

ABOUT ExChess

ExChess is a very simple and small chess game. It is based on C source code using SDCC compiler. It has an engine which is able to calculate just half move of depth. Despite this, it knows where there are different captures in the same square or even how to make checkmate. It makes a move about every minute. Neither fast nor slow.

Maybe, there will be one special version for Linux system using the Xboard protocol interface where ExChess could calculate more and better moves than MSX version of ExChess.

The current version of the engine is 0.17c and it is being revised at the moment. So, this game have not been finished yet and probably you can find some bugs (it is not known).



The original idea was only to create a chess game for fun, but finally it was decided to send it to MSXDEV'11 contest as a chess game because it is not usual to find IA games in the MSX scene at the moment.

Just enjoy it and have a good time.

HOW TO PLAY

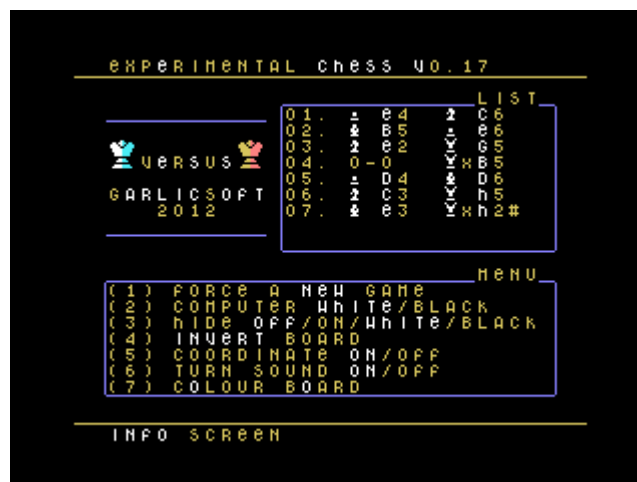
In order to play chess you only need to know its rules, they can be found on several places on the net. The easier way to get them is through www.fide.com web. Of course, every country usually has its own chess organization, so they can be downloaded from its web.

Once you run this ROM on your msx or emulator, you can use KEYBOARD or JOYSTICK to move (cursor/joy) and select (space/fire).

Extra options are available by pressing certain numbers

OPTIONS

The only option that you have to know is the '0' key. If you press this key, a new screen will show info about game and other option keys.



Anyway, the options are:

- * Press "1" key to play again
- * Press "2" key to force computer move
- * Press "3" key to play without seeing pieces (blind game).
- * Press "4" key to invert board
- * Press "5" key to remove coordinates
- * Press "6" key to turn beeps on/off
- * press "7" key to change board colours

REQUERIMENTS

- * MSX Computer or Emulator (first generation or upper)
- * 16 Kb RAM
- * Do not use C-BIOS

FEATURES

- * All FIDE rules included (except 50 and third repetition)
- * Multicolour chess board and pieces
- * Possibility to play blind games (total or partial pieces)
- * Playlist movement info
- * Depth ½
- * Engine 0.17c

CREATED BY

- * Original idea by unknown
- * Code and beeps by Jos'b
- * Pixels by Sutchan

END

This game (including ROM and PDF User's Manual) is an entry to the msx development contest "MSX DEV'11".

GarlicSoft 2012