

LearningToGo.com



Product Manual

Version 1.4



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Chapter 1: Introduction

1.1 Product Features

ChessToGo for Palm features an opening book with over 6,500 chess moves. Enjoy this fun and easy to use mobile game with another human player or with the computer player. Features save and load game functions to resume or review a match anytime, anywhere.

- Features an opening book with over 6,500 chess moves
- Play with a friend or with the computer player, allows you to customize the player name
- Play at different computer levels and gambit styles, allows you to select a timed game for a more competitive play
- Lookup previous moves with the History function, you can also copy the moves history to the clipboard
- Switch playing pieces with the other player or reverse board for easier playing
- Save and load finished or unfinished games, also features an auto-save function
- View captured pieces anytime during the game
- Unlimited undo and redo feature
- Access hints on demand with the Hint function
- Customize the display with more than 120 pattern combinations for the chessboard
- Customize the chess pieces with different thematic skins
- Customize the animation speed for the game
- Supports sounds
- Supports high resolution, greyscale and colored handheld devices
- Supports Palm OS 5 and higher

1.2 Order Instructions

1.2.1 Purchase ChessToGo for Palm

To purchase ChessToGo for Palm, visit our website at: <http://www.learningtogo.com>. You will also find other LearningToGo educational products that may interest you or best help you with your needs.

1.2.2 Registration

The shareware version of ChessToGo for Palm allows you to use this for a maximum of 10 days. To continue using after the 10 day trial, you need to purchase a license key. The license key is based on your HotSync name. When purchasing a license key, please provide the correct HotSync name of your Palm device. [Click here](#) to know more about the HotSync name.

When you register, you will get FREE future minor updates, discounted purchases on major upgrades, special offers, and first-priority customer support.

[Click here](#) to go to our website to purchase a license key.



1.2.3 Enter License Key

When you receive the license key, please follow these steps to enter them to your installation of ChessToGo for Palm:

1. Launch ChessToGo for Palm in your handheld.
2. In the 'Search' screen, bring up the Menu by tapping the Menu button located in the graffiti area or by tapping on the menu button on the upper right corner of your screen.
3. Then tap on 'About', and then tap on 'Registration'.
4. In the next screen, the 'Registration' screen, please verify your HotSync name.
5. Then enter the license key in the space provided.
6. Tap 'Register' button.

That's all. You can now use ChessToGo Palm without limitations.

Tip: If you encountered difficulties when entering the license key, please don't hesitate to contact our customer support team. You need to provide us the following information:

1. HotSync name as seen in the Registration screen;
2. the e-mail address you provided when you purchased the license key, and
3. the hex-value of your HotSync name
 - To obtain the hex-value, tap on your HotSync name within the Registration screen of ChessToGo for Palm.

1.3 System Requirements

To install and run ChessToGo for Palm on your handheld device, you must meet the following the minimum requirements:

- **For Windows users**
 - **Desktop PC**
 - Windows 98 or Windows ME or Windows 2000 or Windows XP
 - Pentium class
 - 16MB free hard disk space
 - 32MB of available memory
 - Palm Desktop software for Windows (latest version)
 - HotSync Manager for Windows (latest version)
- **For Mac users**
 - **Apple Macintosh**
 - PowerPC processor
 - Mac OS X (version 10.1.2 or higher)
 - Or
 - Mac OS 9.x with 12 MB of available memory
 - 16 MB Free hard disk space
 - Palm Desktop software for Mac (latest version)
 - HotSync Manager for Mac (latest version)
- **Palm device**
 - **Palm compatible device**
 - at least Palm OS 3.5
 - at least 692KB free memory



1.4 Basic Rules for Chess

1.4.1 Basic Rules

The ultimate aim in the game of chess is to win by trapping your opponent's king. White is always first to move and players take turns alternately moving one piece at a time.

Each type of piece has its own method of movement. A piece may be moved to another position or may capture an opponent's piece. With the exception of the knight, a piece may not move over or through any of the other pieces.

The game ends when one of the players captures his opponent's king, when one of the player's resigns or there is a stalemate.

Stalemate is considered a tie. A stalemate occurs when a player's only move is to place his own king in check, but its current square is not threatened. As long as he can move another piece or the king can move to an open square, stalemate may not occur.

A draw also results when the only two pieces on the board are Kings, regardless of their position. If the pieces remaining on the board make check mate impossible, a draw would also result.

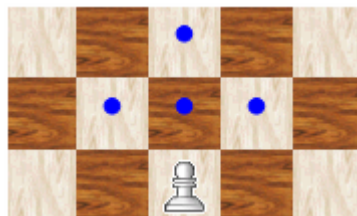
1.4.2 Board Setup

Both players should have a light-colored square in the bottom-right corner as they address the board. White's pieces are set up on White's first rank in the following order (left to right): Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook.

Black's pieces are set up directly across from the White counterparts (i.e. both queens are on the same file). Each Queen stands on a square of its own color. The pawns are placed on the second rank of each player, directly in front of the pieces.

1.4.3 Movement of Pieces

1.4.3.1 Pawn Movement



Pawns cannot move backward or sideways, but must move straight ahead unless they are taking another piece. A pawn cannot take a piece directly in front of him but only one at a forward angle.

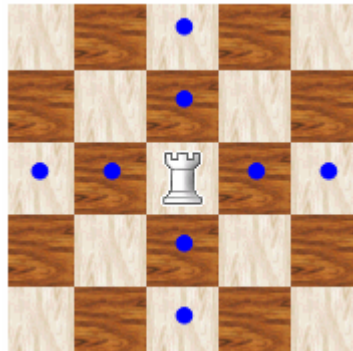
Generally pawns move only one square at a time.



The exception is the first time a pawn is moved, it may move forward two squares as long as there are no obstructing pieces.

Should a pawn get all the way across the board to reach the opponent's edge of the table, the pawn may now become any piece that the moving player desires, except a king or pawn. The new piece is placed where the pawn ended its movement.

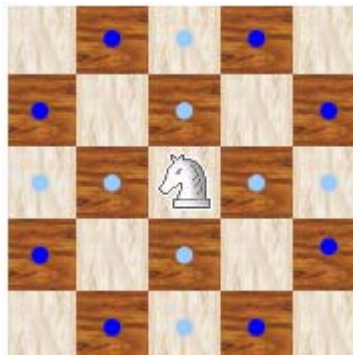
1.4.3.2 Rook Movement



The rook, shaped like a castle, can move any number of squares in a straight line along any column or row. They cannot move diagonally.

The rook may also make a move in conjunction with the king. This maneuver is called castling. See [Castling](#) for more information.

1.4.3.3 Knight Movement

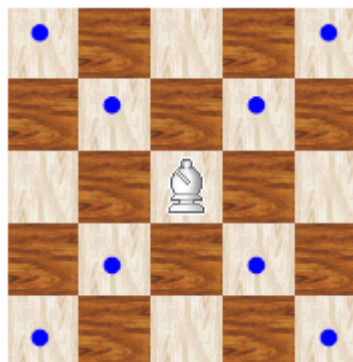


The knight is the only piece on the board that may jump over other pieces.

The knight's movement can be viewed as an "L" laid out at any horizontal or vertical angle. It moves two squares horizontally or vertically and then makes a right-angle turn for one more square.

The knight always lands on a square opposite in color from its old square.

1.4.3.4 Bishop Movement

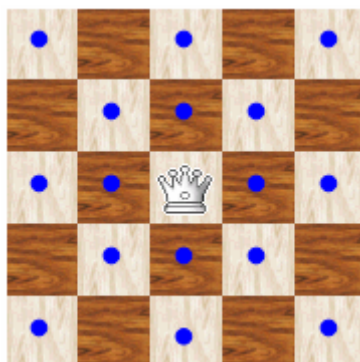


The bishop may move any number of squares in a diagonal direction until it is prevented from continuing by another piece.

Each player begins with two bishops, one originally situated on a light square, the other on a dark square. Because of the nature of their movement, the bishops always remain on the same colored squares.



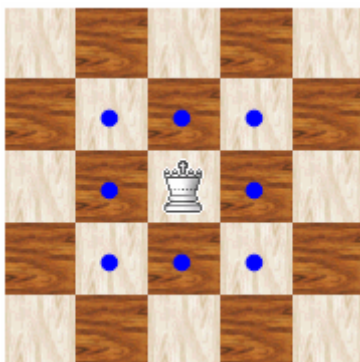
1.4.3.5 Queen Movement



The queen can move as many squares as she desires and in any direction, barring any obstructions.

The queen does not jump other pieces. She captures in the same way that she moves, replacing the opposing piece that got in her way. She must stop in the square of the piece she has captured.

1.4.3.6 King Movement



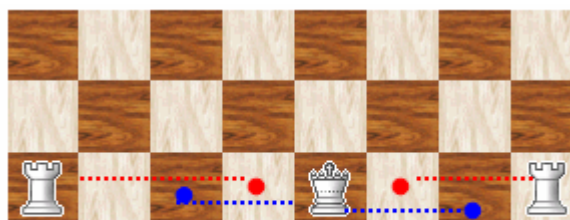
The king is the most vital piece on the board; for once he is lost the game is lost. The king can only move one square in any direction.

There is only one restriction on his movement, he may not move into a position where he may be captured by an opposing piece.

1.4.4 Special Movements

1.4.4.1 Castling

There are two types of castling: Long and Short. Long castling means the rook is on the queen's side, while short castling means the rook is on the king's side. In both cases, the king moves two squares; the rook moves either two (short) or three (long) squares.



Long Castling
(Queen's Side)

Short Castling
(King's Side)

Castling is the only time in the game when more than one piece may be moved during a turn. Each player may "castle" only once during a game.

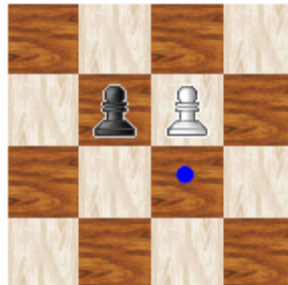
The castling move has some fairly rigid limitations: (1) it can only occur if there are no pieces standing between the king and the rook, (2)



neither king nor rook have moved before and (3) there is no opposing piece that could possibly capture the king in his original square, the square he moves through or the square that he ends the turn.

The king moves two squares toward the rook he intends to castle with. The rook then moves to the square through which the king passed.

1.4.4.2 En Passant



This French phrase is used for a special pawn capture. It means "in passing."

This can only occur when Player A moves a pawn two squares forward and then Player B captures that pawn exactly as if Player A had moved the pawn only one square forward.

If Player B does not exercise this option immediately — before playing some other move — Player A's pawn is safe from "en passant" capture for the rest of the game.

1.4.5 Reading Chess

Every chessboard is made up of eight rows and eight columns in alternating colors, for a total of 64 squares. Each square on a chessboard has a first name (a letter) and a last name (a number). The letter identifies a file (column) and the number identifies a rank (row).

The columns are assigned letters A-H with A assigned to the first column from the left. The rows are numbered 1-8 with number 1 assigned to the first row occupied by White and the number 8 assigned to the last row occupied by Black. See images below:

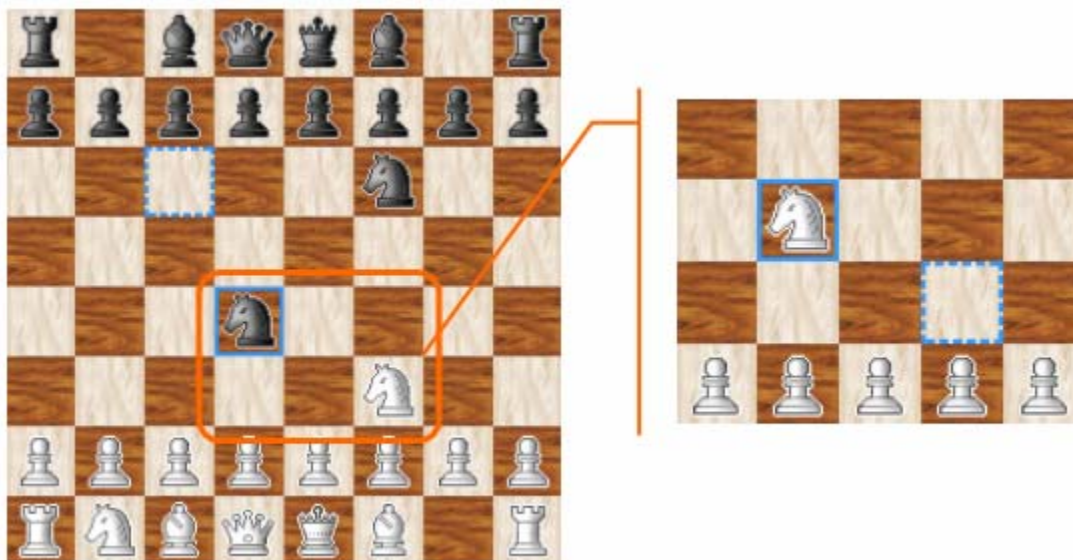




This move is identified as **d2d4**.

d2 (column d, row 2) indicates the previous space occupied by the chess piece, marked here in blue broken lines. While **d4** (column d, row 4) indicates the space wherein the chess piece is currently placed.

When a chess piece is captured by another, it is identified with the **x** symbol. In the example below, White's knight is positioned to capture Black's knight. When White's knight captures the other knight, this will be written as: **f3xNd4**



The letter **N** found after the capture symbol (**x**) represents the Knight. Each chess piece, when captured, is identified with a capital letter as follows:

K = King
Q = Queen
R = Rook

B = Bishop
N = Knight
P = Pawn

Note: These instructions were written with ChessToGo for Palm in mind. Only rules that apply to ChessToGo for Palm were included. For a complete tutorial on how to play Chess, you can visit U.S. Chess Federation's [website](http://www.uscf.org).



Chapter 2: Installation Instructions

To install ChessToGo for Palm, please follow these instructions:

Step 1: Download ChessToGo for Palm from our website. This manual is typically bundled with the installer in a zip file. In case you haven't downloaded it, [click here](#) to go to our download page.

Step 2: If you have downloaded a zip file (.ZIP file for Windows or .SIT file for Mac), extract its contents to a folder. Take note of the folder location, you will need to access the files to install them to your Palm device.

Tip: You will need a zip file extraction software to extract the files. You can obtain any of the popular zip extraction software. For Windows, you can use WinZip from www.winzip.com. For Mac, you can use StuffIT from www.stuffit.com.

Step 3: Double-click on the following file, **ChessToGo.prc**, to install them to your Palm device.

The Palm Install Tool will flag the files for installation during the next HotSync operation.

Optional Step: If you want to install the software in an expansion card, you need to change the destination within the Palm Install Tool. To change the destination, click on the 'Change Destination' button located directly below the list of files.

In the 'Change Destination' screen, select the files you wanted to place in your expansion card. After you have selected them, click on 'OK'.

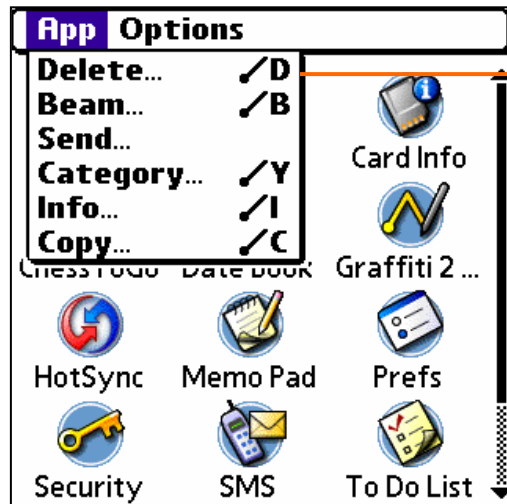
Tip: An expansion card is a memory storage device that allows you to store files. An expansion card comes in different sizes, from 32MB to 128MB. There are three common types of expansion card: Secure Digital Card (SD Card), CompactFlash Card (CF Card), and Memory Stick (MS). Depending on your device, you may have one of the three types, please refer to your device's manual for more information on the supported expansion card type.

Step 4: Perform the HotSync operation for your device. This step transfers all files to your Palm device or to your selected expansion card. Please be patient with the operation, it may take a while to complete the transfer due to its size.



Chapter 3: Uninstalling the software

To uninstall ChessToGo for Palm, kindly check the instructions below.

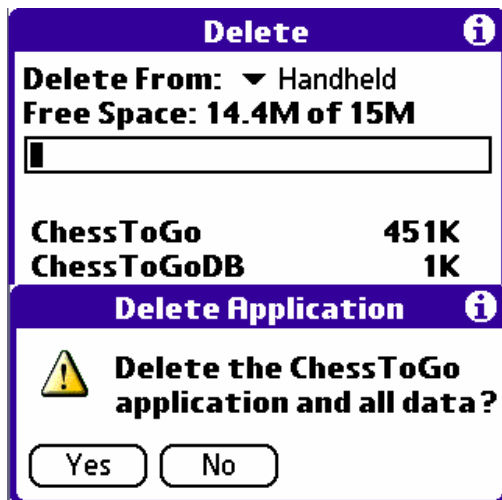
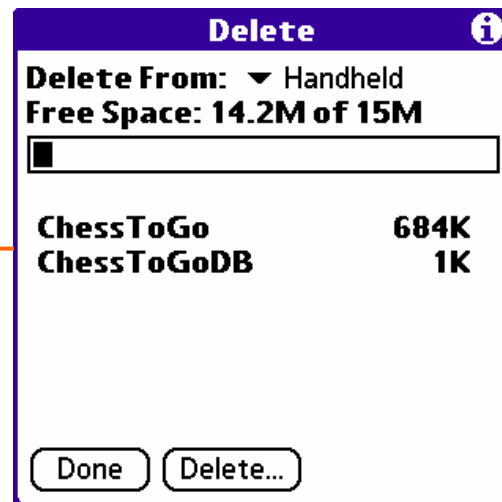


Step 1: Tap on the menu bar. You should see two (2) main menu items: App and Options. Choose **App** then tap **Delete**.

Step 2: Highlight the application you want to remove then tap **Delete**.

To completely uninstall ChessToGo for Palm, remove the following files:

- ChessToGo
- ChessToGoDB



Step 3: You will be asked to confirm the removal of the application.

Tap the desired button.



Chapter 4: Main Functionalities

4.1 Main Screen



Functions:

Menu – brings up the menu bar; or you can use the Menu icon found in the Graffiti area.

Game – brings up a sub-menu:

- **New** – starts a new game
- **Load** – loads a previously saved game
- **Save** – saves the current game

Tip: If you exit without saving a game, it will automatically be saved and will show up the next time you launch ChessToGo for Palm.

- **Reopen Last** – reopens last played game
- **Resign** – resigns current game
- **Custom Game** – edits your and your opponent's moves and chess pieces. Note that this will clear the Moves History.

Tip: The Load and Save functions are only available to registered versions of ChessToGo for Palm. To be able to use these functions, please register your ChessToGo for Palm [here](#).

Moves History – shows player moves history. You can also copy the history to your clipboard.

Captured Pieces – shows the captured pieces of the current game.



Undo – deletes a previous move. ChessToGo for Palm allows for an unlimited undo function. However, once you edit a game, you cannot undo any moves previous to the editing.

Redo – redoes a previous move. ChessToGo for Palm allows for an unlimited redo function.

Hint – shows hints for your next moves.

Switch Places – switches your chess pieces to the other side of the chess board. This is especially useful when you are playing with a human opponent, allows for an ease of use for both players.

Custom Game - edits your and your opponent's moves and chess pieces. Note that this will clear the Moves History.

Tip: This function is only available for registered versions of ChessToGo for Palm. To be able to use these functions, please register your ChessToGo for Palm [here](#).

Preferences – edits game settings. Here you can edit the pattern of the chess board, skins of the chess pieces, game sounds and the computer level and gambit.

Countdown Timers – this indicates the time the players have left to make a move. The time depends on Timed Game settings.

Pause – tap here to resume play. To pause game, tap on the Menu button, **Game** and then **Pause/Play** or use the Graffiti shortcut: **P**.

4.2 New Game Settings

This form will show when you tap on the New Game button. This will allow you to change players, adjust computer level, select computer gambit and set the timed game option.

Tap on the down arrows (▼) to choose:

Computer Level

► Level 1-9, with 9 being the hardest level

Computer Gambit

► 1-5, with 5 being Suicidal

Timed Game

► 5-90 minutes
► Tap on the checkbox to activate a timed game.

The 'New Game' dialog box is shown with the following settings:

- You:** Human
- Comp:** Computer
- Comp. Level:** 1-Easy
- Comp. Gambit:** 1-Normal
- Timed Game:** ☒ 60 mins

Name fields – you can only customize this field when playing Human VS Human; tap here to rename player names.

Tap on the down arrows (▼) to assign the color to player, you can play Human VS Human, Human VS Computer or Computer VS Computer.



After choosing your new game settings, tap on the **Go!** button to begin the game. Tap on the **Cancel** button to return to previous game. This button exits ChessToGo for Palm if this form was shown at the launch of the application.

4.3 Save Game Function

ChessToGo for Palm allows you to save finished or unfinished games. You do not have to worry about finishing a game right away; with this feature you can easily continue a game anytime, anywhere.



To save a game, tap on the **Game** button and choose **Save**. You will then be asked to supply a name or you can overwrite to a previously saved game.

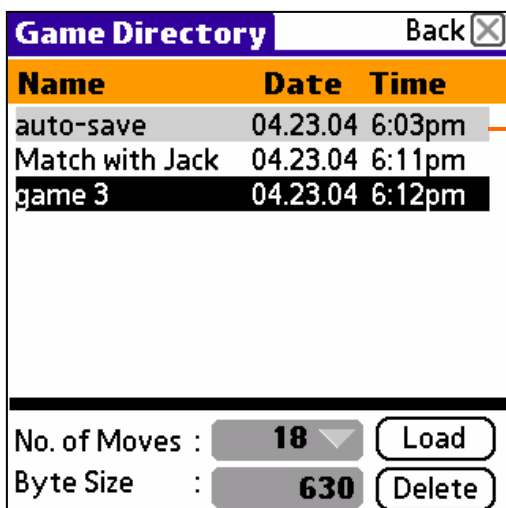
To overwrite, tap on the down arrow (▼) and select the saved game from the list. After selecting the file to overwrite, tap on the **Save** button.

Tap on the **Cancel** button to return to the game.

Note: This function only applies to registered users of ChessToGo for Palm.

4.3.1 Auto-Save Function

Whenever you accidentally or deliberately exit ChessToGo for Palm in the middle of a game, that game will be automatically saved as a file named "auto-save". This game will also be shown the next time you launch ChessToGo.



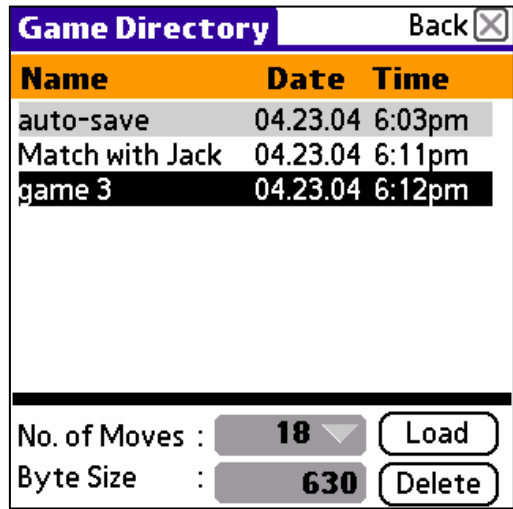
The "auto-save" file is the default file for any game that was automatically saved by ChessToGo for Palm.




Note: ChessToGo for Palm will only save the latest game. For example, you already have a game saved as “auto-save”. You then play a new game and exit without saving. That game will now be stored as the “auto-save” file and the previous game has been overwritten.

4.4 Load Function

ChessToGo for Palm also allows you to load previously saved games. To view the saved games, tap on the **Game** button and choose **Load**.




Game Directory Back 

Name	Date	Time
auto-save	04.23.04	6:03pm
Match with Jack	04.23.04	6:11pm
game 3	04.23.04	6:12pm

No. of Moves : 18 Load

Byte Size : 630 Delete

Annotations:

- Back  Returns to the previous screen.
- ChessToGo for Palm will automatically attach the date and time of the game, according to the settings of your device.
- When you tap on a saved game, you will be able to see the byte size of the file as well the number of moves made in that particular game.

To load a game, highlight a saved game and tap on the **Load** button.

You can also delete saved games by highlighting the file and tapping on the **Delete** button. The exception to this would be the “auto-save” file. You would not be able to delete this particular file since it is used by the system for backup purposes.

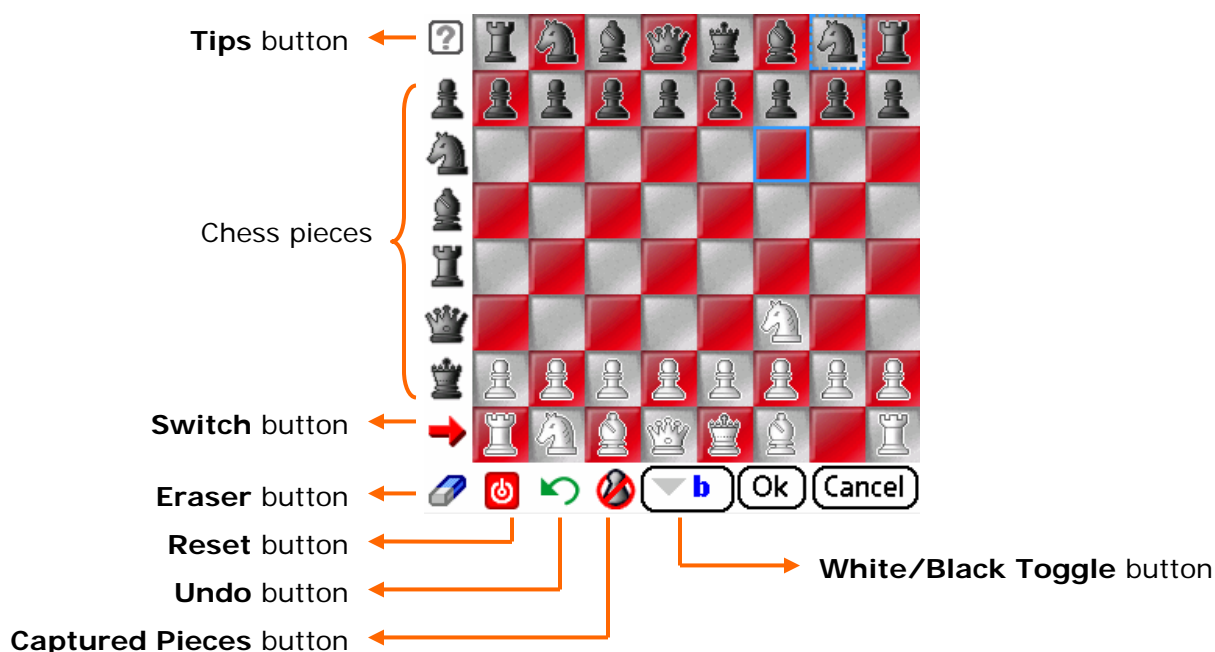
Note: This function only applies to registered users of ChessToGo for Palm.



4.5 Custom Game Function

You can customize your chess game by tapping on the **Game** button and choosing **Customize**. This will allow you to edit the current game by adding or removing your own or your opponent's chess pieces.

Note: When you edit a game, the history of player moves will be deleted and you cannot undo any move prior to the edit. Tap on **Yes** to continue editing a game and **No** to return to the current game.



Functions:

Tips – this will show you how to use the Customize option.

Switch – this will switch the color of the shown chess pieces to the other color.

Eraser – this will remove all chess pieces from the board.

Reset – this will replace all the chess pieces to its original position.

Undo – refreshes the board from the position you had before entering the Customize function.

Captured Pieces – shows the captured pieces of the current game.

White/Black Toggle – this will allow assigning the next or first move to either the Black or White player.



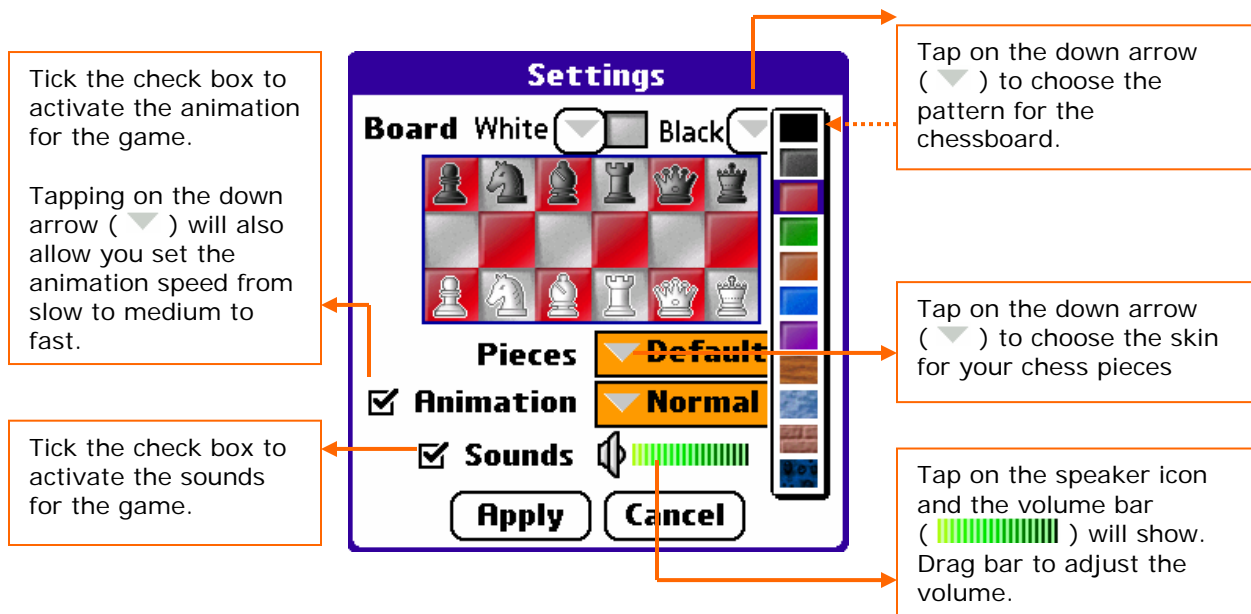
To customize your chess board:

- To move pieces onto the board, highlight the box wherein you want the piece to be placed and then select from the palette of pieces on the left side of the screen.
- Tap on the **Switch** button to toggle between the white and black pieces.
- To take pieces off the board, tap on the piece and from the toolbar tap the **Captured Pieces** icon.

Note: This function only applies to registered users of ChessToGo for Palm.

4.6 Preferences Form

This form will show when you tap on the **Preferences** button. This will allow you to customize your game display. You can set the pattern for the chess board, change the skin of your chess pieces, adjust game sounds and set the animation speed.



After editing your game settings, tap on the **Apply** button to return to the game. Tap on the **Cancel** button to return to the game without changes.



This version of ChessToGo for Palm includes five themes for chess pieces:



Default Theme



Theme 1



Theme 2



Theme 3



Theme 4

4.7 History Function

This function allows you to view a history of your and your opponent's moves. Through this function, you can undo to a specific move in the history through the **Jump** button. You can also copy the history of player moves to the clipboard.

Player Moves

No	White	Black
1	g1f3	g8f6
2	b1c3	e7e6
3	a2a4	f8c5
4	a1b1	b8c6
5	h2h4	h7h6
6	g2g3	a7a6
7	f1h3	e8g8
8	b2b3	f8e8

Annotations:

- Use vertical scrollbar to view all moves.
- Copy** button – allows you to copy the history of player moves to the clipboard.
- Jump** button – highlight a player move and tap on this button to view the chess board during the selected player move.
- Closes popup form and returns to previous screen.

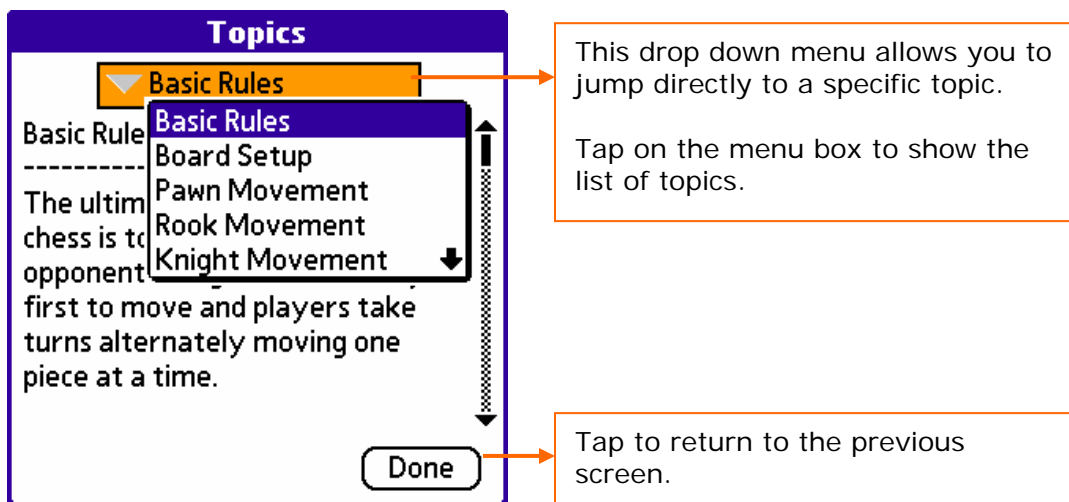
Bottom status bar: c6b4 W: 59:31 B: 00:02



4.8 Help Features

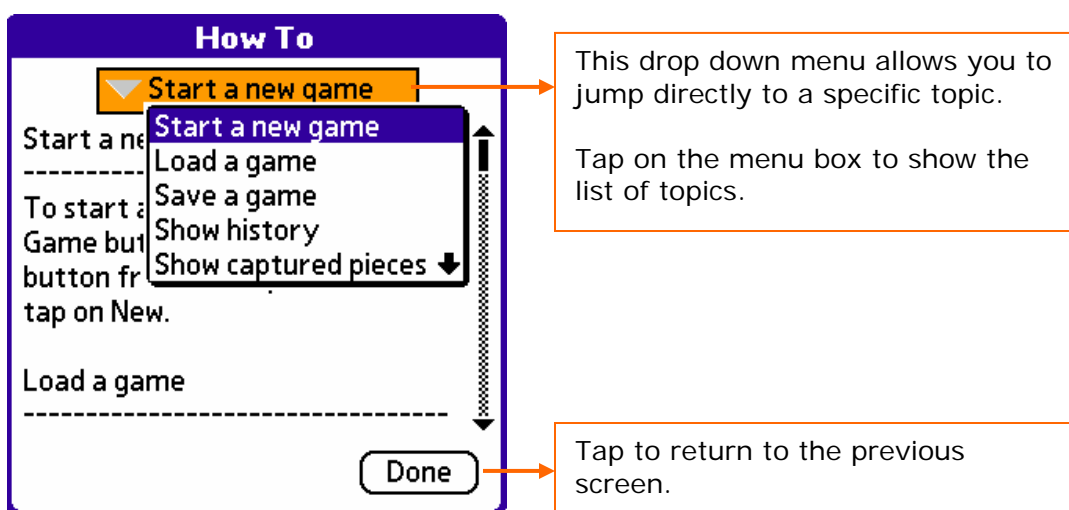
4.8.1 Chess Topics

ChessToGo for Palm includes a short introduction to playing chess. It includes the basic rules of chess, an explanation of the board setup and the different movements of each chess piece. You can access this by tapping on the **Menu** button and then **Options**, from there tap on **Chess Topics**.



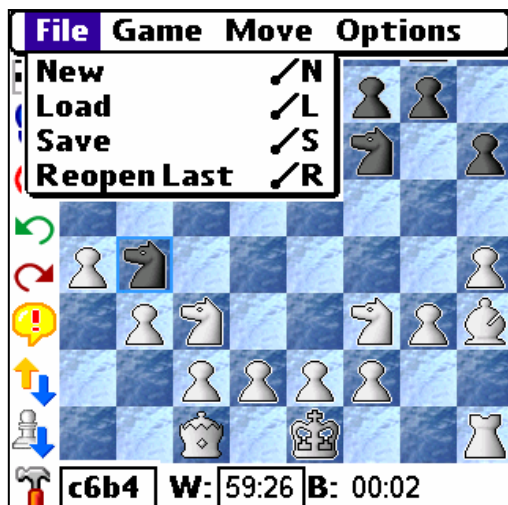
4.8.2 How To

To learn the different functions of ChessToGo for Palm, you can find the instructions in the How To section. To access, tap on the **Menu** button, **Options** and then **How To**.



4.9 Menu Bar

4.9.1 File SubMenu



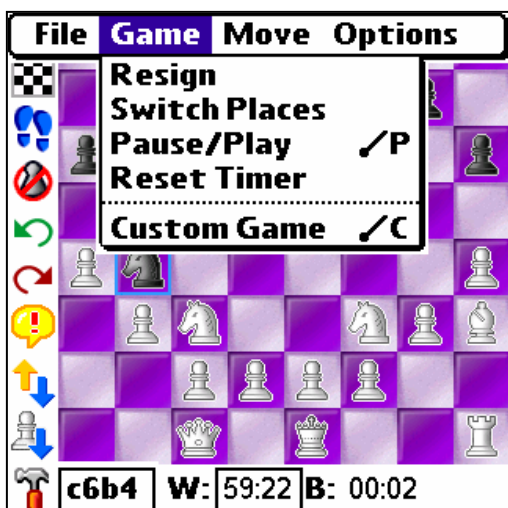
New – starts a new game

Load – loads a previously saved game

Save – saves current game

Reopen Last – reopens last saved game

4.9.2 Game SubMenu



Resign – resigns current game

Switch Places – switches your playing piece to your opponent's

Example: If you're playing white, tapping on this option will now let you play/control the black pieces.

Pause/Play – pauses the current game. Tapping again will continue the game.

Reset Timer – resets the timer for a timed game.

Custom Game - edits your and your opponent's moves and chess pieces. Note that this will clear the Moves History.



4.9.3 Move SubMenu



Undo – deletes the previous move

Redo – redoes previous move

Hint – provides a hint for your next move

Moves History – shows the list of moves made by each player

Captured Pieces – shows the pieces captured by each player

4.9.4 Options SubMenu



Reverse Board – this will switch the chess pieces from one side of the board to the other, retaining your playing piece.

Settings – allows you to customize your chessboard, change the skins of your chess pieces, and adjust animation speed and game sounds.

Chess Topics – shows the basic rules of playing chess, board setup and movement of the pieces.

How To – shows a list of the different functions and its instructions.

Register – enter your license key here to register your product

About – details about ChessToGo for Palm



Chapter 5: Frequently Asked Questions

- ***I cannot save or load a game.***

Answer: The save and load functions for ChessToGo for Palm is only available to registered users. To use this function, you would need to purchase a license key. Visit our website, <http://www.learningtogo.com>.

- ***I recently purchased the ChessToGo for Palm but I don't have the license key yet.***

Answer: Please allow us up to forty-eight hours to process your registration. If it has been over forty-eight hours since your purchase, please let us know and we will send you your license key in the soonest possible time.

- ***I purchased ChessToGo for Palm, but the license key "author" does not work.***

Answer: "Author" is not your license key. Your license key will be e-mailed to your within 48 hours from the date of purchase.

- ***I purchased ChessToGo for Palm today, but I don't know how to claim my FREE Ebooks.***

Answer: The instructions on claiming your FREE eBooks is included in the license key e-mail, which will be sent within 48 hours from your date of your purchase.

- ***I just purchased and downloaded your product and it is asking me to register the product as if it was a trial version.***

Answer: Newly registered users of the ChessToGo for Palm will be sent license keys to have unlimited access to the software. Please allow us up to forty-eight hours to process this.

- ***My registration key doesn't work.***

Answer: The registration key or license key is based on the on your HotSync name. Please send us the correct HotSync name for us to revise your license key. To verify the correct HotSync name, please follow these steps:

- Launch ChessToGo for Palm in your palm device.
- Bring up the menu by tapping on title bar or through the menu button found on the Graffiti area.
- Tap on **Options**, then **Registration**.
- On the next window, your HotSync name is labeled "HotSync name".

- ***I gave you a wrong HotSync name. How can I correct it?***

Answer: We should be able to affect the changes on your license key as soon as we get more information. Kindly send us the hex value of your HotSync name and we will correct it from our end.



Chapter 6: Customer Support

If you need assistance during installation, registration, or when using ChessToGo for Palm, please don't hesitate to contact our customer support staff. We can only provide customer support through e-mail.

Please send us a detailed description of the assistance you require and any specific difficulty you have encountered. Send your e-mail to support@learningtogo.com or visit our website at <http://www.learningtogo.com>.



Glossary

- License Key – refers to the unique key issued to a user who has paid for the registration of his installed software copy. This is needed to run ChessToGo for Palm when the trial version expires.
- HotSync Name - refers to the name given by the owner or name of the HotSync account on the handheld used during HotSync process. This term is only applicable if the user is installing the product to a Palm compatible/Palm powered device.
- HotSync/ActiveSync Operation - refers to the process of synchronizing files from the handheld to the desktop or vice versa. This term is only applicable if the user is installing the product to a Palm compatible/Palm powered device.
- Hex Value – refers to the hex representation of the Hotsync name.

