicate the location of the users who are currently logged in.

Below the map there is a button labelled "Show Friends".



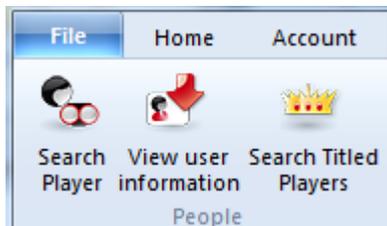
If you click on this button all the users with the status "Friend" will be shown on the map with a blue dot.



Clicking on this button a second time deactivates this function.

### 3.8.14 Search Titled Players

The menu *Community - Search Titled Players* lists all players currently online with official FIDE titles.



In this list you can easily see which room the title holder is in.

Search Titled Players: 8 King + 13 Queen

| Name             | Rooms                 | Rank  | Social | Nation |
|------------------|-----------------------|-------|--------|--------|
| boris alterman   | Training and Teaching | King  |        |        |
| ciller-k         | Main Playing Hall     | King  |        |        |
| blissfuloblivion | Main Playing Hall     | Queen |        |        |
| xjjj             | Main Playing Hall     | Queen |        |        |
| ruznamamuna      | Main Playing Hall     | King  |        |        |
| irik             | Main Playing Hall     | King  |        |        |
| openingtester    | Main Playing Hall     | Queen |        |        |
| why not          | Main Playing Hall     | Queen |        |        |
| su7338           | Main Playing Hall     | King  |        |        |
| high noon        | Main Playing Hall     | Queen |        |        |
| martin krämer    | Main Playing Hall     | Queen |        |        |
| chigga           | Main Playing Hall     | Queen |        |        |
| macemaster       | Main Playing Hall     | Queen |        |        |
| poucin           | Main Playing Hall     | Queen |        |        |
| indoorkiter      | Main Playing Hall     | Queen |        |        |
| agababean        | Main Playing Hall     | King  |        |        |
| djgetsbi         | Main Playing Hall     | King  |        |        |
| frevel           | Main Playing Hall     | Queen |        |        |
| russek           | Broadcasts            | Queen |        |        |

Close

The title bar lists the number of title holders who are online. In the above example there are eight players with the rank "King" and eleven players with the rank "Queen".

### 3.8.15 Usage statistics

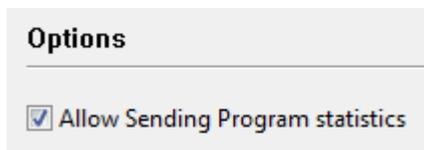
It is useful to gather information about how a program is used in order to develop it in the future. What functions are often used? What functions are rarely used? What are most users interested in?

The program therefore asks the user if he agrees with this data being sent.

If the user agrees to this, the program only sends data about the usage of specific functions. It does not send any personal data about the user. This feature is a valuable source of information that can be used for future developments of the program.

In the program options this feature can be turned on or off permanently.

If you untick the box *Allow Sending Program statistics* the sending of data will be stopped.



## 3.9 Chess

### 3.9.1 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.

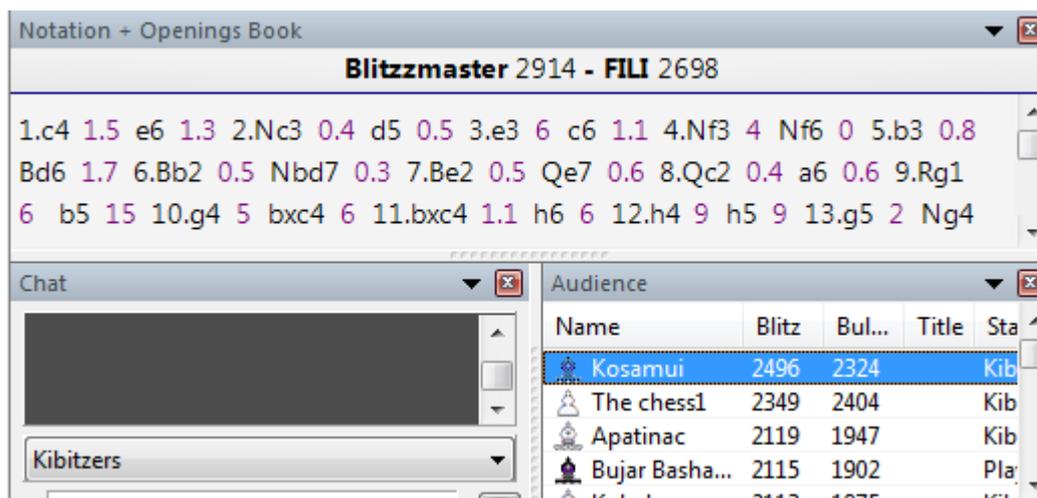


When you save a game, the correct ECO code is automatically inserted.

1. Volume C covers the French Defense and all double King pawn openings
2. Volume B covers all 1.e4 openings in which Black replies with something other than 1.e6 or 1.e5.
3. Volume D contains all of the double Queen pawn openings and all openings in which 3.Nc7 Bg7 doesn't follow the opening moves 1.d4 Nf6 2.c4 g6 (that's what the parentheses mean in the list above: that those moves are not played -- so, in other words, it's the 1.d4 Nf6 2.c4 openings in which 2...g6 is played, but 3.Nc3 Bg7 doesn't follow).
4. Volume E has the openings in which either 2...e6 or 2...g6 3.Nc3 Bg7 follow 1.d4 Nf6 2.c4.
5. Volume A contains everything that doesn't fall into the categories of the other four volumes (stuff like the English and the various flank openings).

### 3.9.2 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

|               |   |
|---------------|---|
| <b>King</b>   | K |
| <b>Queen</b>  | Q |
| <b>Rook</b>   | R |
| <b>Bishop</b> | B |
| <b>Knight</b> | N |

The initial for pawns is omitted, only the move coordinates are given.

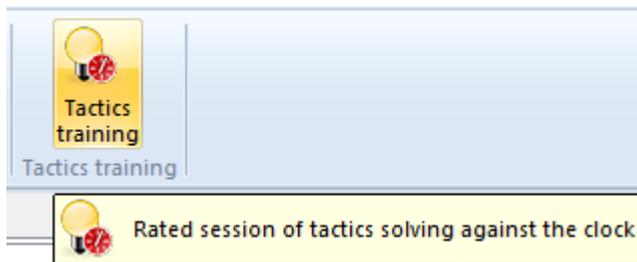
- ▶ In long algebraic notation you use the piece letter, followed by the start and destination squares. Example: 1.Ng1-f3.
- ▶ In short algebraic notation you use only the destination square whenever possible. Example: 1.Nf3, because only the knight on g1 can move to f3. If there is an ambiguity, you 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 "#".

You can switch between the long and short notation in the board window: Tools - Options - tab Notation. As an alternative you can use the figurines. The notation is exchanged by meaningful symbols.

## 3.10 Training

### 3.10.1 Tactics Training

What makes a strong Blitz player? Detection of simple tactics in a matter of seconds. With Tactics Training on the server you can effectively train your tactical vision. The positions are mainly easy, including mate in one. Like what you get in a Blitz game on playchess.com.



Start a session using menu Tactics training. The session will last about five minutes. Whenever the server sends a position, simply enter your solution move.



You will then either receive a new position or a replying move to continue the solution.

The maximum time for each position depends on your tactics rating. Most of the positions are fairly easy. The point is to find solutions as quickly as possible because the server calculates a rating from your solving speed. The left clock displays your current solution time, the right clock displays the total time left. At the end of the session, the server sends statistics and your elo performance:

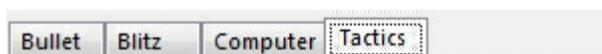


Click *Check Solutions* to open the database where all positions are stored.

You can find them in *My Documents\ChessBase\MyInternetTactics*.

If you failed to solve a position it will automatically be modified to a training question. This allows you to have another look at it without time pressure before checking the correct solution. The server database of tactical positions will be continuously updated.

Check your Tactics Elo with menu *View - Elo - Tactics*.



|                |             |
|----------------|-------------|
| Sessions:      | 11          |
| Positions:     | 86          |
| Solved:        | 31          |
| <b>Rating:</b> | <b>1420</b> |
| Date:          | 18.9.2009   |

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