



Chess

for the Series 80 platform

User Guide

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-  Symbian Series 60 devices
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Introduction

Welcome to Chess

Chess is a two player game with a colourful history which can be traced back to its Indian ancestor, Chaturanga. In 1291 the Archbishop of Canterbury in England threatened clergy who continued playing Chess with a diet of bread and water.

The game has flourished over the years and is now one of the most popular board games in the world, requiring thought, skill and strategy to become successful.

About this Document

This User Guide is intended for use with devices based on the Series 80 platform, including the Nokia 9300 and 9500. It explains how to use the **Chess** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

Installation

Installation of **Chess** requires the user to be familiar with their Series 80 device, software and the Windows PC environment. Please consult the User Guide that was supplied with your device for more information.

To transfer **Chess** onto your Series 80 device, send the Chess.sis file from your PC to the device via bluetooth.

To install **Chess** on your Series 80 device, follow the onscreen instructions. Once installed, launch the application by navigating to the resulting icon within the main Menu section, and opening it.

Chess can be removed from your Series 80 device in the same way as standard applications.

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Using Chess

This chapter describes the main features of the **Chess** application and how they are used to play and display the game.

Rules of the Game

A detailed discussion of the rules of **Chess** is beyond the scope of this document. However, there is a wide range of both printed and on-line sources available. To learn more about the rules of **Chess**, visit the World Chess Federation website at <http://www.fide.com> or the International Chess Club website at <http://www.chessclub.com>.

A brief outline of the rules of the game is given below.

The object of **Chess** is to capture the opponent's King. To capture the King you must place it in check. If the King cannot escape by itself, or with the help of its army, it is in checkmate and the King is captured.

To force your opponent's King into checkmate you must use the pieces at your disposal to force the King into check. Each piece moves in a certain way.

Pawn

The pawn is only able to move forward one square at a time, except for its opening move when it has a choice of either moving one square or two.

The pawn moves in a straight line, except when it is capturing a piece. A pawn captures a piece which is in an adjacent square diagonally ahead, except for the slightly unusual move of 'en passant'.

'En passant' can only occur when a player exercises his option to move his pawn two squares on its initial movement. When this happens, the opposing player has the option to take the moved pawn 'en passant' as if it had only moved one square. This option, though, only stays open for one move.

A pawn is also the only piece which is able to be promoted. This occurs when the pawn advances to the first row of the opponent's side of the board.

Knight

The Knight moves in any direction, up or down the board, advancing either two squares horizontally and then one square vertically, or vice versa, one square horizontally and two squares vertically. The Knight is able to complete its move regardless of whether any pieces are in the way, however it can only capture a piece if the opposition piece is in the destination square. If a piece from the same army is in the landing zone, that move cannot be made.

Bishop

The Bishop moves in a diagonal manner through an unlimited number of vacant squares.

Rook

The Rook moves in either a horizontal or vertical direction through an unlimited number of vacant squares. The Rook is also involved in the move of Castling with the King, which is explained below.

King





The King is the most important piece on the board, yet its movements are limited. The King is able to move in any direction, but only to an adjacent square. The King is involved with the Rook with the move of Castling, which is explained below.

Castling

Castling is usually used as a defensive ploy to protect the King and involves the simultaneous movement of both the King and a Rook.

The King moves two spaces towards the Rook that it is to make the castling move with, and the Rook then moves to the square on the opposite side of the King.

There are restrictions on castling. In accordance with the rules of Chess, you cannot castle if:

-  the King or Rook has been previously moved
-  the King is in check
-  the King would cross or end on a square attacked by an opposing piece
-  a piece is in the path of the move

To castle, simply move the King, two squares left or right. **Chess** will automatically move the Rook for you.

Game end

The game ends when "Checkmate" or "Stalemate" occurs.

Tip: As with most games, experience strengthens a person's ability. This is very true of **Chess**. The strategies available are vast, some are attacking, others defensive, but the beginner should start by learning to appreciate the differing relative values of the different pieces available to him. Obviously, the King is priceless, then the Queen, the Rook, the Bishop and Knight being of equal value, and the Pawn is the lowest ranked piece. This is important when it comes to trading pieces when trying to improve position on the board, or progressing with your strategy.

Running Chess

When you first run **Chess**, a title screen is displayed briefly and a new game called "My first game" is automatically created. By default this game pits you (playing White) against a computer opponent (Black) set at beginner level.

Chess offers two main views:

1. "Game list view" for managing games
2. "Board view" for making moves



Game list view



Board view

Making moves

Current Player

The name of the player whose turn it is to move is highlighted and a clock below that Player's name starts to run. When it is the turn of a human player, a cursor also appears on the Chess board. Moves alternate between players with the computer opponent taking its turn automatically.

Using the CBA

To make a move using the buttons in the Command Button Area (CBA), first use the **Next piece** CBA button to locate the piece you wish to move. Repeated selection of this button will cycle through all the pieces that are possible to move. Once the cursor is located on the desired piece, select it by choosing the **Select piece** CBA button.

New options appear automatically in the CBA area. If you have mistakenly selected the wrong piece, you can cancel your selecting using the Esc key.

To move a selected piece use the **Next square** CBA button. Repeated selection of this button will cycle through all the possible destination squares.

To place the piece on the desired destination square and thus play a move choose the **Place piece** CBA button.

Freeform Moves

By using the keyboard you can move cursor anywhere you like on the board. Use the up, down, left and right arrow keys to move the cursor to the piece you wish to move. To select a piece use the enter or space keys. Once selected, move the selected piece to the desired destination square with the arrow keys. To place the piece on the desired destination square and this play a move use the enter or space keys.

Note that if you attempt to place the piece in an illegal position, an error message will be displayed and the piece will automatically be moved back to its original place.

Suggested Moves

When it is the turn of a human player, you can ask the computer to suggest a move by selecting the **Hint** menu option. **Chess** will then demonstrate the suggested move by moving the appropriate piece from its current location to the proposed destination square.

If you wish to play the suggested move, select the **Play hint** menu option.

Forced Moves

With more advanced levels, computer opponents may take some time to make its move. To force the computer to stop thinking and to make the best move it has found so far, select the **Move now** menu option.

Last Move

If you missed the last move, or would simply like to see it again, select the **Show last move** menu option.

Reviewing a Game

Taking Back Moves

If you wish to undo a move, select the **Undo** menu option. Select **Undo all** if you would like to undo all moves made since the start of the game. To continue the game, select **Resume game** menu option. You are now given the option of resuming the game from the **Displayed position**, i.e. from after all the undone moves, or from the **After all moves** position, i.e. from the board position before any moves were undone.

Moving Forwards

If you wish to take forward moves once they have been undone, select **Redo**. Select **Redo all** if you would like to take all moves to the last point in the game.

Using the CBA

Once in review mode, it is possible to use the command button area rather than the menus. The commands available are context sensitive to the review game command chosen.

Winning the Game

The game ends when "Checkmate" or "Stalemate" occurs. A "Game over" message is displayed, stating who has won. In the case of "stalemate", **Chess** reports that the game was drawn.

Next Game

You can start a new game, keeping the current opponent and settings by selecting the **Next game** menu option in the Board view. If the current game is not complete you will be asked to confirm that you wish to resign from playing the current game. You should note that if you are playing against a connected opponent you are only be able to select **Next game** when it is your turn to move.

New Game

You can start a new game with a different opponent or different settings at any time by selecting the **New game** menu option in the Game list view.

When a new game is created you will be asked to name the game, select piece colour, choose opponent and if you wish to play via SMS, bluetooth or locally against a player or the AI.

Managing Games and Players

Chess allows you to store multiple games on your Series 80 device. Manage your games from the “game list view”.

Opening a Saved Game

To re-open a saved game, highlight the game you wish to open and press the **Play** CBA button.

Deleting a Game

To delete a game that you no longer wish to keep, highlight the game you wish to delete and choose the **Delete game** menu option. A warning message is displayed asking you whether you wish to delete the game. Confirm that you wish to delete the game by pressing **Yes**. To cancel, and save the game, select **No**.

Players

Choosing the **Players** menu option presents a list and details view of the players that have been defined. There is a set of computer players. Each computer player represents a different level of difficulty. One human player is automatically created, representing you the device owner. If you wish to play against other people on the same device or using a different device you need to create a player to represent your opponent.

To create a new player, select the **New player** menu option. You will be asked to provide a short name or nickname for that player.

To remove a player move the highlight to the player you wish to remove and select the **Delete player** menu option.

SMS Play Overview

Chess allows you to play a game against other Series 80 users via SMS. It will also allow you to play via SMS against the ZingMagic **Chess** application found on the Nokia Series 60 devices such as the 6600, 7610 and 6630 and the Symbian UIQ devices such as the Sony Ericsson P800 and P900.

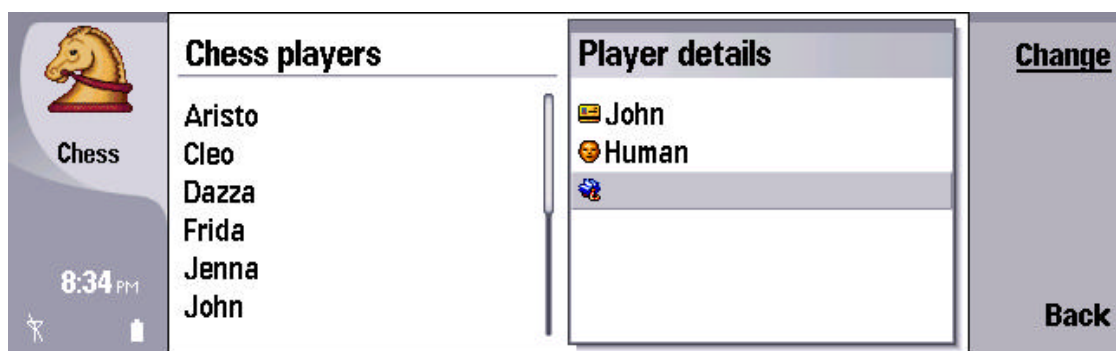
To start your first SMS game you need to take the following steps:

1. Set up a SMS opponent

To create a player against whom you are able to play a SMS game, select the **Players** menu option followed by **New player**. Enter a name by which you would like to refer to the player. The player details for the new player will be displayed. To play against this player over SMS **Chess** needs to know the phone number of the player. Press the **tab** key to move the focus to the player details. Move the highlight to the line containing a contacts icon. This line is initially blank. Choose the 'Change' option

There are two ways of adding a mobile phone number for a player:

- a) Link from "Contacts": If the mobile phone number of the player already exists in the "Contacts" application, **Chess** will allow you to link directly to it. Simply select "Yes" when prompted if you wish to select the number from Contacts. **Chess** will now list all entries in the Contacts application that include a mobile phone number. Highlight the person you wish to link to and select the **Continue** menu option.
- b) Enter number manually: If you prefer to enter the phone number manually, select "No" when prompted to link to "Contacts", and then enter the desired phone number.







Choose change to add a phone number

2. Set Listen for new game preference

Before an SMS connected game can be established your opponent must be prepared to accept 'new Chess game requests'.

To accept new game requests sent by an opponent you need to tell **Chess** your preferred **Listen for new game** options. The following options are available:

-  **Never listen**: your device will never listen for new game requests
-  **5 min**: your device will listen for new game requests for the next 5 minutes
-  **30 min**: your device will listen for new game requests for the next 30 minutes
-  **Always listen**: your device will always listen for new game requests

There is no need to activate the **Listen for new game** preference if you are creating a new game or to continue games already in progress (or indeed for new games that are started by selecting **Next game**).

If you do not want to play Chess via SMS at all, you should select the **Never listen** option. All new game requests from other SMS opponents will then stay in the general SMS Inbox, and you can delete them at any time.



"Listen for" preferences

3. Create a new game against an SMS opponent

To create a new game, go to the "game list view" and select **New game** from the menu. You will be asked to name the game, select piece colour (white or black), choose opponent (from the players list) and how you wish to play (locally on the device or if you have chosen to play against an opponent with SMS capacity, that opponents' mobile phone number).





New Game over SMS

Once you have opted to play a game via SMS a new game request will be sent to that opponent's mobile phone via SMS. Your opponent should ensure they have set up their **Listen for new game** preferences to allow the application to accept the SMS message that you send.

4. Accept/reject/ignore a new game

When a remote opponent initiates a game you are presented with the option to:

-  **Accept:** the new game. An SMS is sent to the opponent confirming you wish to play.
-  **Reject:** the new game. You can choose to inform your opponent or **Ignore** the new game request altogether.

5. Play!

After the game has been initiated simply make moves as you would normally do when playing against a local computer opponent. All moves are automatically sent to the opponent via SMS. The moves are automatically displayed on the opponents' board. No SMS messages are sent without a user interaction.

Since all moves are sent as standard SMS you may incur a charge from your network operator. You are at all times responsible for this cost. Check with your local operator for pricing details.

Bluetooth Play Overview

Chess allows you to play a game against other Series 80 users via bluetooth. It will also allow you to play via bluetooth against the ZingMagic **Chess** application available for Nokia Series 60 devices such as the 6600, 7610 and 6630 and Symbian UIQ devices such as the Sony Ericsson P800 and P900. (Note the Chess application shipped as standard on the P800/P900 does NOT support bluetooth.)

To start your first bluetooth game you need to take the following steps:





1. Set up a bluetooth opponent

To create a player against whom you are able to play a bluetooth game, select the **Players** menu option followed by **New player** menu option. Enter a name by which you would like to refer to the player. The player details for the new player will be displayed.

2. Set Listen for new game preference

Before a bluetooth connected game can be established your opponent must be prepared to accept 'new Chess game requests'.

To accept new game requests sent by an opponent you need to tell **Chess** your preferred **Listen for new game** options. The following options are available:

-  **Never listen**: your device will never listen for new game requests
-  **5 min**: your device will listen for new game requests for the next 5 minutes
-  **30 min**: your device will listen for new game requests for the next 30 minutes
-  **Always listen**: your device will always listen for new game requests

There is no need to activate the **Listen for new game** preference if you are creating a new game or to continue games already in progress (or indeed for new games that are started by selecting **Next game**).

If you do not want to play Chess via bluetooth, you should select the **Never listen** option. All new game requests from other bluetooth opponents will then be ignored.



3. Create a new game against an bluetooth opponent

To create a new game, go to the "game list view" and select **New game** from the menu. You will be asked to name the game, select piece colour (white or black), choose opponent (from the players list) and how you wish to play. If you choose to play against a human opponent the choice list will include 'Bluetooth'.

Once you have opted to play a game via bluetooth a new game request will be sent to that opponent's mobile phone via bluetooth. Your opponent should ensure they have set up their **Listen for new game** preferences to allow the application to accept the bluetooth message that you send.

4. Accept/reject/ignore a new game

When a remote opponent initiates a game you are presented with the option to:

-  **Accept**: the new game. A response is sent to the opponent confirming you wish to play.
-  **Reject**: the new game. You can choose to inform your opponent or **Ignore** the new game request.

5. Play!

After the game has been initiated simply make moves as you would normally do when playing against a local computer opponent. All moves are automatically sent to the opponent via bluetooth. The moves are automatically displayed on the opponents' board.

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