

Playchess Manual



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Access

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.

If you are using one of our chess programs you log in by clicking on "Playchess.com" in the initial splash screen.



In both cases 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.

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.

- ▶ **Name:** 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](#)

Serial number

Menu: Help – Enter serial number

A serial number gives you full access for one year at a modest price. 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, e.g. using your credit card. It will be emailed to you quickly, in the meanwhile you simply continue to play.

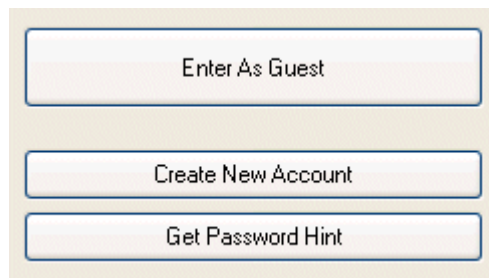
Click Enter serial number in the Help menu of the main online window and type in the five groups of digits and letters.

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

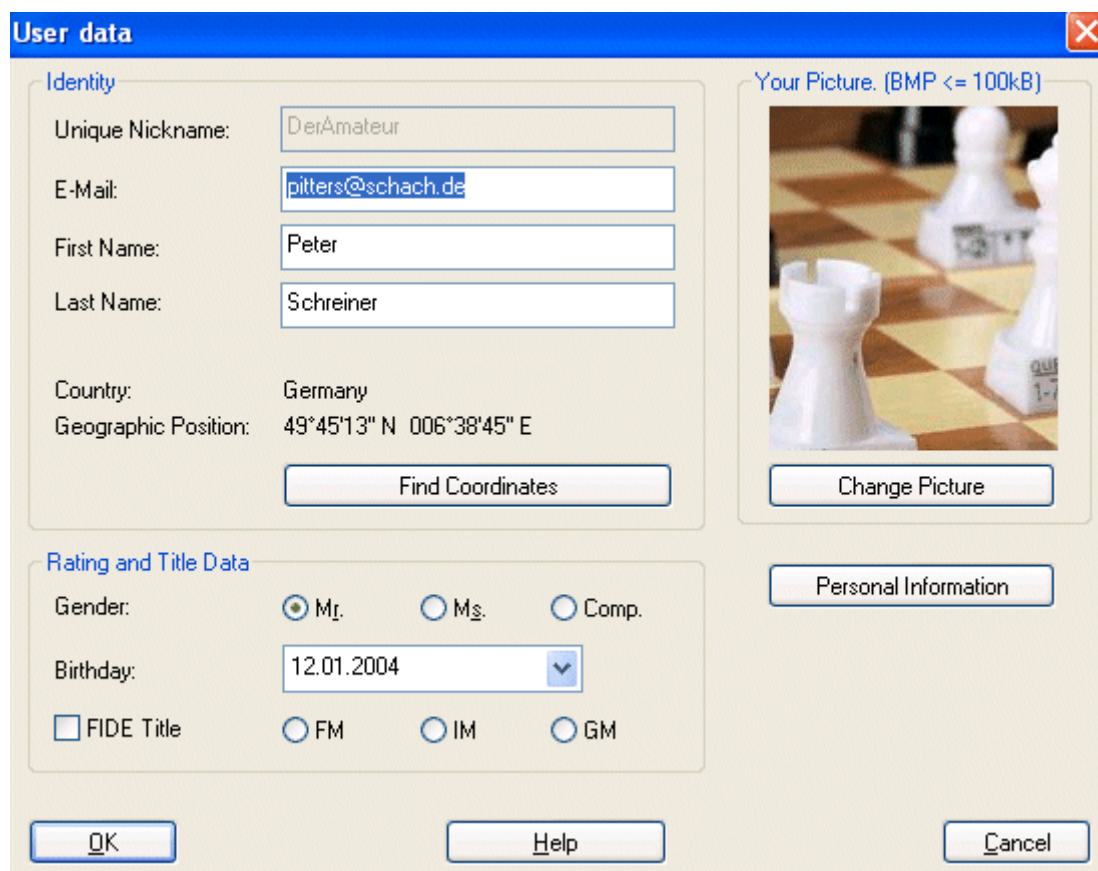
- ▶ If you have a Playchess account which was created with an older version of the program you will be asked for a serial number when you log in with the new version. If you do not register correctly your account will be set to *guest* after 30 days. You will still be able to log in with the old version.
- ▶ **FIDE Grandmasters get free lifetime serial numbers.** Please send a short mail to info@chessbase.com, including a day time call-back phone number. You will then receive the rank of *King*.
- ▶ 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.
- ▶ Together with our chess programs and ChessBase 9 you get a serial number for one year's access to the Playchess server. The serial number is printed on the front cover of the manual you receive with the program. You can create one account with a serial number.

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.

A screenshot of a "User data" dialog box with a blue title bar and a close button (X) in the top right corner. The dialog is divided into several sections. The "Identity" section contains text boxes for "Unique Nickname" (DerAmateur), "E-Mail" (pitters@schach.de), "First Name" (Peter), and "Last Name" (Schreiner). Below these are "Country" (Germany) and "Geographic Position" (49°45'13" N 006°38'45" E) with a "Find Coordinates" button. The "Rating and Title Data" section has radio buttons for "Gender" (M_f, M_s, Comp.) and "FIDE Title" (FM, IM, GM), and a "Birthday" dropdown menu set to "12.01.2004". On the right side, there is a "Your Picture. (BMP <= 100kB)" section with a photo of chess pieces and a "Change Picture" button. At the bottom right, there is a "Personal Information" button. At the bottom of the dialog are "OK", "Help", and "Cancel" buttons.

- ▶ **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.

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.

Geographic position

Menu: Edit – User data – Geographic position



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.

- ▶ **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.

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.

Network firewalls

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

Online update

Menu: Help – Query update



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

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

The update files will automatically be installed over the current version of the program. In some cases a reboot of the computer may be required, but the program will warn you before it does so. Important: You have to supply a serial number for your account to receive updates from the server.

Getting started

The chess rooms

Playchess has many different room, 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.

The 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.

Info Players Games World								
<i>Players</i>								
Name	Blitz	Bu...	Title	Status	Na...	Rank	Distance	
Sherlock	1821			Playing		Bishop	732 km	
DEBlitzer	1821	1631		Playing		Bishop	456 km	
Undefeated bill	1818	1898		Playing		Bishop	1641 km	
Ctimor	1817	2074				Bishop	780 km	
Planner99	1815	1904		Idle		Bishop	16662 km	

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.

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		Event Calendar						
Opponent	Conditions	Elo	Clocks	Your color	Ducats	Conne...	Type	
↓ Karlimann	Ducats/Rated	1907	5m + 0s	Automatic	 2		Seek	
↓ Superbiene	Rated	1805	3m + 0s	Automatic			Seek	
↓ Balusan	Unrated	1790	1m + 0s	Automatic			Seek	
↓ Horacain	Unrated	1759	3m + 0s	Automatic			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.

Unrated
 Rated
 Ducats

No Computers
 No Centaurs
 Fast Internet Only

Elo: 0 - 3000
Time: 1 - 120
Gain per move: 0 - 100
Minimum Rank: Guest
Min. Ducats to override elo: 1

Activate Reset

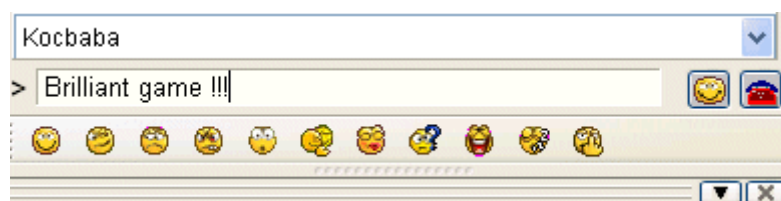
- ▶ When you challenge a player you suggest time controls. The colours are automatically determined by the server, or you can ask for White or Black.
- ▶ In your challenge you can offer to play a rated game. This means that the result will be used to calculate and record your playing strength on the internationally recognised Elo rating system. There are three separate ratings, one for “bullet chess” (three minutes for the entire game), one for traditional blitz (5 to 15 minutes) and one for long games.
- ▶ *Challenger sends game* allows you to start a game from a position other than the normal starting position. This is used to resume adjourned games or to play a theme tournament. You should load a game from a database or enter the moves on the board before you challenge your opponent.

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

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

Chat

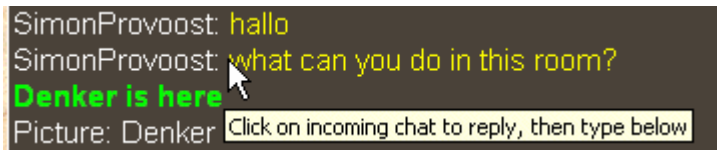
In all rooms you can chat with other visitors. Click the name of your chat partner, then type in your text. Hit Enter to send.



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](#)

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, from left to right, 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 know 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.

How to follow training lessons or live events

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

Enter the room by clicking on the room name in the room window.



Select the *games* tab in the online list window.

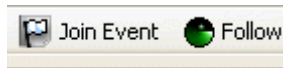
Info							
Players							
Games							
World							
Games							
White	EloWhite	Black	EloBlack	Result	Time con...	Start ti...	Type
! Peter Leko		Peter Svidler		½-½		19:33 (...)	Broadcast
! R. Kasimdzhanov		Judit Polgar		1-0		19:35 (...)	Broadcast
! Michael Adams		V. Anand		½-½		19:36 (...)	Broadcast
! Live Comment...				Finished		22:18 (...)	Broadcast
! Veselin Topalov		A. Morozevich		½-½		23:36 (...)	Broadcast

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.

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.

Playing on the server

Playing on the server

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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.

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Opponent	Conditions	Elo	Clocks	Your color	Ducats	Conne...	Type
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- *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.

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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.

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.

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:

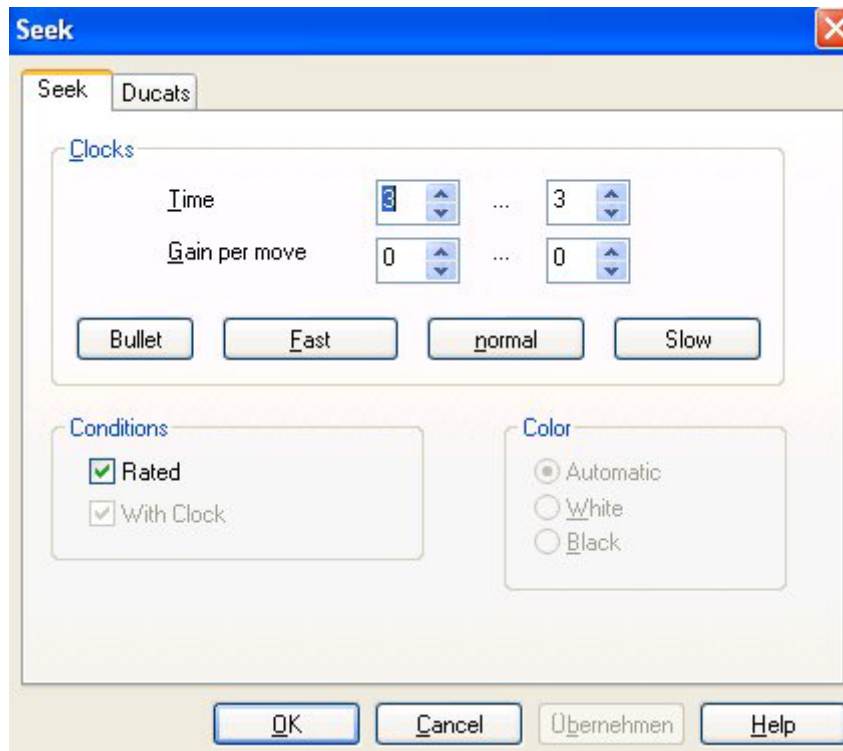
You can filter out lags by using the setting *"Fast Internet Only"*.

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

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*. This dialog uses the following entry mask:

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:



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.

The buttons 1-0, Fast, Medium and Long can be used to quickly load predefined settings. These settings can then be modified, if necessary.

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.

Playing options

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

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

- ▶ 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.

Square Markers

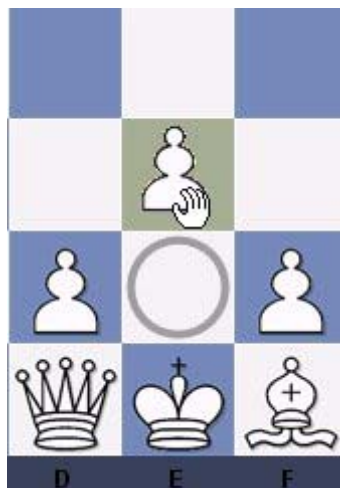
This option prevents the source square being marked with a circle during move input.

Move Input

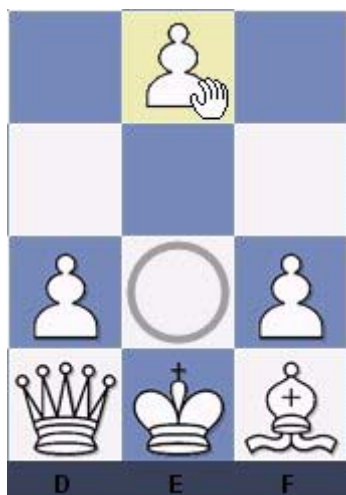
When entering moves on the 2D board the source and destination squares are clearly marked in the "mouseover" mode.

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 in the menu Options - Games prevents the source square being marked with a circle during move input.

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.

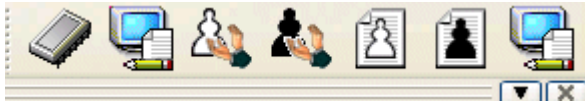
If you double-click an entry in the games list you will get a board and can follow the action there. You can chat with other spectators and discuss the game with them. You can also employ a chess engine (in menu Engine or by using Alt-F2) and use that to analyse the board position.

Some things to note

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

press Ctrl-S.

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



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

Threatened squares

Additional help while kibitzing a game:

Menu: Help – Threatened squares

Displays the status of each piece on the board.

- ▶ A *red* square means that the piece is under attack and not sufficiently defended, or that it is being attacked by a piece of lesser value. This is usually a pretty serious danger signal and means you must take active measures to avoid losing a piece.
- ▶ *Yellow* means that the piece is under attack, but it is just sufficiently defended. You must be careful about removing any defending piece.
- ▶ *Green* means the piece has enemy contact but is well defended. Usually it is okay to remove a defending piece.

Help with your moves

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

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

Spy

While kibitzing a game on the server, you can switch on the *spy*. It will show you the threat in the current position. Menu *Help - Spy*.

Ratings

Menu: View – Rating

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

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

- ▶ **Bullet:** for games played at a rate of 3 minutes + 0 seconds or less for all moves.

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

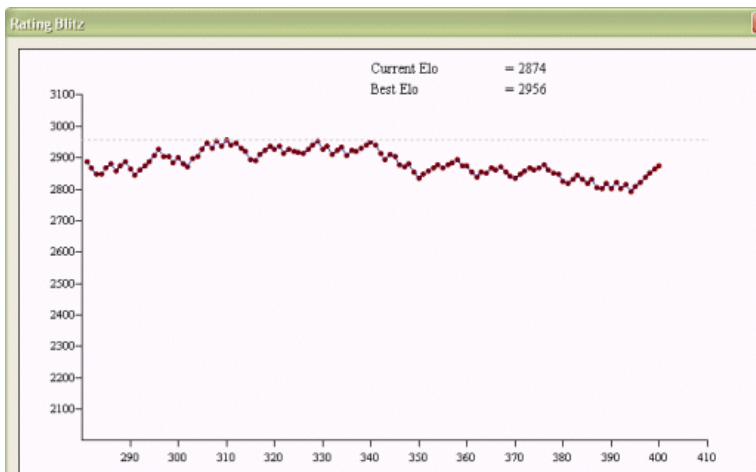
Click *View – Rating* or press Ctrl-E to see your own ratings. To view another player's rating click the name in the list, then right-click the name and click *View rating*. You can also use the *View ratings* button below the players list.

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

Opponent	Result	Elo	Side	#	Nation
heinz-f	1	1327	Black	5282.	
bobbyfgt	0	1502	Black	5281.	
che 76	1	1369	Black	5280.	
dylan dog	1	1398	Black	5279.	
dylan dog	1	1413	White	5278.	
cuoregranata	0	1393	White	5277.	
algund2005	0	1499	White	5276.	
caal_sam	1	1446	Black	5275.	
caal_sam	1	1463	White	5274.	
derplaton	1	1318	White	5273.	
nobis	0	1527	White	5272.	
t_velho	1	1098	White	5271.	
cantona84	1	1315	Black	5270.	
petrov2	0	1482	White	5269.	
novanico	0	1397	White	5268.	

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

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



Other ratings displays

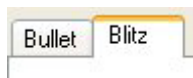
- ▶ Right-click a player and click *Show game history* to see your individual score against this player. The option is inactive if you haven't played any against him.
- ▶ Click *View – Top ratings* to see a list of the top players in each category.

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

Rating	2996
Ranking ±	49/30240

Rating Position 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.



Elo ratings and lists

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

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

If you have an existing Elo list, you can add a tournament to update the list.

Here's a list of rating categories

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

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:

Rating	2996
Ranking ±	49/30240

Rating Position 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.

Ducats

Menu: Edit – Payments

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.

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.

Paying players

Menu: Edit – 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".

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 *Edit – Payments – 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 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

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 signals that he is in a particularly good mood. Underneath Fritz 9's chat input line 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.

Note: The icons can only be received by users who are using Fritz 9 or a newer program. Anyone using older versions can only see the information as text.

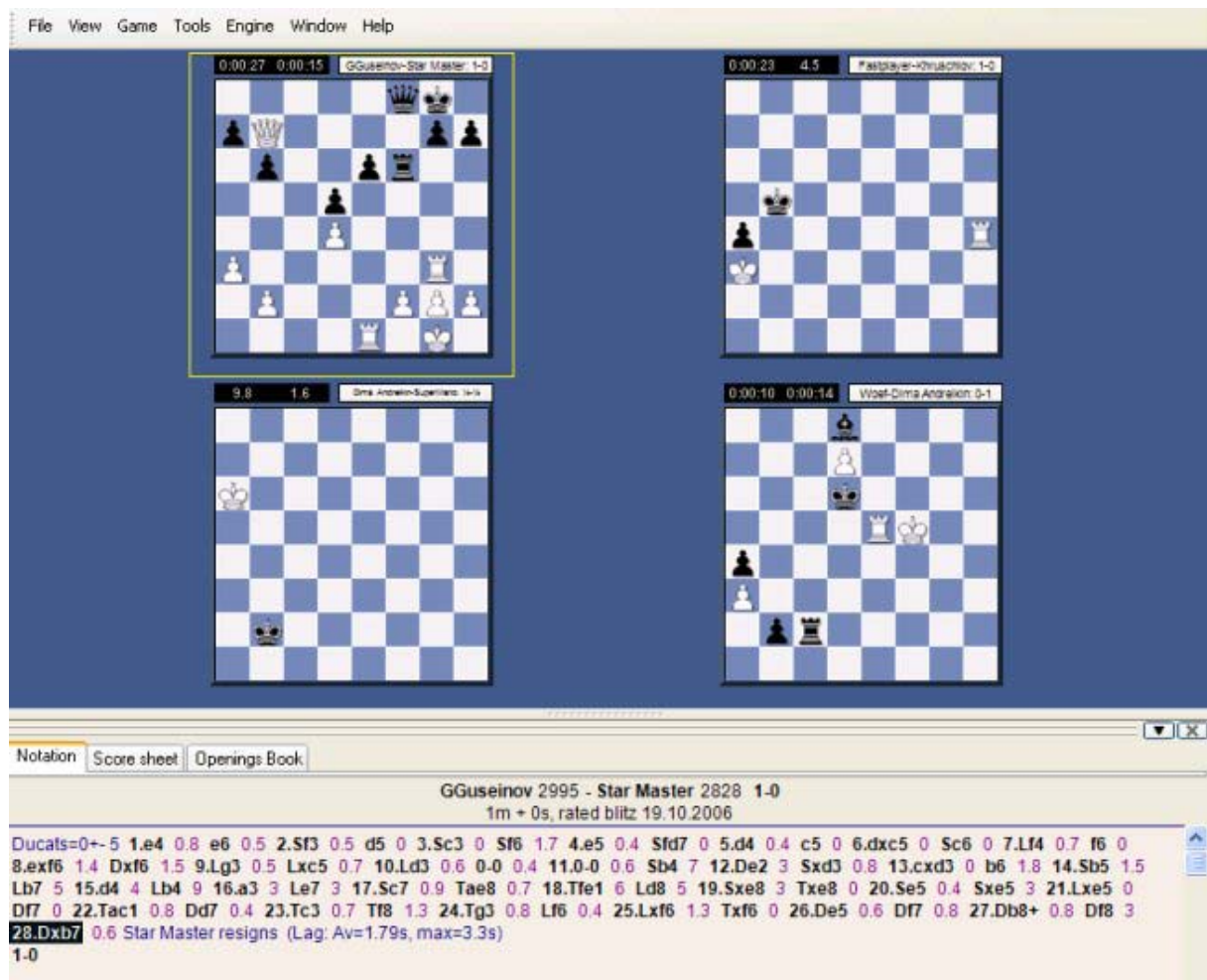
The menu *Tools – Options – Chat* can be used to filter emoticons. You can decide whether emoticons can be used in public conversations, in private chats or in all chats.



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

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.

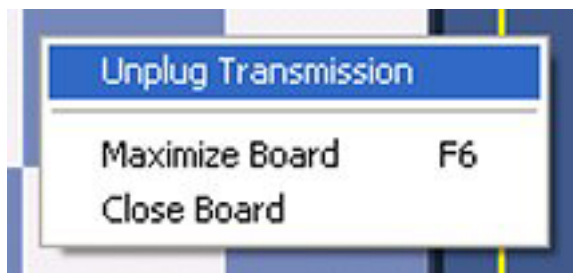


Game window: Select the games that you want to view. Clicking on *View* loads the selected games into the *Multiboard*. It is also possible to start the *Multiboard* by right-clicking on the selected games and clicking on *View* in the context menu.

The *Multiboard* is available in every playing room and can be used to view up to nine games at a time.

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:



Start/Stop Broadcast starts or stops the live broadcast of the moves.

Load viewed games

Menu *File* – *Open* – *Viewed 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.

The menu *File – Open – Viewed Games* gives direct access to all the games that have been stored in this database.

Photo Icons in Playchess.com

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.

Name	Blitz	Bullet	Title	Status	Nation	Rank
 Fastplayer	2912	2808	IM	Idle		Queen
 Kosanovic	2843	2359	GM			King
 Magma	2790	2307	GM	Playing		King
 Bizoo		2757	IM	Idle/Pause		Rook
 Star Ma		2818	FM	Playing		Rook
 Baal		2616		Seeks/Pause		Bishop
 Nanu M		2479	IM			Queen
 Sulashv		2604	IM	Playing		Queen
 Master00000	2703			Playing		Pawn
 Ahmal	2701	2741	IM			Queen

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

Rank Information

Menu *Tools – Rank information*

By using the menu *Tools – 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.

Find Local Players

Above the *Player* window there is a tab entitled "Globe".

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*.

Status Info in Chats

When you are chatting with another player on Schach.de 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.

Note: For technical reasons this message can only be displayed if your chat partner is also using Fritz 9 or a newer program.

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.

Challenges		Event Calendar		
Opponent	Conditions	Elo	Clocks	Your color
↓ Pondababa9	Rated	1781	3m + 0s	Automatic
↓ Qinghai	Unrated	1745	1m + 0s	Automatic
↓ Yashar88	Rated	1613	10m + 0s	Automatic
↓ Macan	Rated	1544	0m + 0s	Automatic
↓ Raskapov17	Rated	1359	3m + 0s	Automatic
↓ Checker10	Unrated		0m + 2s	Automatic

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.

Accept	Delete	Modify	Seek	Formula
Danimen => Your Elo change: Win = 1807 (+16), Draw = 1789 (-2), Loss = 1771 (-20) [Lag 0.00s]				

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.

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.

Challenges		Event Calendar		
Event	Room	Type	Date	
● FIDE WCC in San Luis - game start 20.00 UTC+2 (2.0...	Broadcasts	Relay	Sunday	
● Live Radio with GM Seirawan & IM Martin commenting ...	Broadcasts	Media	Sunday	
● TV ChessBase "WM Studio" with GM Knaak, IM Reeh a...	Broadcasts	Media	Monday	
● DUCAT HUNTING 5+0 Blitz, 9 rounds. More Informatio...		Tournament	Monday	
● Monday night Playchess lecture by Dennis Monokrous...	Broadcasts	Media	Tuesday	

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
Broadcasts	Relay	Sunday	20:00
Broadcasts	Media	Sunday	20:00
Broadcasts	Media	Monday	17:00
Broadcasts	Media	Tuesday	03:00
	Tournament	Monday	20:00

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.

Players						
Na...	Rank	Distance	Social	Slow	Internet	Engine
	Pawn	557 km				
	Pawn					
	Pawn	758 km				
	Pawn					
	Pawn					
	Pawn					
	Pawn					
	Pawn					
	Pawn					
	Pawn					
	Pawn	559 km				
	Pawn	951 km				

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

Server statistics

Menu: Tools – Server statistics



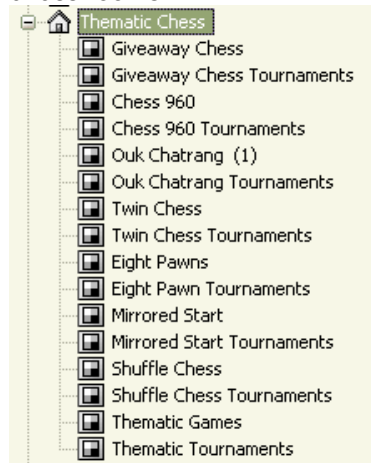
This function gives you an overview of the day's activity on the server: how many people have

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.

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.

On the Schach.de chess server there is a playing area called *Thematic Chess*. There are several rooms inside this area where you can play different chess variations.

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

- I. 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.
- II. The *Ses* (Knight) moves exactly like the knight in classical chess.
- I. 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.
- II. The *Tuuk* (Board) moves exactly like the rook in classical chess.
- III. 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.
- IV. 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.

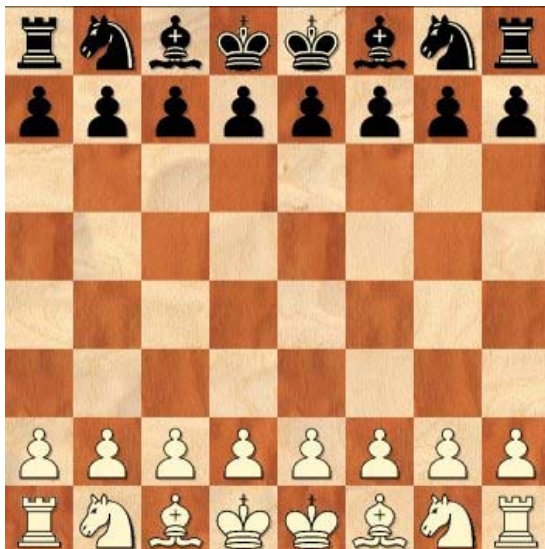
Additional Rules

A draw can come about through the following circumstances:

- I. The agreement of both players
- I. Insufficient material for checkmate
- II. Stalemate
- I. 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.

Other functions

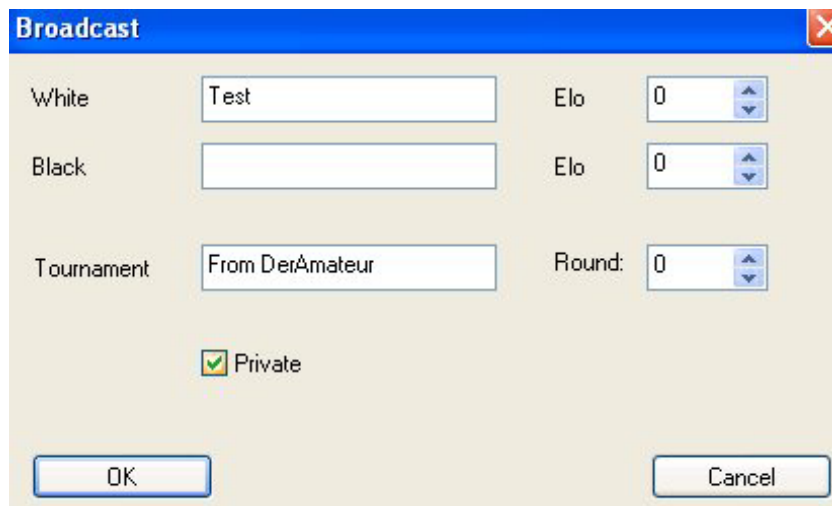
- ▶ **Edit – Edit user data:** This allows you to modify your [user data](#).
- ▶ **Edit – Change password:** You can change your password here. Do not forget to store a hint which will be sent to you in case you forget your password.
- ▶ **View – Shortcuts:** Shows you all the keyboard shortcuts available on the server.
- ▶ **Tools – Reconnect:** Can be used to reconnect to the Playchess server if there is a disturbance.
- ▶ **Tools – Design:** Choose between basic program designs, like elegant, wood or marble.
- ▶ **Window – Panes:** This allows you to configure the screen display, inserting or removing different elements.
- ▶ **Window – Arrange:** Helps you rearrange the screen quickly if everything is messed up.

Giving training lessons

Broadcast and teaching

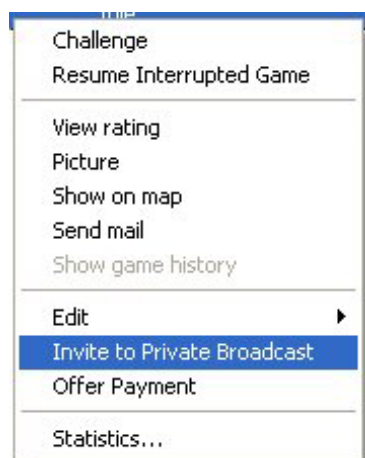
Menu: File – New – New broadcast

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

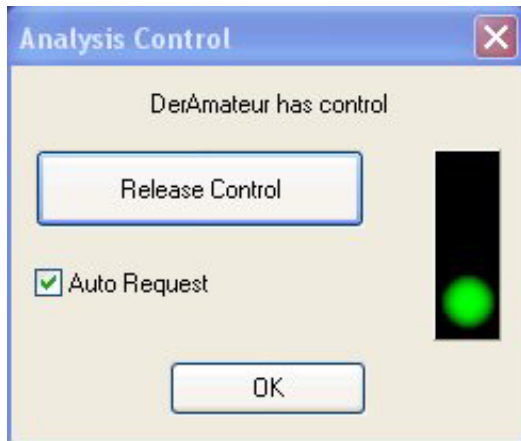


The special function available in these rooms is the ability to broadcast games and discuss them interactively with other visitors. This is how it works:

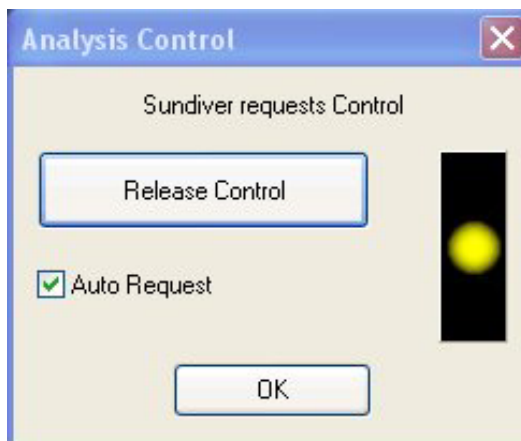
- ▶ First enter the room.
- ▶ Click *File – New broadcast*. Type in names for both sides or a title for the lecture.
- ▶ Now you can enter moves for both sides, and type in notes at the bottom. You can also use the graphic commentary to clear up matters.
- ▶ You can hand over the control to someone else. 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.



Clicking on the button *Release Control* will hand over the control to Jeroen.



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 sent 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

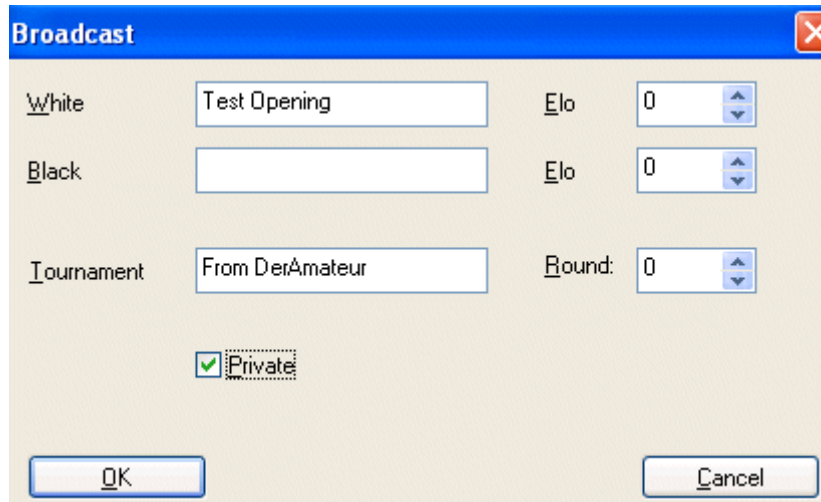
Control window disappears and the visitors can no longer request control.

- ▶ 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.



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.

How to follow training lessons or live events

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

Enter the room by clicking on the room name in the room window.



Select the *games* tab in the online list window.

Info Players Games World							
Games							
White	EloWhite	Black	EloBlack	Result	Time con...	Start ti...	Type
! Peter Leko		Peter Svidler		½-½		19:33 (...)	Broadcast
! R. Kasimdzhanov		Judit Polgar		1-0		19:35 (...)	Broadcast
! Michael Adams		V. Anand		½-½		19:36 (...)	Broadcast
Live Comment...				Finished		22:18 (...)	Broadcast
! Veselin Topalov		A. Morozevich		½-½		23:36 (...)	Broadcast

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.

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

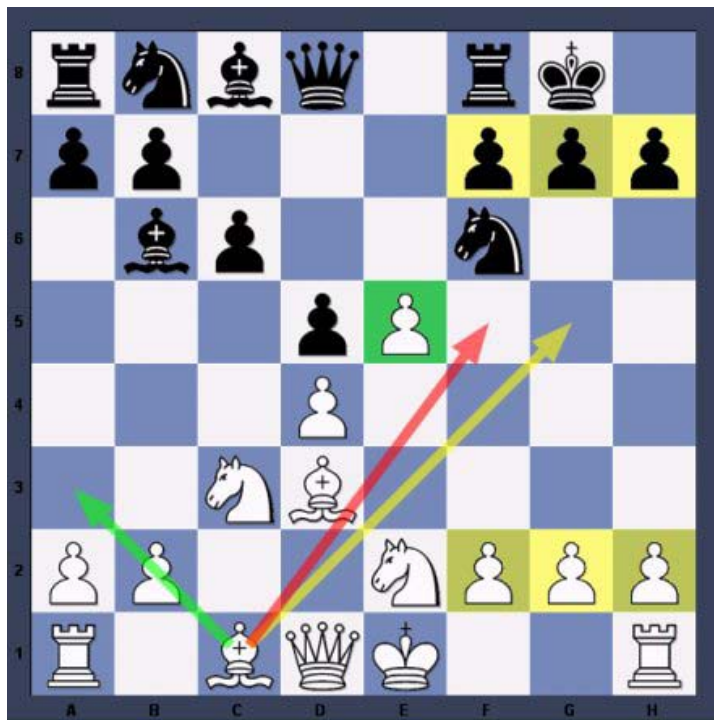
Allows you to set the font face and size for the chess notation. Be sure to select one that begins with "Figurine..." so that the chess figurines and commentary symbols are displayed correctly.

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.

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

Mark square red,
draw red arrow

Mark square yellow,
draw yellow arrow

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

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

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)

Position setup

Boardwindow: New – Position setup

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

- ▶ Choose a piece type in the columns on the right and put one or more of that piece on the board by clicking on squares. The right mouse key changes the colour of the piece deposited, a second click deletes the entry.
- ▶ You can also drag a piece from one square to another, holding down the mouse key in the process.
- ▶ You can **clear** the board completely or **reset** the starting position.
- ▶ The buttons **Copy/Paste ASCII**, **Copy/Paste FEN** are used to enter diagrams that exist in one of the common text description forms. Mark the position in a word processor or browser and press Ctrl-C to copy it into the Windows clipboard. After that you can switch to position entry and click the paste button. The position will appear on the board. The copy buttons will copy a text description of the diagram into the Windows clipboard. FEN stands for “Forsyth-Edwards Notation”, and the similar EPD for “Extended Position Description”.

Example of a ASCII position description:

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

Example of the FEN description of the same position:

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

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

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

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

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.

Text commentary

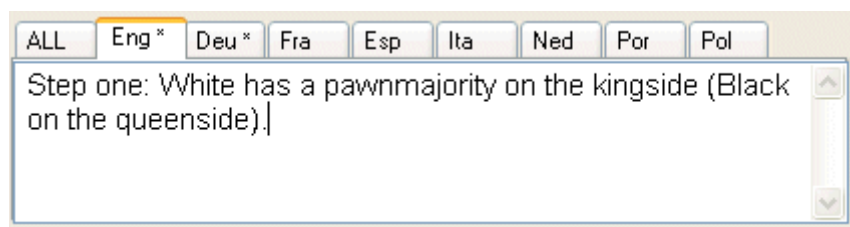
If you run a training lesson or other broadcast, you can annotate moves with text.

Menu: Insert – Text before/after move

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

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

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



Some points to note

- ▶ Text commentary can be written in different languages. Before typing it in, you can specify whether it is neutral or in one of the given languages: English, German, French, Spanish, Italian, Dutch or Portuguese.
- ▶ In the menu *Tools – Options – Language* you can determine which languages should be displayed when you load a game. All is language independent and will always be displayed.
- ▶ You can **mark a position for a diagram** by rightclicking a move and selecting *Insert Diagram*. When you print out the game a diagram will appear in this position.

Configuring the Program

Server options

Menu: Tools – Options

In this dialog you can set a number of parameters:

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

Server settings

Menu: Tools – 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.

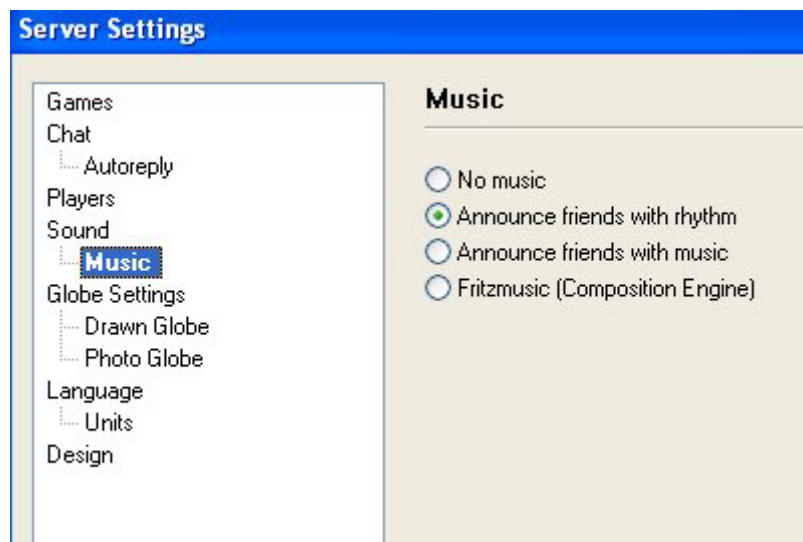
Serveroptions Player

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



Serveroptions Music

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



No Music: There is no music at any time.

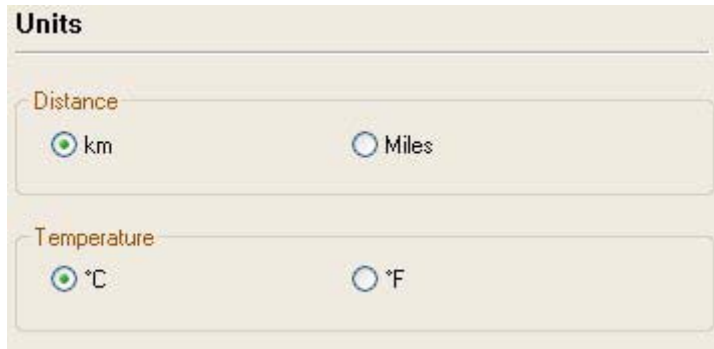
Announce friends with rhythm: The program generates a drum beat whenever a player with the *Friend* attribute logs into the chess server.

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.

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.



Units

Distance

km Miles

Temperature

°C °F

Language

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



Language

Language

Transcript

(none) Cyrillic Greek

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.

Globe settings

Menu: Tools – Options – Globe settings



Globe Settings

Drawn Globe Photo Globe

Night Shadow

Show Moon

Show Sun

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)*.

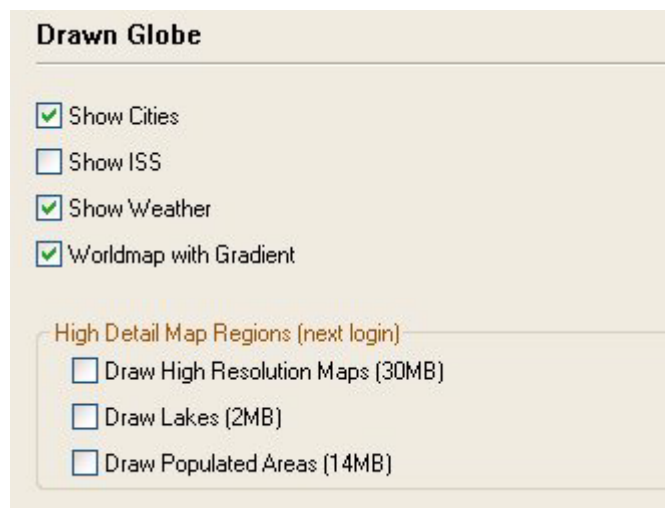


High detailed maps

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. The folder of the ChessBase 9.0 is Program Files / ChessBase / Cbase9

Serveroptions Drawn Globe

Options can be set for the drawn map.



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

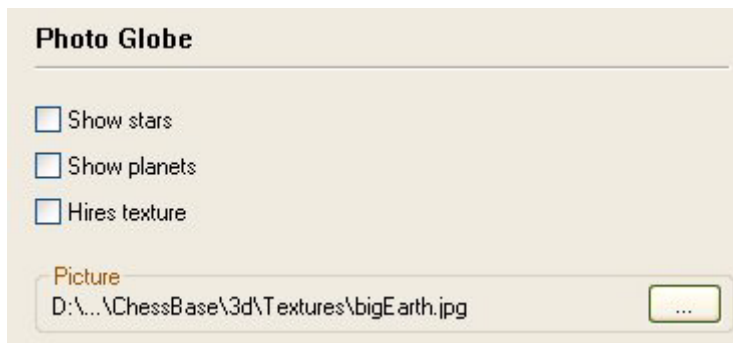
Space station ISS shows the position of the International Space Station.

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

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

Serveroptions Photo Globe

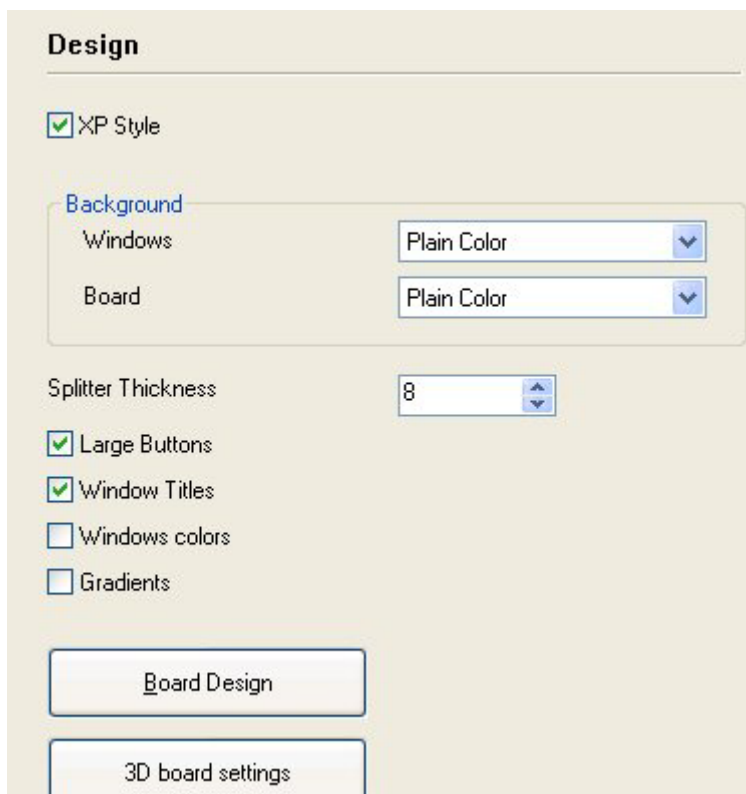
You can set up the position of the stars and planets in the photo globe options, as well as making changes to the graphical display.



Serveroptions Design

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

XP Style: The program uses the standard Windows XP style for window titles, buttons, etc.



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.

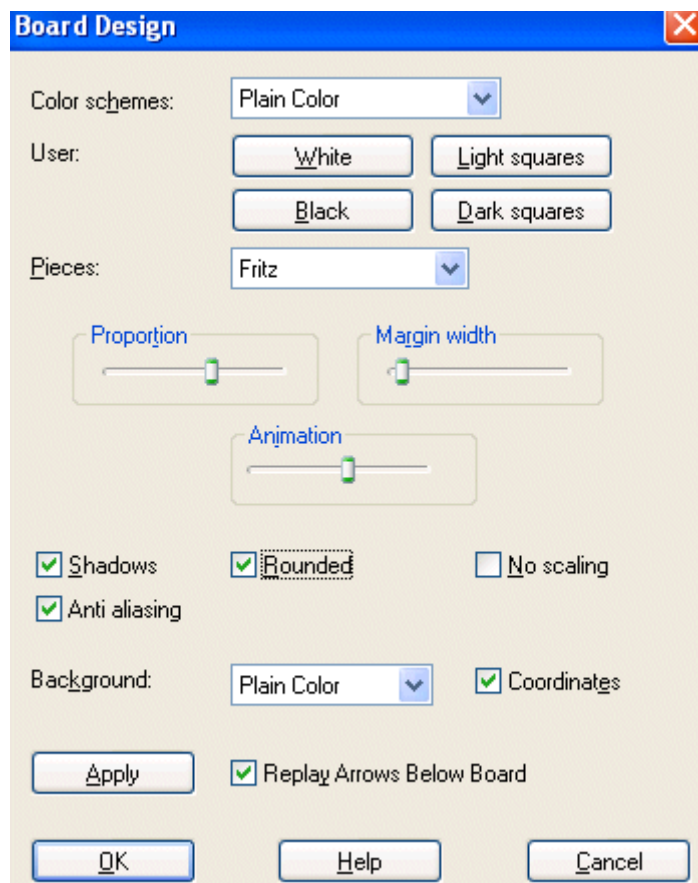
Window Titles: The window title bars can be turned off. This is particularly useful for small monitors with a small resolution.

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 – 2D

Menu: View – Board - 2D

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



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

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

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

schemes.

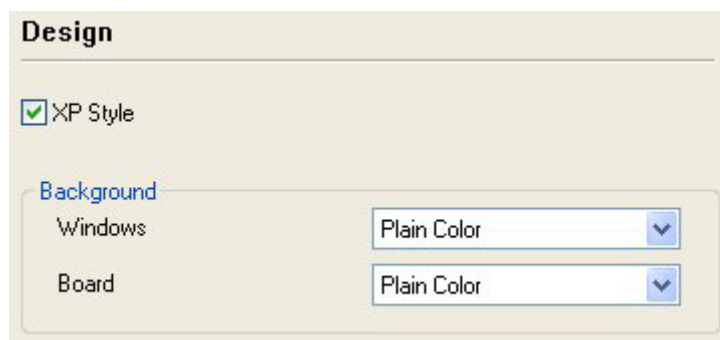
- ▶ **Pieces** selects the piece design from several sets. *Fritz* is the default, *USCF* is a set in the style of American chess publications, and *Oldstyle* a nostalgic set that was used in books earlier in this century.
- ▶ **Proportion** regulates the relative size of the pieces with respect to the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



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

Window colours and design

Menu: Tools – Options – Design



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

- ▶ **Background – Windows:** Choose different materials and colours for the background of the windows. **User BMP** allows you to use any picture (e.g. Microsoft's clouds) for the windows.
- ▶ **Background – Board:** Select a material, colour or picture (in BMP format) for the area around the board.
- ▶ **Windows colors:** Apply the windows background, colours, and character styles set in the Windows control panel. Users with sight impairment can use a setting with high contrast and large buttons. All settings will become fully active the next time you start the computer.

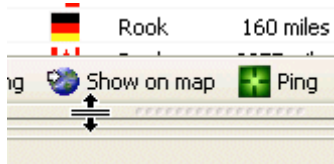
- ▶ **Board design:** Set the board colours. You can get directly to that screen by right-clicking the board and selecting "Board design".
- ▶ **Large buttons:** Display large buttons in the toolbars at the top of the screen.
- ▶ **Splitter thickness:** Set the width of the separation bar between the windows.

Screen layout

Menu: Window – Standard layouts – (layout)

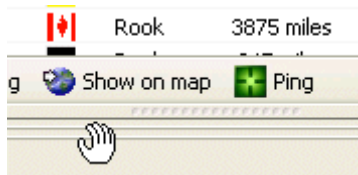
When you first start the program certain "factory settings" are loaded. You can change the screen layout and many other aspects of the program in many different ways. Or you can choose one of the many standard layouts available in the menu "Window" – "Standard layouts". However you can also manually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

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



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

The individual window "panes" can also be moved to a different position on the screen. Move the mouse cursor onto the two parallel lines below the separation bar.



It will turn into a hand. Press and hold down the left mouse button. You can now drag the window to some other place on the screen.

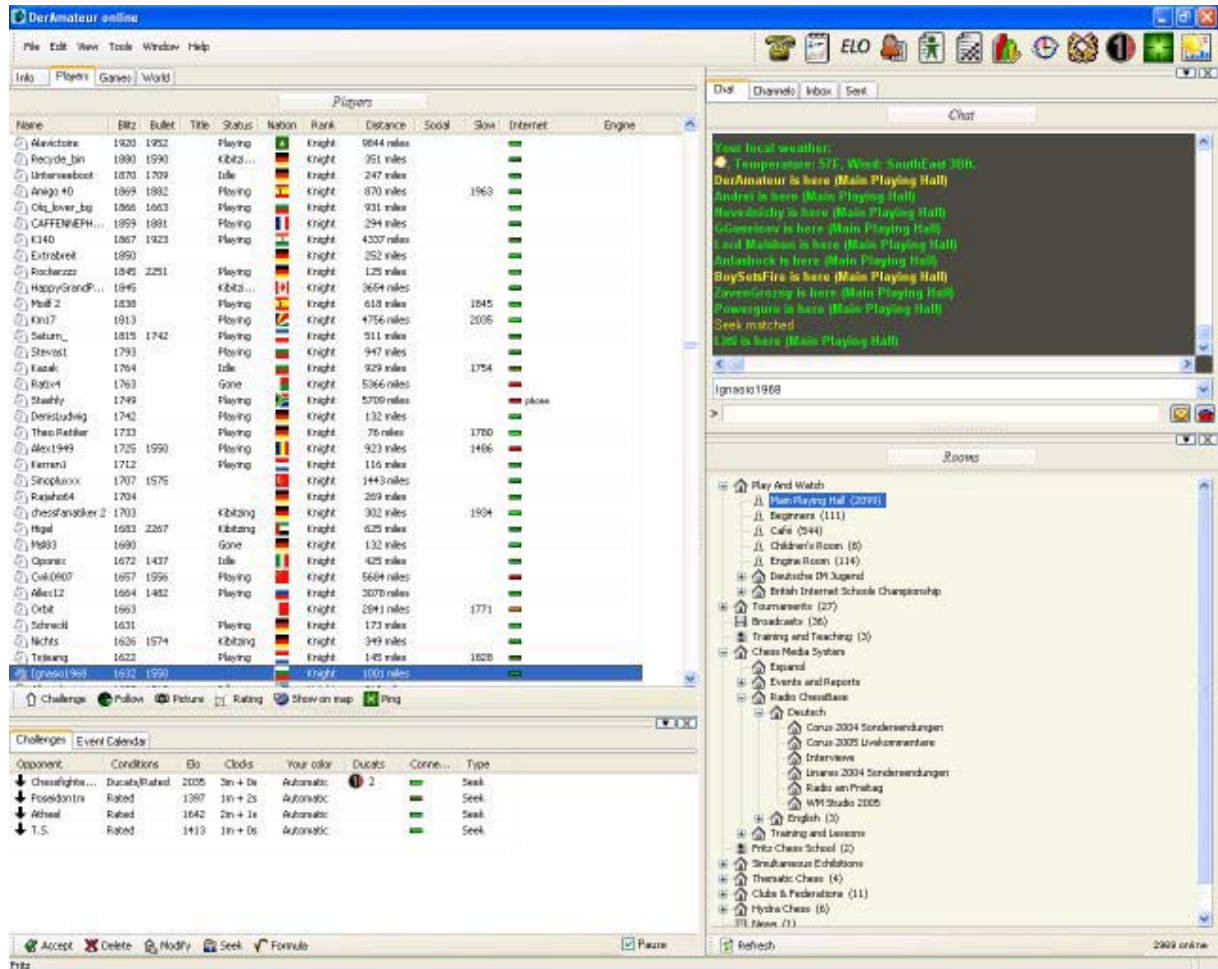
XP Style

Serversettings - Design

This selects the standard Windows XP layout for the representation of the program graphics and dialogs.



This setting is only available under Windows XP/Vista.



Pane Icons

The program has additional icons for the important window panes.



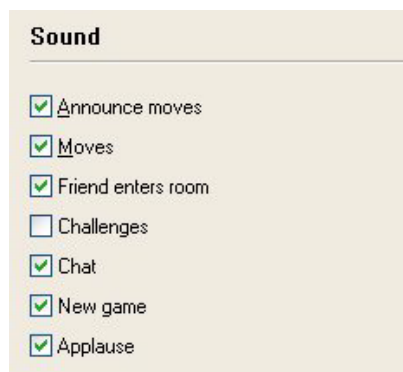
Clicking on the X symbol closes the window. Clicking on the arrow opens a small menu. This menu allows the user to quickly hide or display window panes if and when they are needed.



Sound options

Menu: Tools – 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.

Customize keyboard

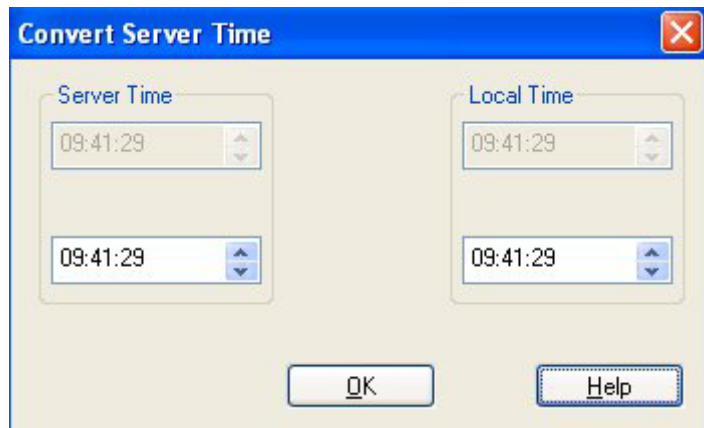
Menu: Tools – Customize...

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

Convert server time

Menu: Tools – 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.

Program Windows

The Notation window

The notation window displays all the moves of the game.

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

Score sheet notation

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











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

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

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

The 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.

Info Players Games World								
Players								
Name	Blitz	Bu...	Title	Status	Na...	Rank	Distance	
 Sherlock	1821			Playing		Bishop	732 km	
 DEBlitzer	1821	1631		Playing		Bishop	456 km	
 Undefeated bill	1818	1898		Playing		Bishop	1641 km	
 Ctimor	1817	2074				Bishop	780 km	
 Planner99	1815	1904		Idle		Bishop	16662 km	

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.

The chess rooms

Playchess has many different room, 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.

Chess Media System



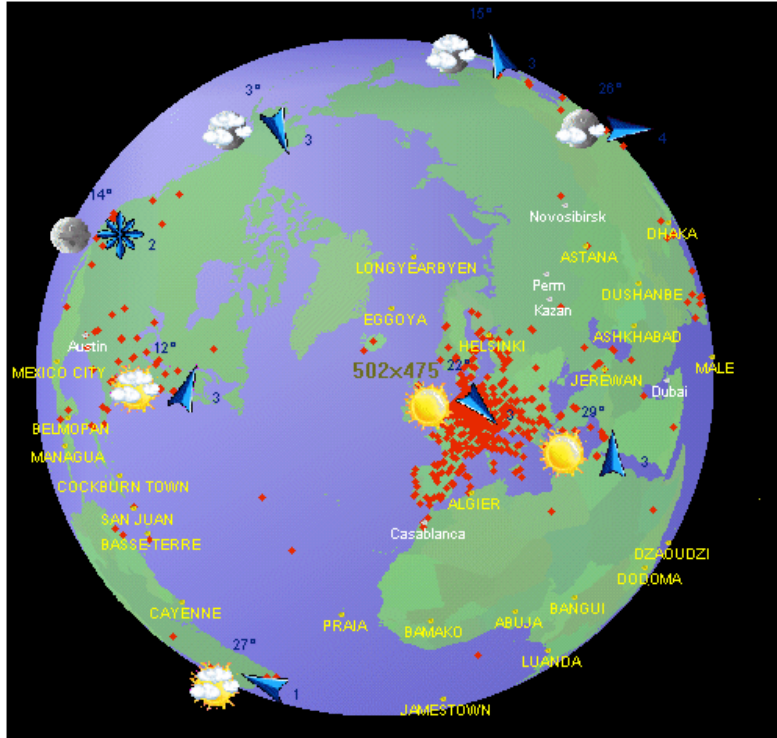
The Chess Media System, developed by ChessBase, is capable of displaying combined chess moves and video. While you are looking and listening to the grandmaster, the moves which the grandmaster enters on his computer are displayed on your board simultaneously. Plans and threats are shown with arrows and 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 menu *Window - Panes - Chess Media*.

World map

Click the button world below the visitors' list

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



The following functions are available:

- ▶ **Mouse click** centers the place you clicked on the globe.
- ▶ **Zoom in/out:** allows you to enlarge or shrink the map scale. There are two buttons at the bottom for this, but you can also right-click the map to zoom in or out.
- ▶ **Center:** centers your own location on the globe.
- ▶ **Show/hide day/night:** displays the day and night zones on the globe.
- ▶ **Geo-coordinates:** As you move the mouse cursor over the globe, the geo-coordinates (longitude and latitude) are given.
- ▶ **Animation:** Right-click the globe and select *Animation* if you want it to rotate automatically.
- ▶ When you move the mouse arrow on a dot, the name of the player is shown. Right click to find out all about this player (picture, rating, etc.).
- ▶ If you right-click a visitor in the main list, you can use *Show on map* to find out where the player is located.
- ▶ In *Tools – Options – Globe settings* you can configure the display (show cities, sun, moon, etc.).

Chat

Chat settings

Menu: Tools – Options – Chat

Chat

Report entry for rank: Rook

Chat to Speech (XP only)

Filter Emoticons

In public chat

In private chat

Translate typed emoticons

Filter insults

Astronomical and Weather Messages

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:

Autoreply

Autoreply If Idle
 Activate

Autoreply In Game
 Activate

Autoreply below rank
Minimum Rank

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.

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
General		1251
Tournaments		1226
Simuls		1194
Events		1094
Special Chess		926
Deutsch		92
Hilfe Deutsch		71
FIDE WCC San Luis		56
Help English		49
English		42
Francais		31
Computer Chess		31
Computer Tourn...		30
Espanol		22
Italiano		22
Politics		22
Sports		14
Nederlands		13
Israel		7
Slovenia		4

Join Leave Talk Refresh Who? New

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:

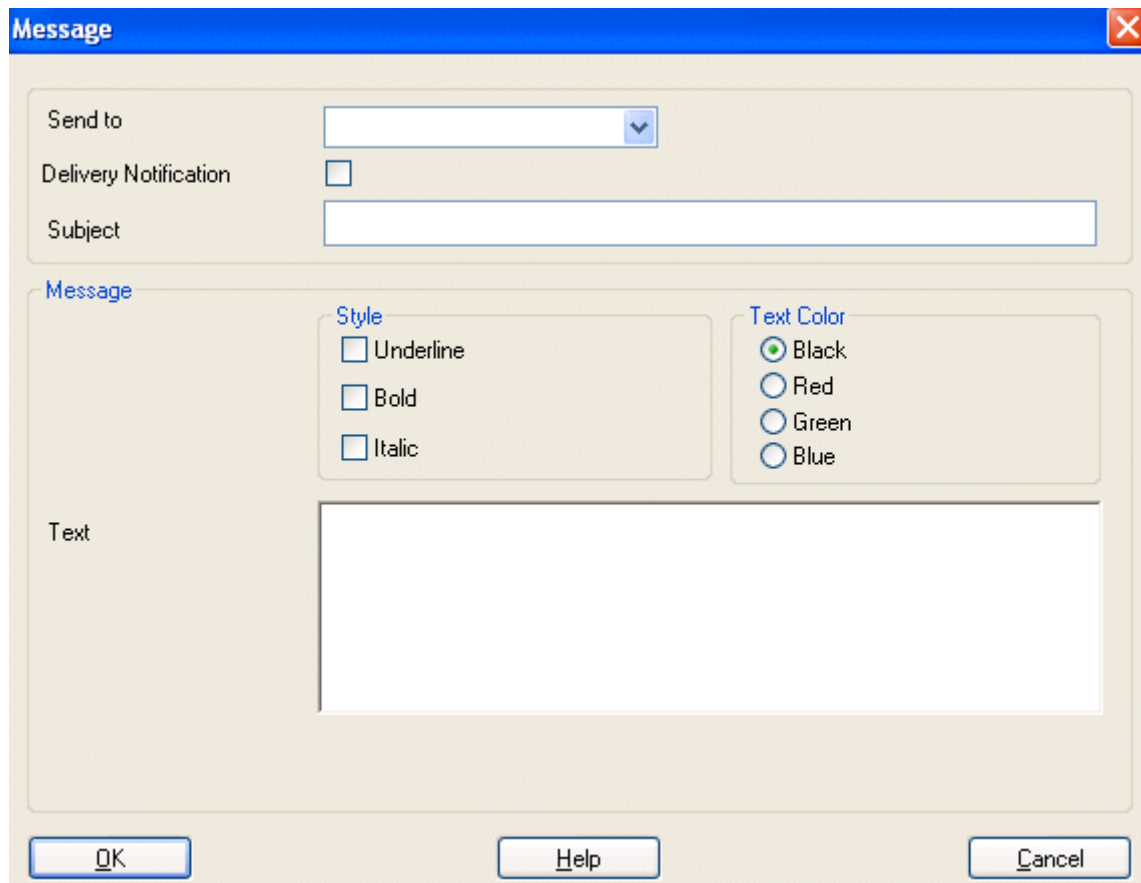
- ▶ **Join** – this allows you listen in on one or more channels.
- ▶ **Leave** – exits the channel.
- ▶ **Talk** – Allows you to talk on this channel. You can chat on any channel, the last will always be sorted to the top of the list and receive the Talk icon.
- ▶ **Refresh** – show the current number 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.

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.

Note: You can also send a new message by clicking *File – New – New message* in the main screen.

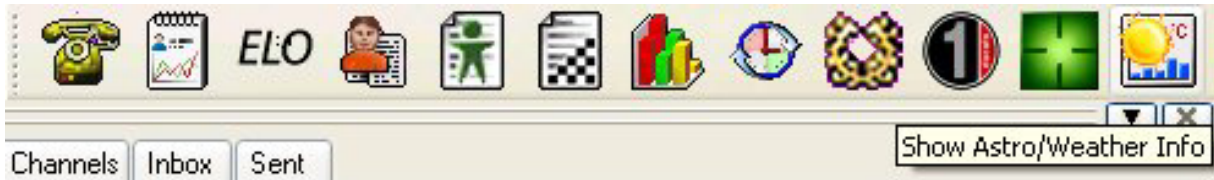
To send messages you must supply a serial number for your account.

Society

Display Astronomical/Weather Data

Menu Tools -- Display Astronomical/Weather Data

This function can also be selected by using the appropriate button at the top right of the screen.



This function displays the following information in the chat window:

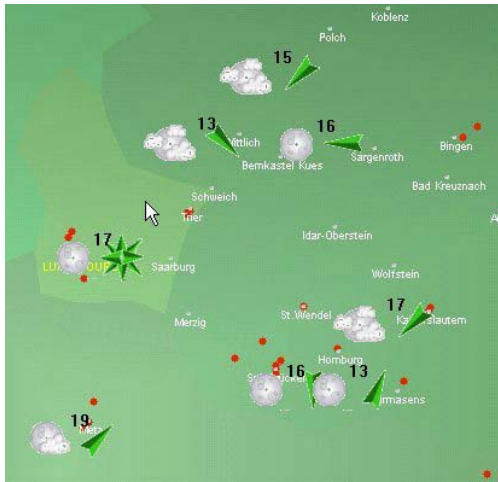


The time of the sunrise and sunset, the temperature, the wind direction.

The general wind directions are also displayed by small green arrows in the display of the whole earth.



If you zoom in on a region in the map of the world, for instance where you live, further details about the weather are displayed.



Picture/Personal info

Right-click – 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.

Social status

Rank

To the left of a player's name you will see a symbol showing the rank.

Name	Blitz	Bullet	Title	Status	Nation	Rank	Distance
Holger Lieske				Kibitzi...		Sysop	347 miles
Smejcolo	2676	2384		Idle		King+	599 miles
Nevednichy	2759	2490	GM	Playing		King	727 miles
Super_GM	2362	2527		Playing		Queen++	3266 miles
Ludens	2345	2527		Pause		Queen+	190 miles
Manhunter	2323	2455		Kibitzing		Queen+	325 miles
Wild Dreams	2709	2333				Queen	733 miles
Fiery Horse	2631	2378		Playing		Queen	1863 miles
Maximums	2581	2086	IM	Kibitzi...		Queen	848 miles
Olnik	2562	2169	IM			Queen	134 miles
Alekroth64	2463	2155	IM	Seek...		Queen	415 miles
Willem Moene	2304	2175		Playing		Rook++	196 miles

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

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	1192
Fairness	?!
Manners (e.g. Chat)	Highly Popular

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

Ranks










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

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).

 Krazownik	2732	2748		Kibitzing/Idle
 Nevednichy	2726	2670	GM	Playing
 Master0o0o0	2706			
 Atlas-Lion	2704	2376	IM	Playing
 E-ahvenas	2695	2906		
 Anlashock	2642	2665		
 Agronom	2638	2633	IM	Playing
 Bethy	2619	2575		
 Moldavian	2606		IM	

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.

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
	King
	King
	Queen+
	Queen+
	Queen+

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 indicate that the player has logged into the chess server at least 1000 times.

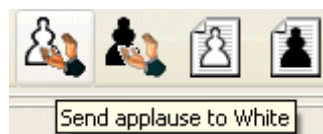
	Läufer+*	557 km
	Läufer+*	86 km
	Läufer+*	666 km

Rank
Bishop*
Bishop++
Bishop++

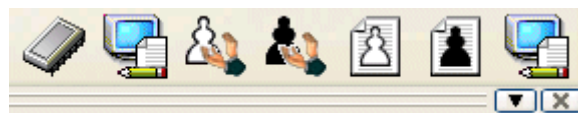
A star indicates that the player has organized and carried out at least 100 tournaments on the chess server.

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 applaud*. There is a restricted number of applauds you can send per day.

Evaluate player

Right-click – Edit – Evaluate player



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.

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.

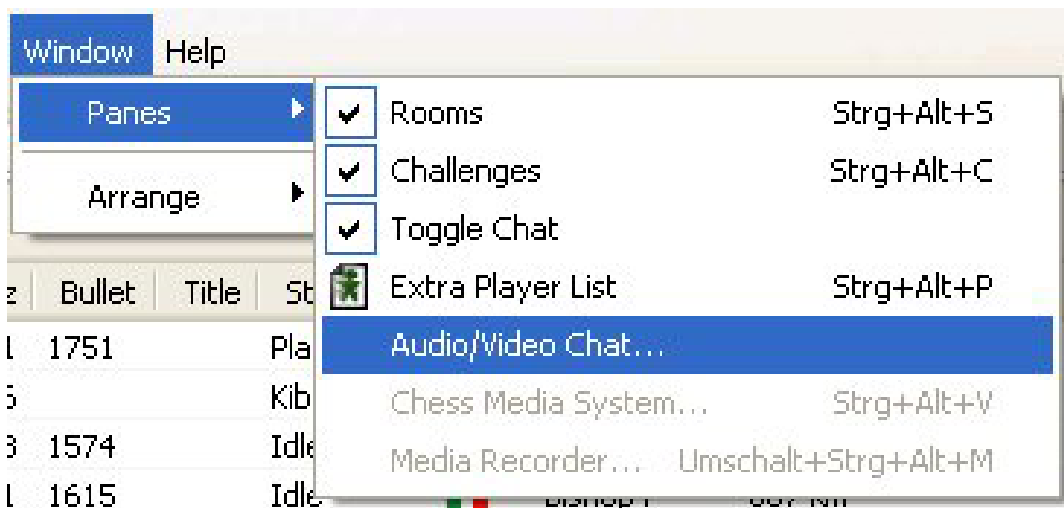
You can change the Friend/Ignore list by clicking *Edit friend list* in the *Edit* menu. You can sort the player according to their social standing by clicking *Social* at the top of the list.

Audio / Video Chat

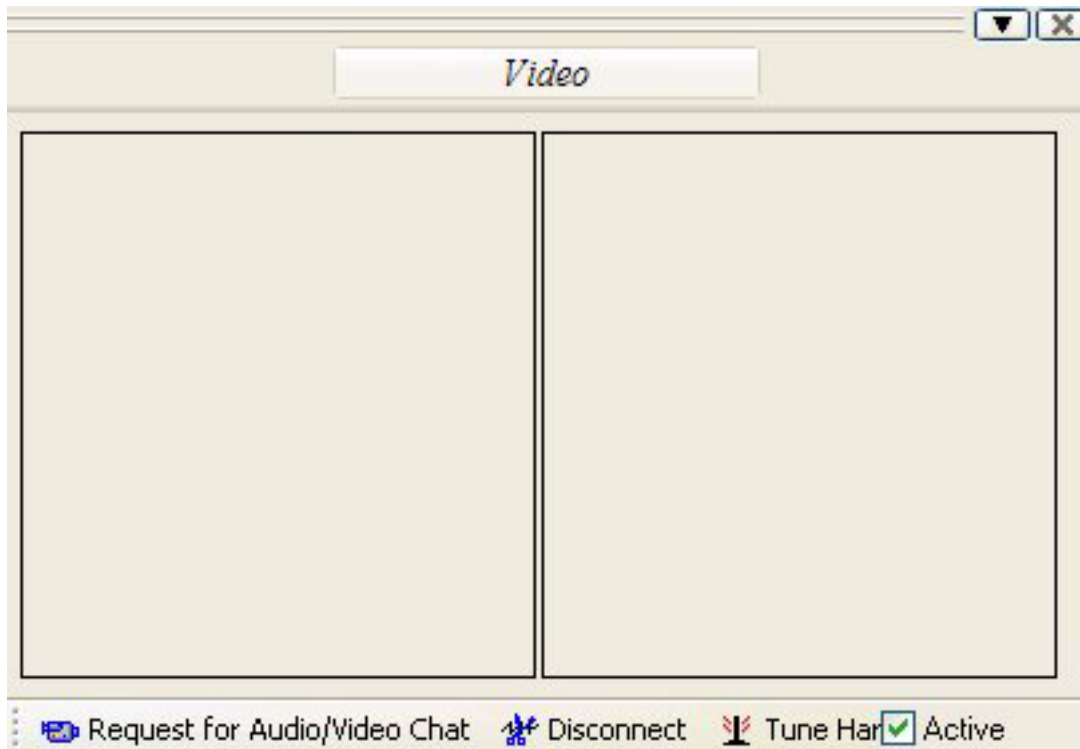
The program offers audio and video chat for direct communication with another user. In order to use this feature both partners need a webcam or a head set.



The audio and video is possible in every room on the chess server. This feature can be accessed by the menu *Window -> Panes -> Audio/Video Chat*.



This opens a window titled **Video**.



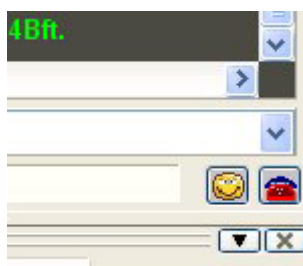
The next step is to use the player list to select the person you want to talk to with Audio/Video Chat.

After selecting the person you can invite him to take part in the communication by clicking on "Audio/Video Chat Request".



This is how to make an invitation, When an invitation for Audio/Video Chat is received there is an acoustic signal, similar to a telephone.

In the chat window there is a small red icon with a telephone symbol. When an invitation is received the symbol blinks, so that the invitation is noticed even when the sound has been switched off.



Clicking on the telephone icon answers the chat request, and the connection is made.

When you want to end the Audio/Video Chat you should click on the button "Disconnect" in the **Video** window.

Configuration Audio / Video Chat

The button "Tune Hardware" can be used to configure the hardware. This starts the operating system's audio and video configuration dialog.

This configures the webcam and the sound card for use with the program.

The Audio/Video Chat is already activated in the default factory settings. The button "Active" can be

used to toggle this function on and off. It might be useful to turn off the chat to block all incoming invitations.

Tip: The **Video** window is not integrated into the board window. If you want to analyse a game or a position with other people during *Audio/Video Chat* you can move the window to another position on the screen.

Audio/Video Problems ?

The *Audio/Video Chat* has been tested in many different system configurations. However, it cannot be guaranteed that it will work together with every possible firewall and router. The function works best with the Windows Firewall that is included as part of the operating system. If you use a router it must support the **UPnP protocol**.

It may be necessary to change the following parameters in the network configuration in order to use the Audio/Video Chat.

Windows Firewall

Activate the option **UPnP Framework** in the Windows Firewall. This option for die Windows Firewall can be found in the System area of the Control Panel.

If the computer is connected to the internet via a router it shoul support the UpnP protocol. Most routers support UpnP, so if there are problems with the Audio/Video Chat it should first be checked if this option has been set correctly.

The following example shows the installation dialog of a Netgear router.

UPnP

Turn UPnP On

Advertisement Period (in minutes)

Advertisement Time To Live (in hops)

UPnP Portmap Table

Active	Protocol	Int. Port	Ext. Port	IP Address
--------	----------	-----------	-----------	------------

This setting allows error free communication with other users.

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.

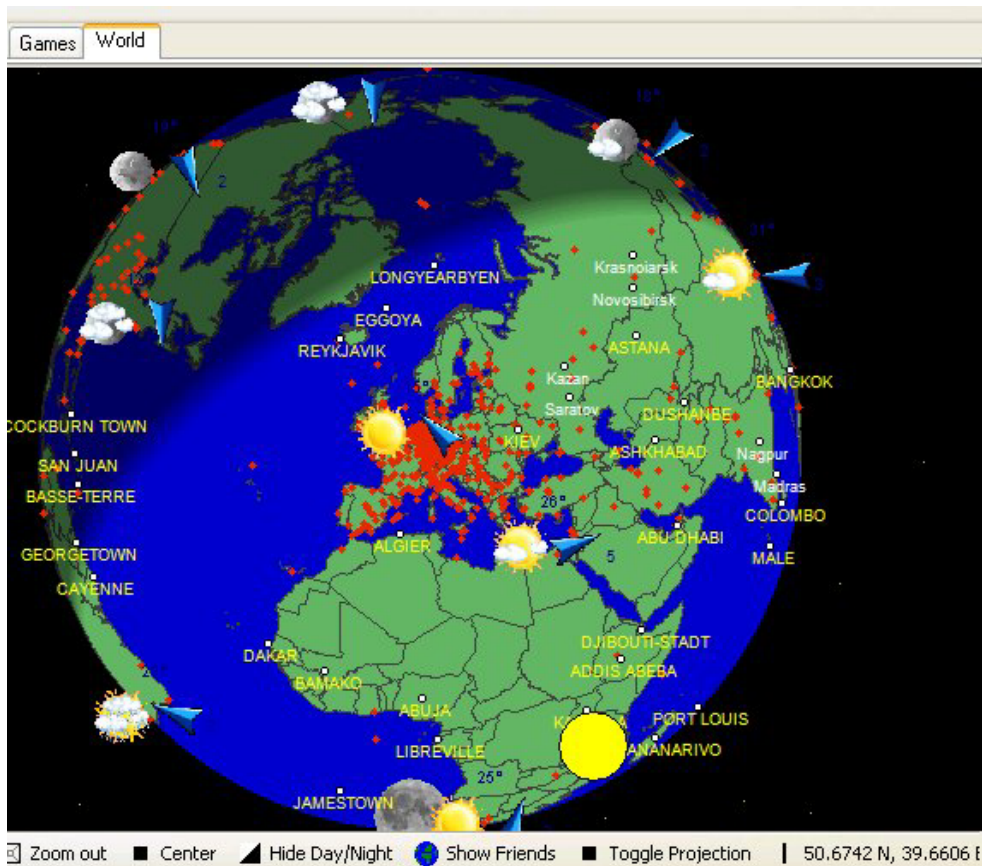


This opens the dialog "Geographical Position"

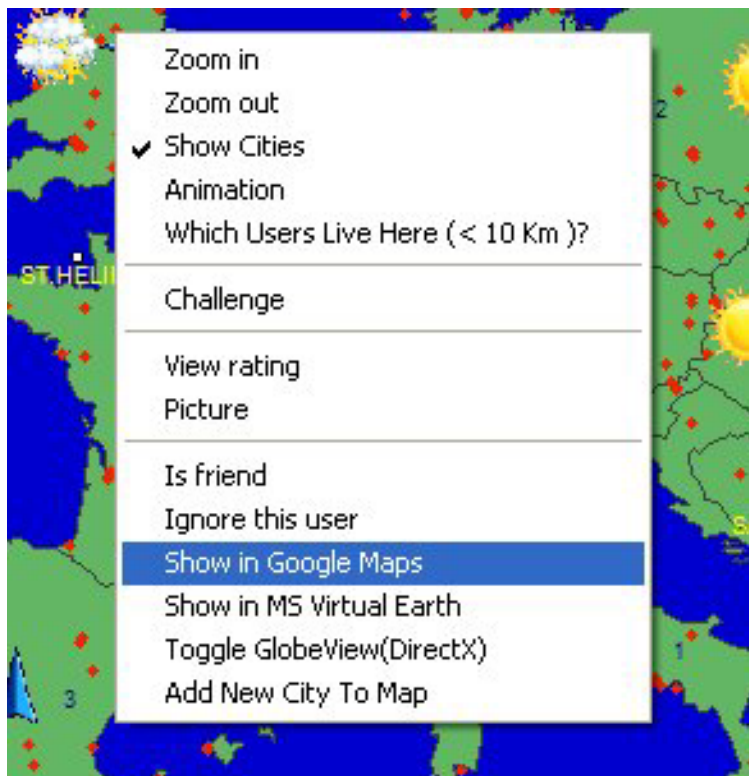
The button " Select with Map" can be used to enter the new name directly on the map.

Display Click Position

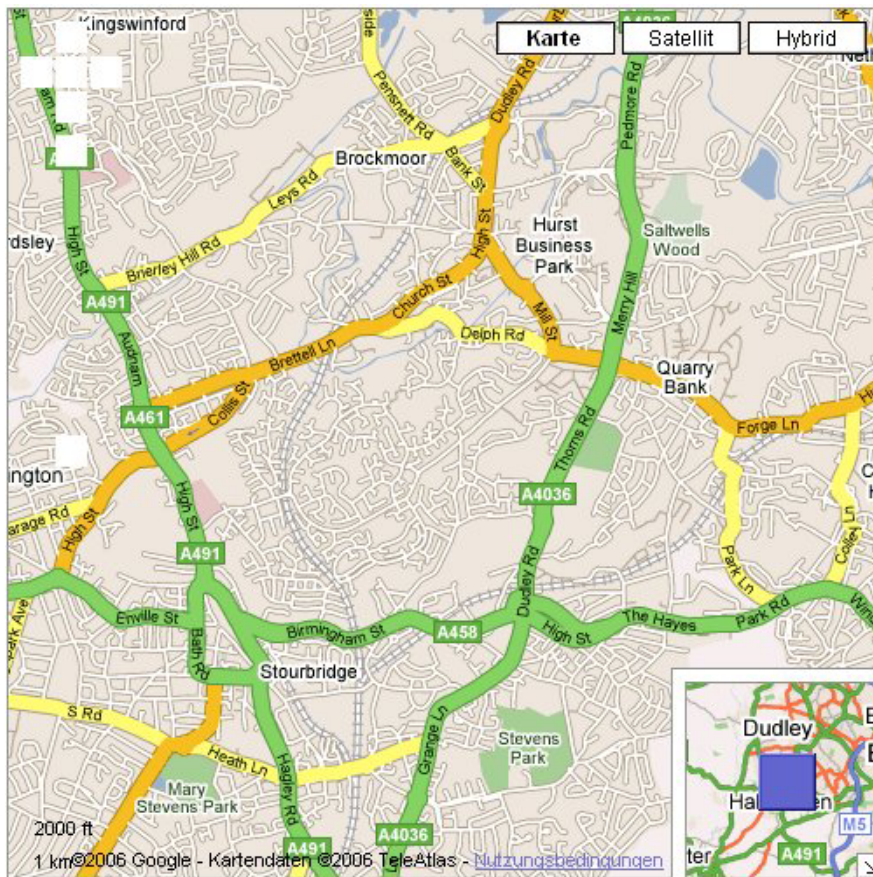
There is a tab entitled "**World**" above the player window.



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.

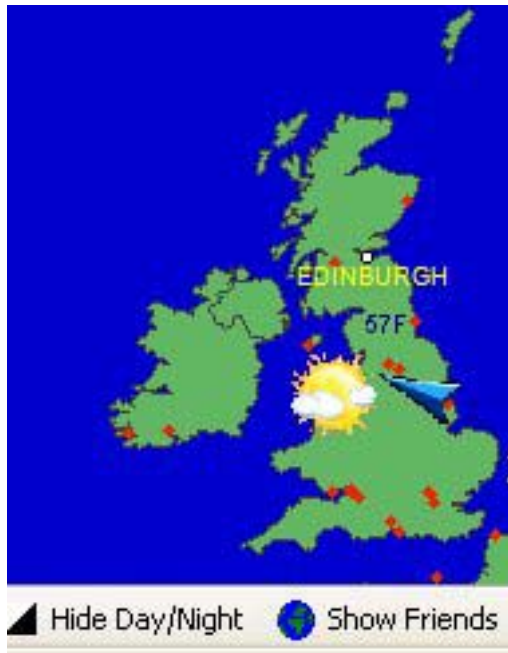


Find friends on the map

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*".



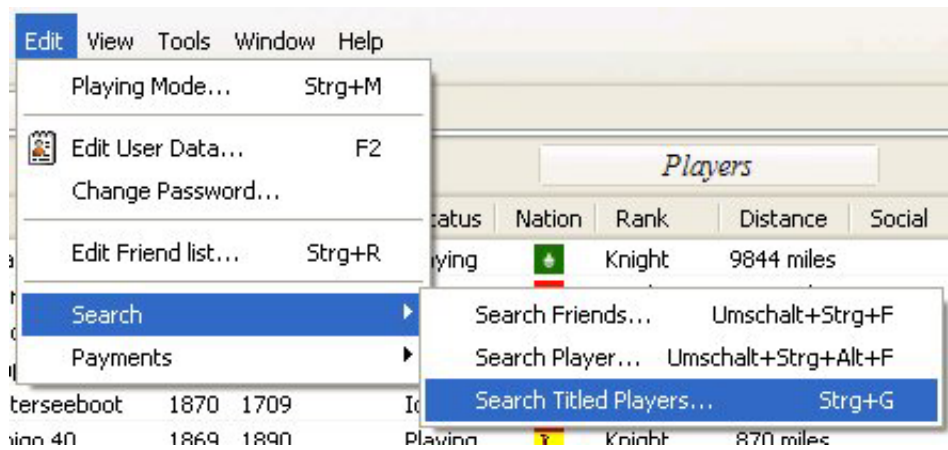
If you click on this button all the users with the status "*Friend*" will be shown on the map with a blue dot.



Clicking on this button a second time deactivates this function.

Search Titled Players

The menu *Edit - Search - 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.



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".

Tournaments

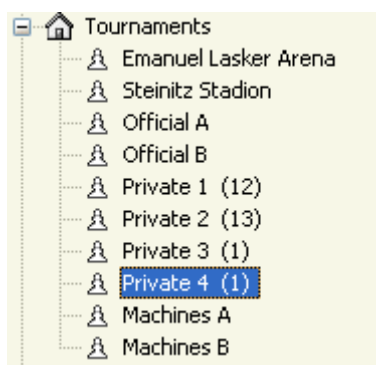
Tournaments

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.

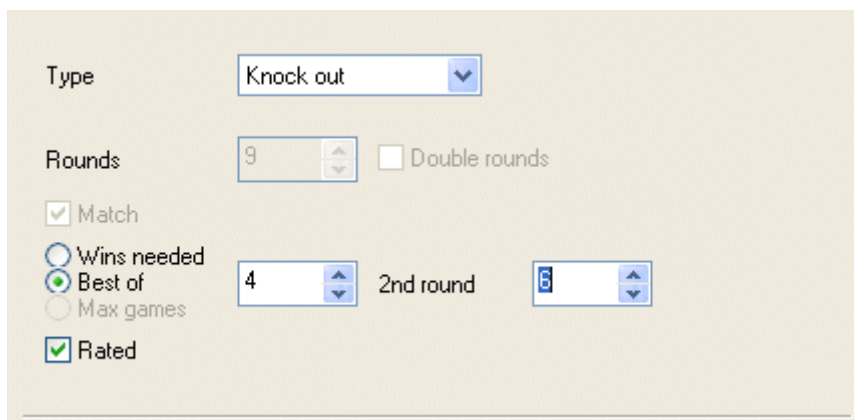
Starting a tournament

Menu: File – New – Tournament

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



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



Example for setting up a Knock out tournament with four 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.

Time control	<input type="text" value="5"/>	Min.	<input type="text" value="0"/>	Sec.
<input type="checkbox"/> Time penalty	<input type="text" value="1"/>	Min. /	<input type="text" value="2"/>	Draw(s)
Playoff bonus	<input type="text" value="1"/>	Min.		
Pause	<input type="text" value="20"/>	Sec.		

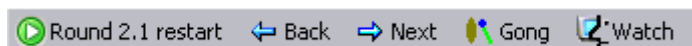
Note: You can give the extra playing time here (Playoff bonus) for White in the decisive game. After this you will get the Tournament assistant in which you can send out the announcement to the other players on the server.

Title	<input type="text" value="DerAmateur's Knock out"/>
Invitation	<input type="text" value="Please join in !"/>

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.



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)

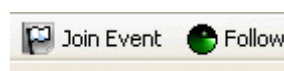
			1	2	3	4	5	6	7			
1	mikeagrass	2018	+ 1/6	- 1/4	- 1/3	+ 0/2	- 0/5	+ 1/8	- 1/7	5.0 / 7	27.00	165.50
2	malko.R	1984	- 1/8	+ 0/3	- 0/4	- 1/1	+ 1/7	+ 1/5	- 1/6	5.0 / 7	27.00	165.50
3	siperry		- 1/7	- 1/2	+ 0/1	- 1/5	+ 0/6	+ 1/9	- 1/8	4.5 / 7	24.00	
4	Emperador	1802	- 1/11	+ 0/1	+ 1/2	- 0/7	+ 1/10	- 1/6	+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

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.

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 by 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.

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.

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

The screenshot shows a 'Settings' dialog box with the following fields and options:

- Type:** Radio buttons for 'Clock Simul' (selected), 'Wandering Simul', and 'Open End Simul'.
- Time control:** Spinners for '5' Min. and '0' Sec.
- Maximum Boards:** Spinner for '6'.
- Elo Range:** Spinners for '0' and '2300'.
- Options:** Checkboxes for 'All Games White' and 'Private Invitation'.
- Navigation:** Buttons for '< Zurück', 'Weiter >', and 'Cancel'.

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.

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