The Guide
to the
Internet Chess Server
at the
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Contents

1 Foreword

Dear Chess Player,

This is a collection of most of the avaliable online-helpfiles on GICS. They have been created by the authors of the Free Internet Chess Server distribution. Some of them have been completely rewritten for GICS, others are only slightly changed from the original. Thanks to Friar from FICS, who wrote most of the included help files for the different commands and the FICS intro files, which have been reprinted almost unchanged.

This collection is a TeX Document, converted to HTML by the fine LaTeX2HTML converter. In the HTML-Version, all references are Hyperlinks to the corresponding parts of the document. In the printed TeX version you will see the references given as *Section* and *Page*.

Still all of the documents are in english, but if you would like to volunteer for a german translation, please let me know!

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2 Introduction to the Free Internet Chess Servers

2.1 Intro 0: Welcome

WELCOME
to the
FREE INTERNET CHESS SERVER (FICS)

We have created several information files for users of this chess server. The files describe different features of the server and give you some suggestions on how these features can help you enjoy internet chess. Here is a directory of the information files and what topics each file covers:

File	Topics
intro 1 (Section 2.2, Page 10)	General information
intro 2 (Section 2.3, Page 10)	Communicating
intro 3 (Section 2.4, Page 11)	Displaying information
intro 4 (Section 2.5, Page 12)	Setting your preferences
intro 5 (Section 2.6, Page 13)	Special functions
intro 6 (Section 2.7, Page 13)	Chess matches
intro 7 (Section 2.8, Page 14)	Making moves in a chess match
intro 8 (Section 2.9, Page 16)	Observing others

Table 1: Introduction files

To read information from one of these files, simply type ”`help intro#`” using the appropriate number. If you have questions after reading the files, there are several things you can do.

1. Read the help file for a command you have a question about; your answer might be there.
2. Contact users, especially administrators of the server (known as ”admins”); they are very helpful.
3. Try the online-documentation at GICS http://www.unix-ag.uni-kl.de/~chess/gicshelp/.

To read a help file, type ”`help [topic]`”, without the square brackets, however. If the topic is a command, the help file will give you information about the format for the command. You can tell that it is a command because the first line will describe its format (”Usage”). Words in square brackets [] designate optional variables; including them affects the way your command will be processed. In many cases, a help file will suggest other help files you may want to read.

Your suggestions about the information files (and help files, too) are welcome.

See also: *intro 1 (Section 2.2, Page 10)*, *intro 2 (Section 2.3, Page 10)*, *intro 3 (Section 2.4, Page 11)*, *intro 4 (Section 2.5, Page 12)*, *intro 5 (Section 2.6, Page 13)*, *intro 6 (Section 2.7, Page 13)*, *intro 7 (Section 2.8, Page 14)*, *intro 8 (Section 2.9, Page 16)*

2.2 Intro 1: General information

The internet has great capabilities for connecting people from all over the world. This chess server is one way for networking individuals who enjoy chess. Other chess servers (at least those we know about) are listed in the "addresses" file. Among other things, a chess server allows users to play chess matches against each other, as well as communicate with each other. The chess server (computer) is programmed to send players' chess moves and messages to the right users. It also keeps track of various information.

In order to use the features, you need to type various commands. In general, commands do one of four things:

1. help you play a chess match (see *intro 6 (Section 2.7, Page 13)*),
2. send a message to one or more users (see *intro 2 (Section 2.3, Page 10)*),
3. display information to you (see *intro 3 (Section 2.4, Page 11)*),
4. modify one of your settings, variables or notes (see *intro 4 (Section 2.5, Page 12)*), or
5. have the server perform a special function (see *intro 5 (Section 2.6, Page 13)*).

Certain commands are restricted to server administrators ("admins") and cannot be used by regular users. Some features are only available for registered users. Only registered users can have rated chess games, have games stored after adjournment, have `finger` notes, and communicate using `shout` , `kibitz` and `message` (see *intro 2 (Section 2.3, Page 10)* help file). If you intend to visit the server often, you will enjoy your visit more as a registered user. Registration on this server is by email; type `help register` to learn the procedure.

New users might want to start off with simple features and gradually learn about the other functions as they go along. To get a description of a particular command, type `help [command]` – without the square brackets, of course. For example, `help match` will give you information about the `match` command. NOTE: you do not have to type the entire command in order to use it or read its help file; typing the first few letters will work in most cases.

See also: *addresses (Section 4.4, Page 68)*, *admins (Section 4.8, Page 70)*, *finger (Section 3.4.7, Page 58)*, *intro 2 (Section 2.3, Page 10)*, *intro 3 (Section 2.4, Page 11)*, *intro 4 (Section 2.5, Page 12)*, *intro 5 (Section 2.6, Page 13)*, *intro 6 (Section 2.7, Page 13)*, *notes (Section 4.33, Page 94)*, *register (Section 4.36, Page 96)*

2.3 Intro 2: Communicating

Communications among users are of two types: (a) messages, and (b) requests. Messages basically involve conversations among users; the server merely transmits the messages. Requests are different because they involve the server doing something about or during a chess match.

MESSAGES

Suppose you want to say something to one or more users. There are several commands you could use (Table 2).

command	function
message (Section 3.2.9, Page 41)	Send a user a message to be stored, even if the user is not logged on at that time
tell (Section 3.2.19, Page 44)	Talk to one user, or users on one channel
xtell (Section 3.2.21, Page 45)	Talk to one user, but allow for a continuing conversation with another user
channel (Section 3.2.1, Page 38)	Listen to tells sent to a given channel
say (Section 3.2.17, Page 43)	Talk to the user you are playing chess with (or just played a game with)
shout (Section 3.2.18, Page 43)	Talk to all users who are open to shouts
cshout (Section 3.2.3, Page 38)	Talk to all users who are open to shouts; message must be about chess
it (Section 3.2.6, Page 40)	Special kind of shout
kibitz (Section 3.2.7, Page 40)	Talk to all players and observers of a specific chess game
whisper (Section 3.2.20, Page 45)	Talk to all observers of a specific chess game
censor (Section 3.3.5, Page 48)	Prevents a given user's messages from reaching you

Table 2: Communication commands

Read more about these commands in their own help files. But, in general, `message` works like an answering machine, `tell` and `say` are like normal one-to-one conversations, `shout` , `cshout` and `it` are for group talks, and `kibitz` and `whisper` are for commenting on a chess match you are observing. Please observe chess server etiquette guidelines when using these commands.

NOTE: On GICS, DICS and WICS you can also remote-communicate with players on other ICS Servers, see the help file for *iic (Section 4.26, Page 89)* about this feature.

REQUESTS

Users need to make agreements about the kinds of chess matches they will be playing. They also need to make agreements about various situations during the play of a chess match. Requests serve as ways to reach agreements as well as take the agreed upon action. For example, users need to request the start of a chess match. When a match has been agreed upon, the server will start a match between those two users. During a match, one player may need to adjourn; if an adjournment is agreed upon, the server will stop the match and save the game so that it can be resumed later. Read *intro 6 (Section 2.7, Page 13)* for more information about chess matches and these special requests.

USEFUL HINT: At times, a lot of messages from various users will come across your screen. To help you notice when a user has sent a message or request to you personally (rather than to users on FICS), you can set the `highlight` variable to make them readily apparent (see highlight).

See also: *etiquette (Section 4.20, Page 81)*, *highlight (Section 3.3.8, Page 50)*, *intro 6 (Section 2.7, Page 13)*

2.4 Intro 3: Displaying information

There are several commands you can use for displaying general information (Table 3).

command	information
help (Section 3.4.11, Page 60)	describes a command, displays useful information, or lists all commands and their help file topics alphabetically
info (Section 3.4.15, Page 61)	lists all help files for non-commands
who (Section 3.4.32, Page 65)	lists current users
games (Section 3.4.8, Page 58)	lists current games
allobservers (Section 3.1.4, Page 18)	lists all users observing a chess game (or games)
handles (Section 3.4.9, Page 59)	lists registered users with names beginning with a given letter or letters
inchannel (Section 3.2.5, Page 39)	lists all users who are listening to a given communication channel
uptime (Section 3.4.29, Page 64)	how long the server has been running since its last startup
date (Section 3.4.5, Page 57)	current date
time (Section 3.1.57, Page 36)	current time
statistics (Section 3.4.28, Page 64)	displays information about server usage
llogons (Section 3.4.17, Page 61)	lists the last 30 or so logons/logoffs
best (Section 3.4.1, Page 56)	displays highest ratings achieved for different types of chess matches

Table 3: General information commands

Other commands display information about you or another user (Table 4).

command	information
finger (Section 3.4.7, Page 58)	displays general information about a user
history (Section 3.4.12, Page 60)	displays information about a user's recent matches
stored (Section 3.1.54, Page 35)	lists a user's stored games
pending (Section 3.1.34, Page 28)	lists requests that have been made to and by you but have not yet been declined
variables (Section 3.3.21, Page 54)	displays a user's current preferences and settings
assess (Section 3.1.5, Page 18)	displays how you and another user's ratings would change if you were to play a rated chess match
logons (Section 3.4.18, Page 62)	lists the last 10 or so logons for a user

Table 4: Information about users

See also: [the individual commands]

2.5 Intro 4: Setting your preferences

Everyone starts out with certain default values and settings, but you may change them if you wish. You change settings using the set command; you can view your current settings (or those of another user) using the variables command.

Some settings concern what information the server will transmit to you, such as communications from other players and notifications about games starting or users logging on/off. Other settings concern chess matches, such as your default time controls, whether you will hear a bell when a new board position is sent to you, whether you will be sent a list of the moves for your game automatically when the game is completed (or adjourned), even the format used to send you the board position.

By changing these settings, you can create the kind of atmosphere you would like to have. You can change these settings at any time, even during a given session. For the most part, changes you make to your settings will be saved after you log off and you will not need to change the settings each time you log on.

Your password is also a special setting, although it is never displayed at any point. When you register, you are given a logon password. You may change your password at any point using the password command.

Lastly, it is possible for you to create special aliases to save you from typing phrases you use often. Instead of typing the whole phrase, all you do is type your alias.

See also: *alias (Section 3.3.2, Page 46)*, *password (Section 3.3.13, Page 52)*, *set (Section 3.3.15, Page 52)*, *variables (Section 3.3.21, Page 54)*

2.6 Intro 5: Special Functions

There are several commands that perform special functions beyond sending messages to other users, displaying information or modifying your settings. Here are some useful ones:

command	**function**
alias (Section 3.3.2, Page 46)	to make typing frequently-used phrases easier
mailmoves (Section 3.1.23, Page 25)	mails to you the moves of a user's game
mailoldmoves (Section 3.1.24, Page 25)	mails to you the moves of a user's last game
oldmoves (Section 3.1.31, Page 28)	allows you to view a user's last game
smoves (Section 3.1.51, Page 34)	displays moves of a stored game
sposition (Section 3.1.53, Page 35)	displays the last position of a stored game

Table 5: Special functions

More functions will be added as time goes on.

See also: [the individual commands]

2.7 Intro 6: Chess matches

This chess server's main purpose is to link users who want to play chess. Among other things, the server allows you to contact other users about playing chess matches, checks to make sure that your moves are legal, keeps track of the board position while you play, and updates ratings of players after the match.

The basic way of contacting a user about playing a chess match is by using the match command. There is a separate help file for the match command, so we will not go into details here. But here (Table 6) is a list of the various commands that you may want to learn about (remember that requests are sent to your opponent, not to the server, and must be accepted by your opponent in order to occur).

command	**function**
match (Section 3.1.26, Page 25)	request a match with another user
abort (Section 3.1.1, Page 17)	request that a game be canceled
accept (Section 3.1.2, Page 17)	accept a request from a user
adjourn (Section 3.1.3, Page 17)	request that the match be stopped, saved and continued at another time
decline (Section 3.1.8, Page 19)	decline a request from a user
draw (Section 3.1.9, Page 19)	request that the chess match be declared a draw
flag (Section 3.1.15, Page 22)	end the match because your opponent is out of time
moves (Section 3.1.29, Page 27)	have FICS send you the moves to the match you are playing
pause (Section 3.1.33, Page 28)	request that the match be suspended temporarily, but not adjourned
promote (Section 3.1.37, Page 29)	set the kind of piece a pawn will be promoted to when it reaches the back rank
refresh (Section 3.1.39, Page 30)	display the current board position
resign (Section 3.1.40, Page 30)	give your opponent the win, and end the match
say (Section 3.2.17, Page 43)	communicate with your current (last) opponent
switch (Section 3.1.55, Page 36)	request that you and your opponent change sides (colors)
takeback (Section 3.1.56, Page 36)	request that one or move moves be taken back (canceled)
unpause (Section 3.1.60, Page 37)	request that a paused match be resumed
withdraw (Section 3.1.62, Page 37)	cancel a request you have made

Table 6: Game commands

It is possible to play matches with more than one user simultaneously, much like a simultaneous exhibition at many major chess tournaments. If you are interested in playing more than one chess game at once, or interested in playing against someone with simultaneous matches, read the ”simuls” file.

See also: *match (Section 3.1.26, Page 25)*, *simuls (Section 4.38, Page 98)* [and the individual commands]

2.8 Intro 7: Making moves in a chess match

There are two ways to make chess moves during a match. Many user's have a graphics interface. In this case, the user moves the piece on the graphics board using the computer mouse, and the interface software translates this move into chess notation and sends the move to the server for processing. Read the interfaces information file for a few details about graphics interfaces.

If you don't have a graphics interface, you will need to enter your moves using a keyboard. In order to do this, you have to know what kind of chess notation the server uses. Chess players use one of two different notational systems: descriptive and algebraic. The server understands algebraic. (The server also understands a computer version of chess notation; see below.)

In algebraic notation, each square has a unique label. Each rank is labeled `1` to `8`, with the rank on White's side being `1`. Each file is labeled `a` to `h`, with the file on White's left side being a. So each square has a file label and a rank label, with the file listed first. In algebraic notation, each chess piece has its own symbol: `k` = king; `q` = queen; `b` = bishop; `n` = knight; `r` = rook; `p` = pawn (though the `p` is not really used).

Here is a sample of a match position as displayed in the default **style 1**. For this example (Table 7), White is at the bottom of the board and Black is at the top. Symbols are in capital letters; the `*` means the piece is Black's.

```
       ---------------------------------
    8  |   | *R|   |   | *R|   | *K|   |
       |---+---+---+---+---+---+---+---|
    7  | *P|   |   | *B| *P| *P| *B| *P|
       |---+---+---+---+---+---+---+---|
    6  |   |   |   |   |   | *N| *P|   |
       |---+---+---+---+---+---+---+---|
    5  | *Q|   |   | *P|   |   | B |   |
       |---+---+---+---+---+---+---+---|
    4  |   |   |   |   |   | P |   |   |
       |---+---+---+---+---+---+---+---|
    3  |   |   | N | B | P |   |   |   |
       |---+---+---+---+---+---+---+---|
    2  | P | P |   |   | Q |   | P | P |
       |---+---+---+---+---+---+---+---|
    1  |   |   | R |   |   | R | K |   |
       ---------------------------------
         a   b   c   d   e   f   g   h
```

Table 7: Example ascii board

Black's king (`*K`) is on the **g8** square; White's king (`K`) is on the **g1** square, and so on. It is Black's move. Suppose Black wants to place the knight (`*N`) on the **e4** square. The move to enter in algebraic would be `Ne4`. Moving pawns is simpler; you don't use the `p` for the piece and just give the square the pawn is moving to. Suppose Black decides to move the pawn (`*P`) on the **h7** square to the **h6** square. The move to enter would be `h6`. In many board positions, more than one rook, knight or pawn could move to the same square. In this case, you have to indicate which of the two pieces you want to move. For example, suppose Black has knights on **c2** and **e2**; they could both move to **d4**. To move the knight on **c2** to **d4** you could type `Ncd4`, where the `c` serves to tell the server which knight to move.

In algebraic notation, captures are usually denoted by "**x**". Suppose Black wants to capture White's **b2** pawn (`P`) with the rook (`R`) on **b8**. Black would enter the move `Rxb2`. However, the server would also understand the simple `Rb2` and know that a capture is implied. So, for this server, you can enter the square the piece will capture on. To make a castle move, use `O-O` to castle on the king's side and `O-O-O` to castle on the queen's side.

Many computers want very explicit instructions on how to move pieces. This ”computer” notation has the following format: square_from–square_to

For example, in the above board position, moving the Black rook from **b8** to **b2** would be entered `b8-b2` . Piece symbols are never used; only the squares. The server understands computer notation as well.

In short, to move a piece during a chess match, enter the move. Each time you and your opponent make a move, the server updates the board position and sends the new position to both you and your opponent. It's that simple!

See also: *interfaces (Section 4.27, Page 89)*, *style (Section 3.3.18, Page 53)*

2.9 Intro 8: Observing Games

Each game has a game number. This number is shown at the left end of each line printed by ”games”, and is also displayed whenever any information about a game is presented. If a player is in a game, the game number is shown to the left of the player's name in the ”who v” display.

It is possible to watch the progress of one or more games. This is called observing. If you're observing a game, each time anything happens in that game, your display is updated. The commands that govern this are:

observe, **allobservers**, **moves**, **oldmoves**

`observe 2` turns on observing game 2. Alternatively `observe Doggie` turns on observing of the game played by Doggie. `observe` with no arguments turns off observing of all games, and trying to observe a game you're already observing turns off observing for that game.

Note that in this command (and almost all other commands that accept a player's name) the name can be abbreviated, as long as there is no ambiguity. So, `o d` is the same as `observe Doggie` if there is only one player whose name begins with ”D” or ”d”. All such commands are also case insensitive.

You can tell if a player is observing by looking for the ”o” to the left of the name in the `who v` display, or by doing `finger` for that player.

The command `allobservers` , or `all` for short, lists all the observers of all games being observed. If a game is specified, it lists the observers for the specified game.

`moves` lists the moves so far for the specified game. `oldmoves` lists the moves of the game previously completed by the specified player. If no parameter is given, your own current, or previous moves are shown.

See also: *observe (Section 3.1.30, Page 27)*, *allobservers (Section 3.1.4, Page 18)*, *moves (Section 3.1.29, Page 27)*, *oldmoves (Section 3.1.31, Page 28)*, *examine (Section 3.1.11, Page 20)*

3 Commands

3.1 Game and Analysis Commands

3.1.1 abort

Usage: `abort`

The ”abort” request is used in two situations during a chess game.

1. You wish to abort the game for some reason. ”Abort” sends a request to your opponent that you would like to abort the current game. Your opponent can accept or decline your offer. If a proposal to abort is pending for you, then typing ”abort” (or ”accept”) will accept the offer.
2. Your opponent has run out of time and you believe that a problem has occured with the connection to the chess server. Rather than ”flag” your opponent and claim a win on time, you can ”abort” the game. (This function is the old ”courtesyabort” command, just made easier to use.)

An aborted game is canceled; no changes in ratings occur, the game is not stored, and it is not listed in history or counted as a completed game in your statistics.

See also: *accept (Section 3.1.2, Page 17)*, *decline (Section 3.1.8, Page 19)*, *flag (Section 3.1.15, Page 22)*, *match (Section 3.1.26, Page 25)*

3.1.2 accept

Usage: `accept [player | 1-n| draw | adjourn | abort | takeback | all]`

Accepts an offer that has been made to you. If no parameter is given and there is only one offer, you accept it. If there is more than one offer pending (for example, multiple match offers) you will shown a list of pening offers and asked which one to accept. Then you must specify which offer to accept. You can either choose the offer by number, or by type (such as draw, adjourn, abort, or takeback). ”All” accepts all pending offers.

See Also: *decline (Section 3.1.8, Page 19)*, *pending (Section 3.1.34, Page 28)*, *match (Section 3.1.26, Page 25)*, *draw (Section 3.1.9, Page 19)*, *adjourn (Section 3.1.3, Page 17)*, *abort (Section 3.1.1, Page 17)*, *takeback (Section 3.1.56, Page 36)*

3.1.3 adjourn

Usage: `adjourn`

Requests that the current game be saved for later continuation. If a proposal to adjourn is pending for you, then typing adjourn (or accept) will accept the offer. Games that are adjourned can be resumed later by using the match command when your opponent is logged on. Use ”stored” to view the list of your adjourned games.

See also: *accept (Section 3.1.2, Page 17)*, *decline (Section 3.1.8, Page 19)*, *match (Section 3.1.26, Page 25)*, *stored (Section 3.1.54, Page 35)*

3.1.4 allobservers

Usage: `allobservers [game|user]`

If a game is specified then all users observing that game are displayed. However, if there are no observers for that game, nothing will be displayed.

If no game is specified, then all users observing games in progress are displayed. However, if there are no observers for ANY game, nothing will be displayed.

The display will have this format: Game #, Players, Observers.

For example:

```
Observing 18 [DAV vs. friar]: Thumper, Charity, Shane
```

See also: *observe (Section 3.1.30, Page 27)*

3.1.5 assess

Usage: `assess [user1 [user2]]`

Displays how ratings will be effected if user1 played user2. If both parameters are omitted and you are playing a game, then the command will display the possible ratings changes from your game with your current opponent (if you are not playing a game, you will be told that). If only user1 is given, then the command will display the possible ratings changes from a game you would have with user1. If both parameters are given, then the command will display possible ratings results of a game between user1 and user2.

See also: *match (Section 3.1.26, Page 25)*

3.1.6 backward

Usage: `backward [number]`

This command is used by a person examining a game in order to move backwards in the sequence of the game's moves. If `number` is not specified, 1 will be used.

In the case of a stored game, you may move forward again using the ”forward” command, but in the case of a new game you will need to move the pieces again.

See also: *examine (Section 3.1.11, Page 20)*, *forward (Section 3.1.17, Page 22)*

3.1.7 boards

Usage: `boards [category]`

If category is given then this lists all available boards for that category. If the parameter is omitted, then this lists all available categories. You can start your game from the position given in any of these boards. Just specify the board type in your match request.

See also: *match (Section 3.1.26, Page 25)*, *wild (Section 4.50, Page 108)*

3.1.8 decline

Usage: `decline [ 1-n | match | draw | adjourn | abort | takeback | switch | simul | all | player ]`

Declines an offer made to you. If no parameter is given, and there is only one offer, you thereby decline it. If there's more than one offer to you outstanding – for example, multiple match offers – then you must specify which offer you wish to "decline." You can specify the offer you wish to decline:

1. By number
2. By type, e.g., "decline abort"
3. All offers ("decline all")
4. By the player's name making the offer ("decline MacReady").

See also: *accept (Section 3.1.2, Page 17)*, *pending (Section 3.1.34, Page 28)*, *match (Section 3.1.26, Page 25)*, *draw (Section 3.1.9, Page 19)*, *adjourn (Section 3.1.3, Page 17)*, *abort (Section 3.1.1, Page 17)*, *takeback (Section 3.1.56, Page 36)*, *switch (Section 3.1.55, Page 36)*, *simuls (Section 4.38, Page 98)*

3.1.9 draw

Usage: `draw`

Requests a draw from your opponent. A draw means that you neither win nor lose your chess match – the game will be a tie. Ratings are affected, however, unless it was an unrated match.

If your opponent had offered you a draw, then the command draw (or accept) would accept the draw offer. To decline a draw offer, either use the decline command or make a move instead.

This command also claims a draw in the case of the 50 move rule or 3 times repetition. In the case of a draw being requested, the chess server will check for these conditions. If one of them is present, the game will be drawn even without the opponent accepting the draw.

See also: *accept (Section 3.1.2, Page 17)*, *decline (Section 3.1.8, Page 19)*

3.1.10 eco

Usage: `eco [game]`

This command displays the category of the opening being played in the game requested, whether a game being played or examined.

`eco`	gives information about the game you are playing
`eco 2`	gives information about game 2
`eco hawk`	gives information about the game hawk is playing

The display includes several kinds of information about the opening being played in the game:

`ECO[ ##]`	Encyclopedia of Chess Openings classification
`NIC[ ##]`	New In Chess classification
`LONG[ ##]`	Name of opening

The number in the [] is the ## halfmoves used for classifying this game's opening according to the data base being used.

ECO information is also given in a user's "history" display.

See also: *history (Section 3.4.12, Page 60)*

3.1.11 examine

Usage: `examine [white_player black_player]|[player game#]`

This command starts a game in the examine mode where you, as the examiner, can move the pieces for both white and black, take moves back and analyze side variations.

STARTING EXAMINE MODE

"Examine" begins examine mode for a new game and, in essence, you will be playing yourself. Typing "match your_handle" is also a way to enter examine mode for a new game.

"Examine white_player black_player" loads the adjourned game (if any) between the two players. The game will be played from the starting position, not the last, stored position.

EXAMINE MODE

While in examine mode, you can move the pieces in order to set up a position and/or analyze side variations. There are three special commands you can use when examining a stored game:

`forward [#]`	goes forward # moves (default n=1)
`backward [#]`	goes backward # moves (default n=1)

For new games, only "backward" works; the other commands have no affect since there is no main line stored. Once you go backward, you will need to move the pieces again in order to move forward.

Lastly, the command "unexamine" leaves the examine mode and ends your analysis of the game.

GROUP EXAMINE

Other people can also examine the game you are reviewing. But must you decide who these other examiners are. Here are the steps involved:

1. The other examiner must first "observe" the game.
2. You, as the main examiner, must type "mexamine <user>" in order to give "user" access to the examine mode.

In order to communicate with another examiner of the game, it is best to use the "kibitz" command. If you use "whisper", the game's observers but not examiners will hear your message.

SPECIAL NOTES

1. Players examining games have a # next to their handles in the (short) "who" display, and examined games are listed in both the "games" and "allobservers" displays.

2. ”Unexamine” stops your participation in the analysis, and also stops your observer status. The other examiners may continue, however, even if you set up the examine to begin with.

3. Any clock times shown are, of course, unimportant since time is not a factor when analyzing games.

See Also: *allobservers (Section 3.1.4, Page 18)*, *backward (Section 3.1.6, Page 18)*, *forward (Section 3.1.17, Page 22)*, *games (Section 3.4.8, Page 58)*, *history (Section 3.4.12, Page 60)*, *kibitz (Section 3.2.7, Page 40)*, *match (Section 3.1.26, Page 25)*, *mexamine (Section 3.1.27, Page 26)*, *observe (Section 3.1.30, Page 27)*, *stored (Section 3.1.54, Page 35)*, *whisper (Section 3.2.20, Page 45)*, *who (Section 3.4.32, Page 65)*, *exwhite (Section 3.1.14, Page 22)*, *exblack (Section 3.1.12, Page 21)*

3.1.12 exblack

Usage: `exblack name`

This command is used by a person examining a game in order to set the name of the black player.

See also: *exwhite (Section 3.1.14, Page 22)*, *examine (Section 3.1.11, Page 20)*

3.1.13 exsetboard

Usage: `exsetboard FENstring sidetomove`

When in examine-mode you can setup a board position with this command. FENstring is the FEN-representation of the Board. sidetomove is either ”w” for white or ”b” for black to move next

FENstring:

The board contents are specified starting with the eighth rank and ending with the first rank. For each rank, the squares are specified from file a to file h. White pieces are identified by uppercase piece letters (”PNBRQK”) and black pieces are identified by lowercase piece letters (”pnbrqk”). Empty squares are represented by the digits one through eight; the digit used represents the count of contiguous empty squares along a rank. A solidus character ”/” is used to separate data of adjacent ranks.

eg. The standard-board looks like this:

```
rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR
```

The Wild 5 - board looks like this:

```
RNBKQBNR/PPPPPPPP/8/8/8/8/pppppppp/rnbkqbnr
```

The Position (Ruy Lopez-opening)

```
W:  P a2 b2 c2 d2 e4 f2 g2 h2 R a1 h1 N b1 f3 B c1 b5 Q d1 K e1
B:  P a6 b7 c7 d7 e5 f7 g7 h7 R a8 h8 N c6 g8 B c8 f8 Q d8 K e8
```

is represented by

```
r1bqkbnr/1ppp1ppp/p1n5/1B2p3/4P3/5N2/PPPP1PPP/RNBQK2R
```

See also: *examine (Section 3.1.11, Page 20)*

3.1.14 exwhite

Usage: `exwhite name`

This command is used by a person examining a game in order to set the name of the white player.

See also: *exblack (Section 3.1.12, Page 21)*, *examine (Section 3.1.11, Page 20)*

3.1.15 flag

Usage: `flag`

If your opponent has run out of time (chess clock reads zero), and you have not run out of time, then using the flag command will claim a win for you. If both players are out of time, then the game will be a draw.

If your opponent appears to have lost contact or hasn't responded in a reasonable amount of time, he/she probably has a systems lag. Use the command courtesyabort to end the game like a good sport and not have them lose the game because of a slow connection.

NOTE: some users have interface programs that automatically flag you when you have run out of time. This practice is legal. If you find yourself losing many games from being flagged when you have system lags or take longer to think about moves, then consider using longer time controls.

See also: *abort (Section 3.1.1, Page 17)*, *draw (Section 3.1.9, Page 19)*

3.1.16 flip

Usage: `flip`

"Flip" causes the board to display reversed. Either from White at bottom to Black at bottom, or vice versa. This command may be especially useful when observing games or playing team games. Using this command is equivalent to toggling the flip variable.

See also: *variables (Section 3.3.21, Page 54)*

3.1.17 forward

Usage: `forward [#]`

This command is used by a person examining a game in order to move forward in the sequence of the game's moves. If # is not specified, 1 will be used.

This command works only for stored games, not for new games.

See also: *backward (Section 3.1.6, Page 18)*, *examine (Section 3.1.11, Page 20)*

3.1.18 goboard

Usage: `goboard player`

Goes to board for the specified player in a simul match. Standard aliases are ”go player” and ”goto player”.

See also: *gonum (Section 3.1.19, Page 23)*, *simnext (Section 3.1.48, Page 34)*, *simprev (Section 3.1.50, Page 34)*, *simuls (Section 4.38, Page 98)*

3.1.19 gonum

Usage: `gonum #`

Goes to board number # in a simul match.

See also: *goboard (Section 3.1.18, Page 23)*, *simnext (Section 3.1.48, Page 34)*, *simprev (Section 3.1.50, Page 34)*, *simuls (Section 4.38, Page 98)*

3.1.20 jkill

Usage: `jkill [A-Z]`

This command is used to delete games from your journal (see the ”journal” help file).

Example: `jkill E` deletes entry `E` from your journal.

See also: *history (Section 3.4.12, Page 60)*, *journal (Section 3.1.21, Page 23)*, *jsave (Section 3.1.22, Page 24)*

3.1.21 journal

Usage: `journal [player]`

The journal feature is a way to save games as long as you want to. History games, remember, get overwritten as you play more games; only the most recent games are saved. The journal feature allows you to save games for a longer period of time.

The journal file for most players has 26 available slots. These slots are denoted by the single letters from `A` to `Z` . Games in your journal are referred to by their letters.

There are two things you need to know in order to make this feature work for you:

1. how to save a game to your journal, and
2. how to review a game from your journal.

<u>SAVING A GAME TO A JOURNAL</u>

The *jsave (Section 3.1.22, Page 24)* command is used to save games to your journal. Please refer to that help file for details.

<u>SHOWING THE CONTENTS OF A JOURNAL</u>

To read the contents of a journal, type:

```
journal [user_name]
```

If the `user_name` is omitted, then the contents of your journal will be displayed.

There are several commands you can use in order to display information about an individual game:

- *examine (Section 3.1.11, Page 20)*
- *smoves (Section 3.1.51, Page 34)*
- *mailstored (Section 3.1.25, Page 25)*

See those help files for further details.

PRIVATE JOURNALS

It is possible to hide your journal from other users (except admins) by using the '`jprivate`' variable:

`set jprivate 1`	hides your journal
`set jprivate 0`	allows others to access your journal

See also: *examine (Section 3.1.11, Page 20)*, *history (Section 3.4.12, Page 60)*, *jsave (Section 3.1.22, Page 24)*, *jkill (Section 3.1.20, Page 23)*, *mailstored (Section 3.1.25, Page 25)*, *smoves (Section 3.1.51, Page 34)*, *variables (Section 3.3.21, Page 54)*

3.1.22 jsave

Usage: `jsave slot player history_number|journal_number`

This command is used to save games to your *journal (Section 3.1.21, Page 23)* (see the "journal" help file). You can save games from a "history" file or from another journal.

To save from a "history" file:

The general format is: `jsave slot user_name game_number`. For example:

```
jsave A Friar 3
```

where '`A`' is your journal slot; '`Friar`' is the handle of the player whose game you want to save – whether it is your handle or the handle of another player; and '`3`' is the number of the game from that player's 'history' file.

To save from another journal:

The general format is: `jsave slot user_name slot`. For example:

```
jsave B Rattlesnake A
```

where 'B' is your journal slot, 'Rattlesnake' is the handle of the player whose journal game you want to transfer to your journal; 'A' is that player's journal slot for that game.

Using this journal-transfer feature, you can also relabel your own journal entries. For example:

```
jsave A your_handle D
```

will take the journal game in slot '`D`' and copy it to journal slot '`A`'.

See also: *history (Section 3.4.12, Page 60)*, *journal (Section 3.1.21, Page 23)*, *jkill (Section 3.1.20, Page 23)*

3.1.23 mailmoves

Usage: `mailmoves [game|user]`

Mails to you at to your email address the moves to the specified game, or to the game you are playing if not game is specified. Here are the three cases:

`mailmoves`	mails the moves of your game
`mailmoves User`	mails the moves of User's game
`mailmoves 3`	mails the moves of game #3

See also: *moves (Section 3.1.29, Page 27)*, *mailstored (Section 3.1.25, Page 25)*

3.1.24 mailoldmoves

Usage: `mailoldmoves [user]`

LIMITED TO REGISTERED USERS

Mails to you at to your email address the moves of the last game played by "user" or, if "user" is omitted, of yourself. Here are the two cases:

`mailoldmoves`	mails the moves of the game you last played
`mailoldmoves User`	mails the moves of the game last played by User

See also: *mailstored (Section 3.1.25, Page 25)*, *smoves (Section 3.1.51, Page 34)*

3.1.25 mailstored

Usage: `mailstored player history# | player player | game id#`

This command the move listing of the specified game to your email address.

See also: *stored (Section 3.1.54, Page 35)*, *smoves (Section 3.1.51, Page 34)*, *sposition (Section 3.1.53, Page 35)*, *examine (Section 3.1.11, Page 20)*, *mailmoves (Section 3.1.23, Page 25)*

3.1.26 match

Usage: `match user [[Start] [Inc] [Black_Start Black_Inc] [board_category board]]`

Requests a match with a given user. The remaining parameters specify the time controls of the match. If none are given then a '2 12' match is specified. If only 'Start' is given then 'Inc' is assumed to be zero. If a time is given for Black then the original requestor of the match will play the White side, otherwise the side will be chosen "fairly".

Start's are given in minutes, and Inc's in seconds.

Board_category and board (which must be used together) specify a particular starting position for the game, but these arguments can only be included when all of the other arguments have also been given. If a particular starting position is not supplied, then ”standard” and ”standard” are used.

Usual matches can be of two types: blitz and standard. How a match is classified depends upon both the Start time and the Inc time. A formula is used to determine whether it is blitz or standard. NOTE: It does not depend on the initial time alone. The ”blitz” help file has the formula and a chart of slowest blitz and fastest standard time controls.

Here are some examples of match requests to illustrate the different arguments and format of the match command:

match red 5 Requests a 5 minute blitz match with red (Inc = 0; same time controls for both players).

match red 30 30 Requests a match with red using a 30 minute Start time and 30 second increments (same time controls for both players).

match red 30 0 15 0 Requests time-odds match with red. White will have 30 minutes on his/her clock, and black will have 15 (note that all four values for the time controls must be given for a match with time odds).

match red 2 12 0 0 openings ruy-lopez Requests a blitz match with red starting with the ruy-lopez opening position. (Note that to start from a given board, you must give all four time control values; in this example, you may not omit the two zeros.)

<u>SPECIAL NOTES</u>

- If you receive a game request from a user and you request a match with the same time controls, then the match will start; otherwise, your match request will be sent as a counter offer.
- Use the ”match” command to resume an adjourned game. Resuming an adjourned game takes precedence over starting a new game. The match request, of course, can be declined by your opponent. Adjudications of adjourned games are possible.
- Match requests from others can be filtered by using formulas. If a request fails to meet your formula, it is declined automatically for you.

See also: *accept (Section 3.1.2, Page 17)*, *adjourn (Section 3.1.3, Page 17)*, *blitz (Section 4.13, Page 73)*, *boards (Section 3.1.7, Page 18)*, *decline (Section 3.1.8, Page 19)*, *formula (Section 3.3.6, Page 48)*, *variables (Section 3.3.21, Page 54)*

3.1.27 mexamine

Usage: `mexamine user`

This command is used by a person examining a game in order to allow other users to move the pieces and execute commands in examine mode. The user must first be observing the game in order for ”mexamine” to work.

See also: *examine (Section 3.1.11, Page 20)*, *observe (Section 3.1.30, Page 27)*

3.1.28 moretime

Usage: `moretime seconds`

Adds extra time (in seconds) to your opponent's clock when you are playing a game. Maximum time you can add – 600 seconds (if you try to add more than 600 seconds, only 600 will be added).

In essence, using the moretime command means that you don't want your opponent to worry so much about the time remaining on his/her clock, about being flagged, and so on. It is a useful command to use when your opponent mentions a problem with transmission lags and you are using an interface with the autoflag feature on. You are under no obligation to give your opponent more time, of course.

If you need more time, you can always ask your opponent to add time to your clock – depending on the circumstances and their mood, they might grant your request. But if you find that you frequently need more time when you play, consider playing with longer time controls.

See also: *abort (Section 3.1.1, Page 17*), *flag (Section 3.1.15, Page 22*), *match (Section 3.1.26, Page 25*)

3.1.29 moves

Usage: `moves [game|user]`

Displays the moves to the specified game. If a game is not specified, moves to the game you are playing will be displayed.

See also: *mailmoves (Section 3.1.23, Page 25*)

3.1.30 observe

Usage: `observe [game|user]`

Puts a game on your observation list. You can give either the game number or the user whose game you want to observe. Use "allobservers" to see who is observing a game (or all games in progress).

For example, if game #34 is KARPOV versus RETI, then "observe 34", "observe RETI" or "observe KARPOV" will add this game to your observation list.

"Unobserve" removes the game (or even all games) from your observation list.

NOTE: At one point "observe" used alone would remove all games from your observation list. This function is now being phased out in favor of th "unobserve" command. But be careful while both are still activated.

See also: *allobservers (Section 3.1.4, Page 18*), *games (Section 3.4.8, Page 58*), *unobserve (Section 3.1.59, Page 37*)

3.1.31 oldmoves

Usage: `oldmoves [user]`

SPECIAL NOTE: This command has been superceded by an enhanced ”smoves” command. Please refer to that help file.

Displays the moves of the most recent game of ’user’, or of yourself if ’user’ is omitted.

NOTE: At present, both players of the game in question must be logged on in order for the stored game to be access and mailed to you. We hope to expand the mail feature in the future.

See also: *mailstored (Section 3.1.25, Page 25)*, *smoves (Section 3.1.51, Page 34)*

3.1.32 partner

Usage: `partner user_name`

This command is used in order to ask another user to become your partner for a bughouse match. The other user will need to accept or decline the offer. If the other user accepts the partner offer, the two of you will then be able to hold bughouse matches against other partnerships and the two of you can be identified using the ”who” command (namely by ”who B”) as being available for bughouse matches.

See also: *accept (Section 3.1.2, Page 17)*, *bughouse (Section 4.14, Page 74)*, *decline (Section 3.1.8, Page 19)*, *pending (Section 3.1.34, Page 28)*, *who (Section 3.4.32, Page 65)*

3.1.33 pause

Usage: `pause`

A ”pause” requests asks your opponent that the game you are playing be paused – though not adjourned. An accepted pause request has the effect of rolling back the clocks to the time of the last move. If your opponent has given you a pause request, using the pause command (or accept) will accept the pause request. You may decline a pause request by using the decline command. To unpause a game use ”unpause”.

See also: *accept (Section 3.1.2, Page 17)*, *decline (Section 3.1.8, Page 19)*, *pending (Section 3.1.34, Page 28)*, *unpause (Section 3.1.60, Page 37)*

3.1.34 pending

Usage: `pending`

Displays all non-declined, pending offers from other players to you and from you to other players.

See also: *abort (Section 3.1.1, Page 17)*, *accept (Section 3.1.2, Page 17)*, *adjourn (Section 3.1.3, Page 17)*, *decline (Section 3.1.8, Page 19)*, *draw (Section 3.1.9, Page 19)*, *match (Section 3.1.26, Page 25)*, *takeback (Section 3.1.56, Page 36)*

3.1.35 play

Usage: `play [#num | handle]`

The ”play” command is how you respond to a user’s ad for a chess match. You can select an ad either by its ad number (”index number”) or by the handle of the user who placed the ad. For example, if the ad were displayed as:

```
  4  1163 killhatz     2   8 unrated Suicide       0-9999
```

you could respond to the ad by typing either (a) ”play 4” or (b) ”play TheDane”.

When you respond to an ad, a check is made that your rating is in the range specified by the ad. If the ad asks for a formula check, the user’s formula is also examined. If you meet these criteria, your response is forwarded to the user who placed the ad.

If the ad calls for auto start, the game begins at once. If the ad calls for a manual start, the other user will be notified that you are challenging him/her to a match; he/she then can accept or decline your offer to play that match.

When you respond to an ad, a check is made that your rating is in the range specified by the ad. If the ad asks for a formula check, the user’s formula is also examined. If you meet these criteria, your response is forwarded to the user who placed the ad.

If the ad calls for auto start, the game begins at once. If the ad calls for a manual start, the other user will be notified that you are challenging him/her to a match; he/she then can accept or decline your offer to play that match.

Special Notes:

If you respond to an an ad and you receive the message Bad index given; no such ad. it probably means that the ad has been removed, either by unseek or by starting a match.

See also: *match (Section 3.1.26, Page 25)*, *seek (Section 3.1.41, Page 30)*, *sought (Section 3.1.52, Page 34)*, *unseek (Section 3.1.61, Page 37)*

3.1.36 prefresh

Usage: `prefresh`

This command will display your partner’s game during a bughouse match. In essence, it is ”refresh” for your bughouse partner’s game.

See also: *bughouse (Section 4.14, Page 74)*, *refresh (Section 3.1.39, Page 30)*

3.1.37 promote

Usage: `promote q|r|b|[kn]`

Designates the piece that a pawn will be promoted to when it reaches the back rank. This is set automatically at the beginning of each game to ’q’. The setting can be changed during the game at any point.

NOTE: you must designate how a pawn will be promoted BEFORE it reaches the back rank, not afterwards.

3.1.38 pstat

Usage: `pstat [user1 [user2]]`

Displays how often and with what result user1 played user2. If both parameters are omitted and you are playing a game, then user1 is you and user2 is your opponent. If only one paramenter is given, then user1 is your and user2 is that parameter. If both parameters are given then user1 and user2 are specified.

The ouput is always the statistics of the viewpoint of user1!

example:	`pstat connex knopper`
result:	`Ratio of connex vs. Knopper : 3 wins 4 draws 10 losses`
means:	connex had 3 wins,4 draws, 10 losses playing Knopper.

See also: *ustat (Section 3.4.30, Page 64)*, *finger (Section 3.4.7, Page 58)*, *best (Section 3.4.1, Page 56)*, *rank (Section 3.4.26, Page 63)*

3.1.39 refresh

Usage: `refresh [game]`

Redisplays the given game and position. If 'game' is omitted, then the current game you are playing or observing will be redisplayed.

See also: *games (Section 3.4.8, Page 58)*, *observe (Section 3.1.30, Page 27)*, *style (Section 3.3.18, Page 53)*

3.1.40 resign

Usage: `resign`

Resigns the game you are playing and gives your opponent the win.

See also: *abort (Section 3.1.1, Page 17)*, *adjourn (Section 3.1.3, Page 17)*, *draw (Section 3.1.9, Page 19)*, *flag (Section 3.1.15, Page 22)*

3.1.41 seek

Usage: `seek [time inc] [rated|unrated] [white|black] [wild #] [atomic] [auto|manual] [formula]`

The `seek` command allows you to post an advertisement for a chess game of the specified type. The various parameters of the `seek` command are as follows:

PARAMETER	COMMENTS
time	minutes to start with for each player [default: your Time variable setting]
inc	seconds added to each clock per move [default: your Inc variable setting]
rated/unrated	type of match; may be abbreviated by `r` and `u` [default: your Rated variable setting]
white/black	designated color you will have; may be abbreviated by `w` and `b` [default: no color specified]
wild #	wild chess variant, if any, such as wild 1, wild 2, wild fr, etc.; a shortcut for wild # is w#, but wild fr has no shortcut [default: regular chess]
atomic	atomic chess variant [default: regular chess]
auto/manual	indicates whether a game will start automatically when the ad is responded to, or if the person who placed the ad has the option to decline responses; may be abbreviated by `a` and `m` [default: auto start]
formula	indicates whether your formula will used to screen responses to your ad; may be abbreviated by `f` [default: formula is not checked]

Note: If settings for time, inc or rated/unrated are not given, your `variables` settings will be used.
Example A: if your variables settings have Time = 5, Inc = 0, and rated = 0 then typing `seek` would be the same as typing `seek 5 0 u`.
Example B: if your variables settings have Time = 5, Inc = 12, then typing `seek 2` would be the same as typing `seek 2 12`.

When you place an ad, it will be displayed to users in this general format:

```
Hawk(2700) seeking 5 0 rated blitz [white] m ("play 2" to respond)
```

FREQUENTLY ASKED QUESTIONS:

1. Who will see my ad when it is posted?
   To have your ad displayed to a user the moment you make it, the other user must have his/her `seek` variable set to 1 and the ad must agree with his/her formula (see help *formula (Section 3.3.6, Page 48)*). Otherwise, users can type `sought` to display current ads (see help *sought (Section 3.1.52, Page 34)*).

2. How can I see ads displayed?
   There are two ways:

   (a) type `set seek 1` and see ads displayed when they are created (type `set seek 0` to cancel these postings);

   (b) type `sought` to display current ads for which are you eligible (see help *sought (Section 3.1.52, Page 34)*).

3. How many ads can I place at once?
   This value is set in the server code when it is compiled. To see the current limit for active seek ads, type `limits`.

4. How can I see my own ad?
   You need to type `sought all` (see help *sought (Section 3.1.52, Page 34)*).

5. How do I withdraw an ad I have placed?
   Use the `unseek` command.

6. How do I respond to an ad?
   Use the `play` command (see help `play`).

7. What happens to my `open` variable when I post an ad or respond to an ad?
   Nothing. The value for your `open` variable does not change. For example, you can have `open=0` but still place ads and respond to them.

8. What does the `manual` option do exactly?
   When you place a `seek` ad using manual start and a user responds to your ad, you will be sent a `match` request. You will then have the option of accepting or declining that user's offer to play your advertised match.

See also: *formula (Section 3.3.6, Page 48)*, *limits (Section 3.4.16, Page 61)*, *match (Section 3.1.26, Page 25)*, *play (Section 3.1.35, Page 29)*, *sought (Section 3.1.52, Page 34)*, *unseek (Section 3.1.61, Page 37)*, *variables (Section 3.3.21, Page 54)*, *wild (Section 4.50, Page 108)*

3.1.42 simabort

Usage: `simabort`

Used by a player engaged in simultaneous chess matches. Aborts the current board. Use this command if the player you are playing is obnoxious or taking too long to make the next move. Don't use it if you are losing, though.

The standard alias for simabort is "sa".

See also: *simadjourn (Section 3.1.43, Page 32)*, *simallabort (Section 3.1.44, Page 33)*, *simmatch (Section 3.1.47, Page 33)*, *simpass (Section 3.1.49, Page 34)*, *simuls (Section 4.38, Page 98)*

3.1.43 simadjourn

Usage: `simadjourn`

Used by a player engaged in simultaneous chess matches. Adjourns the current board. Use this command in special circumstances, such as your opponent not being able to finish due to time constraints. Please don't use this command if you are losing, of course.

To continue your game, use the simmatch command.

The standard alias for simadjourn is "sadj".

See also: *simabort (Section 3.1.42, Page 32)*, *simadjourn (Section 3.1.43, Page 32)*, *simalladjourn (Section 3.1.45, Page 33)*, *simmatch (Section 3.1.47, Page 33)*, *simpass (Section 3.1.49, Page 34)*, *simuls (Section 4.38, Page 98)*

3.1.44 simallabort

Usage: `simallabort`

Used by a player engaged in simultaneous chess matches. Aborts all boards still in progress.

The standard alias for simallabort is ”saa”.

See also: *simabort (Section 3.1.42, Page 32)*, *simadjourn (Section 3.1.43, Page 32)*, *simalladjourn (Section 3.1.45, Page 33)*, *simmatch (Section 3.1.47, Page 33)*, *simpass (Section 3.1.49, Page 34)*, *simuls (Section 4.38, Page 98)*

3.1.45 simalladjourn

Usage: `simalladjourn`

Used by a player engaged in simultaneous chess matches. Adjourns all boards in progress. Use this command in special circumstances, such as your not being able to finish due to time constraints. Please don’t use this command if you are losing, of course.

To continue your game(s), use the simmatch command.

The standard alias for simalladjourn is ”saadj”.

See also: *simabort (Section 3.1.42, Page 32)*, *simadjourn (Section 3.1.43, Page 32)*, *simallabort (Section 3.1.44, Page 33)*, *simmatch (Section 3.1.47, Page 33)*, *simpass (Section 3.1.49, Page 34)*, *simuls (Section 4.38, Page 98)*

3.1.46 simgames

Usage: `simgames [player]`

Shows the number of active boards the player is playing in a simul. If no parameter is specified, the number of boards you are playing will be displayed.

See also: *simmatch (Section 3.1.47, Page 33)*, *simuls (Section 4.38, Page 98)*

3.1.47 simmatch

Usage: `simmatch player`

Requests a simul match with the given player. That player must have his/her ”simopen” flag on in order to accept simul requests. Once a match has started, you will be informed where in line you are. You will play BLACK.

Simmatch can also be used to restart an adjourned simul match, or untimed games in simul form.

See also: *simadjourn (Section 3.1.43, Page 32)*, *simalladjourn (Section 3.1.45, Page 33)*, *simopen (Section 3.3.17, Page 53)*, *simuls (Section 4.38, Page 98)*

3.1.48 simnext

Usage: `simnext`

Used by a player engaged in simultaneous chess matches. Use simnext to move to the next game in the rotation so that you can make your next move in that game. An alias for ”simnext” is ”sn”.

To go to a specific board, use ”goboard” or ”gonum”.

See also: *goboard (Section 3.1.18, Page 23)*, *gonum (Section 3.1.19, Page 23)*, *simuls (Section 4.38, Page 98)*, *simmatch (Section 3.1.47, Page 33)*, *simprev (Section 3.1.50, Page 34)*

3.1.49 simpass

Usage: `simpass`

Use this if you are not ready to move when the simul giver gets to your board. You have 3 passes per match, then you must move or risk being aborted.

See also: *simabort (Section 3.1.42, Page 32)*, *simuls (Section 4.38, Page 98)*

3.1.50 simprev

Usage: `simprev`

Used by a player engaged in simultaneous chess matches. Use simprev to move to the previous game in the rotation so that you can make your next move in that game. An alias for ”simprev” is ”sp”.

To go to a specific board, use ”goboard” or ”gonum”.

See also: *goboard (Section 3.1.18, Page 23)*, *gonum (Section 3.1.19, Page 23)*, *simnext (Section 3.1.48, Page 34)*, *simuls (Section 4.38, Page 98)*

3.1.51 smoves

Usage: `smoves player1 player2`

Displays the moves of the stored game between player1 and player2.

See also: *sposition (Section 3.1.53, Page 35)*, *stored (Section 3.1.54, Page 35)*

3.1.52 sought

Usage: `sought [all]`

The `sought` command can be used in two ways:

1. typing `sought all` will display all current ads including your own;
2. typing `sought` alone will display only those current ads for which you are eligible (default).

An example output is as follows:

```
0 1900 Hawk        blitz       5  0 rated              1800-2000 f
1 1700 Friar       wild7       2 12 unrated [white]       0-9999
4 1500 loon        standard    5  0 unrated               0-9999 m
```

The various columns have this information:

- Ad index number
- Player's rating
- Player's handle
- Type of chess match
- Time at start
- Increment per move
- Rated/unrated
- Color (if specified)
- Auto start/manual start and whether formula will be checked

See also: *formula (Section 3.3.6, Page 48)*, *match (Section 3.1.26, Page 25)*, *play (Section 3.1.35, Page 29)*, *seek (Section 3.1.41, Page 30)*, *unseek (Section 3.1.61, Page 37)*

3.1.53 sposition

Usage: `sposition player1 player2`

Displays the position of the stored game between player1 and player2.

See also: *smoves (Section 3.1.51, Page 34)*, *stored (Section 3.1.54, Page 35)*

3.1.54 stored

Usage: `stored [user]`

Displays all of the stored games of 'user' or of yourself if 'user' is omitted. Adjourned games are stored. To resume an adjourned game, have both players logged on FICS and use the "match" command.

Several other commands involve stored games. "Sposition" will display the last position of the stored game. "Smoves" will send the moves of the game to you.

See also: *adjourn (Section 3.1.3, Page 17)*, *match (Section 3.1.26, Page 25)*, *smoves (Section 3.1.51, Page 34)*, *sposition (Section 3.1.53, Page 35)*

3.1.55 switch

Usage: `switch`

Requests to switch sides with your opponent. Switching sides can only be done before the first move of a rated game, or anytime during an unrated game. Your opponent can ”accept” or ”decline”.

See also: *accept (Section 3.1.2, Page 17)*, *decline (Section 3.1.8, Page 19)*

3.1.56 takeback

Usage: `takeback [#]`

Requests a takeback of ’#’ half-moves in the current game. If ’#’ is omitted then 1 is assumed. A ”half-move” is defined as a move by one player. To request that the last move made be changed (whether you were the one to move last or your opponent moved last), you would request ”takeback”. If you wanted to change the last move made as well as the move prior to that, request ”takeback 2”.

Here’s an example: suppose you are playing White and your opponent has just placed a piece on a square where it can be easily captured, and you capture it. Your opponent might realize the weak move he/she made and request ”takeback 2” so that he/she doesn’t lose material so easily. If you wish, you can accept the ”takeback 2” request and continue the game from the previous position in the game. Both moves would be reversed, and it would be Black’s move to make.

See also: *accept (Section 3.1.2, Page 17)*

3.1.57 time

Usage: `time [game|user]`

Shows the current clock readings (time remaining) in the specified game. If no game is specified, the clock readings for your current game will be shown.

See also: *match (Section 3.1.26, Page 25)*, *style (Section 3.3.18, Page 53)*

3.1.58 unexamine

Usage: `unexamine`

This command is used to stop examining a game. ”Unexamine” stops your participation in the analysis, and also stops your observer status. The other examiners and observers may continue, however, even if you set up the examine to begin with.

See also: *allobservers (Section 3.1.4, Page 18)*, *examine (Section 3.1.11, Page 20)*, *observe (Section 3.1.30, Page 27)*

3.1.59 unobserve

Usage: `unobserve [game|user]`

Removes a game from your observation list. You can give either the game number or the user whose game you want to unobserve.

For example, if you are observing game #34, KARPOV versus RETI, then "unobserve 34", "unobserve RETI" or "unobserve KARPOV" will remove this game from your observation list.

"Unobserve" used alone removes ALL GAMES from your observation list.

See also: *allobservers (Section 3.1.4, Page 18)*, *games (Section 3.4.8, Page 58)*, *observe (Section 3.1.30, Page 27)*

3.1.60 unpause

Usage: `unpause`

Restarts the clocks on a paused game. You do not need your opponent's consent to restart the game clock.

See also: *pause (Section 3.1.33, Page 28)*

3.1.61 unseek

Usage: `unseek [#]`

Typing `unseek` alone will cancel *all* of your current ads for chess matches. Typing `unseek #` will cancel ad #, where the # is the ad index number from the display `sought all`.

See also: *seek (Section 3.1.41, Page 30)*, *sought (Section 3.1.52, Page 34)*

3.1.62 withdraw

Usage: `withdraw [ 1-n | match | draw | adjourn | abort | takeback | switch | simul | all | player ]`

Withdraws an offer that you have made. If no parameter is given and there is only one offer, the withdraw command with rescind your offer. If you have more than one offer pending (for example multiple match offers) then you must specify which offer you want to withdraw. You can choose the offer by number, by type, all offers, or by the player's name to whom you are making the offer.

Note: Several types of requests are withdrawn by FICS automatically in certain situations. For example, if you have made a match request to user2 but then accept a match request from user1, FICS starts your match with user1 and withdraws your offer to user2.

See also: *accept (Section 3.1.2, Page 17)*, *pending (Section 3.1.34, Page 28)*, *match (Section 3.1.26, Page 25)*, *draw (Section 3.1.9, Page 19)*, *adjourn (Section 3.1.3, Page 17)*, *abort (Section 3.1.1, Page 17)*, *takeback (Section 3.1.56, Page 36)*, *switch (Section 3.1.55, Page 36)*, *simuls (Section 4.38, Page 98)*

3.2 Communication Commands

3.2.1 channel

Usage: `=|+|-channel [0-99]`

`+/-channel`	Turns the specified channel on or off.
`=channel`	shows the subscribed channels.

If the channel is on, messages sent to that channel by ”tell channel#” will appear on your screen. If the channel number is omitted, ALL channels to which you were listening will be turned off.

See also: *channel list (Section 4.17, Page 80)*, *inchannel (Section 3.2.5, Page 39)*, *say (Section 3.2.17, Page 43)*, *tell (Section 3.2.19, Page 44)*

3.2.2 clearmessages

Usage: `clearmessages [user|number]`

Clears any message(s) previously messaged to you. If ’user’ is omitted, all messages will be cleared. If ’user’ is included, only the messages from that user to you will be cleared. If you specify a number, the given message # will be cleared.

See Also: *messages (Section 3.2.9, Page 41)*

3.2.3 cshout

Usage: `cshout message`

Displays your message to all users who are open to hear cshouts, and returns the number of users who heard your shout. A cshout is a CHESS RELATED shout. It is just like a normal shout, except that cshouts should only contain chess related messages.

Valid cshouts could be:

```
cshout Anyone want to play 5 0 rated games?
csh Does anyone know what the score is in the Kasparov-Karpov match?
```

Cshouting a non-chess-related message is frowned upon, and you may be muzzled from shouting if you do not obey this rule.

See also: *shout (Section 3.2.18, Page 43)*, *tell (Section 3.2.19, Page 44)*, *censor (Section 3.3.5, Page 48)*, *variables (Section 3.3.21, Page 54)*, *it (Section 3.2.6, Page 40)*, *alias (Section 3.3.2, Page 46)*

3.2.4 i

Usage: `i message | it message`

This command sends a message to all persons open to hear shouts. ”It” is similar to ”shout” in that regard. However, with ”it” your chess server name (or ”handle”) is always the first word of the message. Also, the ”it” message may be preceded by various symbols depending on the FICS server being used. The symbol string `-->` is typical. This command has two aliases: ”i” and ”:”.

Here is an example: if your handle is HANDEL and you type ”it thinks FICS is great!”, users will see the following message displayed:

```
--> HANDEL thinks FICS is great!
```

You, as the sender, will see the following:

```
(##) HANDEL thinks FICS is great!
```

where ## is the number of users who received the message.

Special notes:

1. Use ”cshout” rather than ”it” for chess-related messages.
2. To contact just one user, use ”tell”.
3. If you want to contact a specific group of users, ”tell” to a channel.
4. ”It” and ”shout” are similar. Be familiar with their differences.
5. Persons who ”it” too much, or in less than appropriate ways, may be placed on the shout_quota list. Users on this list may only ”shout” a certain number of times per minute. To see whether you are on the shout_quota list, or when you are permitted to ”it” again, type ”it” alone without a message. Excessive abuse can lead to heavier restrictions.
6. You can decide whether or not to hear an ”it” from other users; setting the ”shout” variable to 0 (zero) filters these from being sent to you.

See also: *alias (Section 3.3.2, Page 46)*, *channel (Section 3.2.1, Page 38)*, *cshout (Section 3.2.3, Page 38)*, *intro 2 (Section 2.3, Page 10)*, *shout (Section 3.2.18, Page 43)*, *shout abuse (Section 4.37, Page 97)*, *tell (Section 3.2.19, Page 44)*, *variables (Section 3.3.21, Page 54)*

3.2.5 inchannel

Usage: `inchannel 0--99`

Lists all users currently listening to the given channel. With this listing, you can tell which users will hear something you tell a given channel.

See also: *channel (Section 3.2.1, Page 38)*, *channel list (Section 4.17, Page 80)*, *tell (Section 3.2.19, Page 44)*

3.2.6 it

Same as *i (Section 3.2.4, Page 39)*.

3.2.7 kibitz

Usage: `kibitz message`

Sends your message to all the observers of a game AND to the players, too. Note: it is considered bad manners to discuss the game with other observers by using this command because doing so might assist the players. Instead, use "whisper" in order to discuss a game you and others are observing.

The standard alias for kibitz is "`*`".

NOTE: If you are observing more than one game at once, using kibitz can be tricky. It is possible for the kibitzed message to be sent to another game, if the game being observed changes suddenly.

See also: *intro 2 (Section 2.3, Page 10)*, *kiblevel (Section 3.3.9, Page 50)*, *observe (Section 3.1.30, Page 27)*, *whisper (Section 3.2.20, Page 45)*

3.2.8 mailmess

Usage: `mailmess | set mailmess [0|1]`

There are two ways to have your messages mailed to you:

- all messages currently being stored for you
- automatically each time one arrives.

One method uses a command; the other uses a variable setting. REMINDER: only registered users can have stored messages.

STORED MESSAGES

Use the "mailmess" command to send to you at your e-mail address the messages currently being stored for you. In this way you can archive the messages on your own computer and then clear the message buffer on the chess server. A reduced message buffer makes new messages easier to identify and read.

AUTOMATICALLY ONE-AT-A-TIME

When the "mailmess" variable is set to 1, each message you receive from a user will be automatically e-mailed to you at your address.

See also: *clearmessages (Section 3.2.2, Page 38)*, *messages (Section 3.2.9, Page 41)*, *register (Section 4.36, Page 96)*, *set (Section 3.3.15, Page 52)*, *variables (Section 3.3.21, Page 54)*

3.2.9 messages

Usage: `messages [user [text]]`

"Message(s)" used alone will display all of the stored messages that have been sent to you.

"Message(s) user" will display all stored messages from you to that user and from that user to you.

"Message(s) user text" will send "text" to the user.

All messages will be stored until they are cleared by the recipient. In contrast, "tell"s are not stored.

See also: *clearmessages (Section 3.2.2, Page 38)*, *tell (Section 3.2.19, Page 44)*

3.2.10 ptell

Usage: `ptell string`

This form of communication is used during a bughouse match. "Ptell" will send a message to your partner; no one else will receive it.

See also: *bughouse (Section 4.14, Page 74)*, *tell (Section 3.2.19, Page 44)*

3.2.11 reply

Usage: `reply message`

"Reply" transmits your message to the most recent user who sent you a "tell" message. The server gives you some feedback that the message has been sent. You will also be told whether the user is playing a game currently, or is not even logged on at the moment.

See also: *alias (Section 3.3.2, Page 46)*, *channel (Section 3.2.1, Page 38)*, *intro 2 (Section 2.3, Page 10)*, *message (Section 3.2.9, Page 41)*, *tell (Section 3.2.19, Page 44)*, *say (Section 3.2.17, Page 43)*, *variables (Section 3.3.21, Page 54)*, *xtell (Section 3.2.21, Page 45)*

3.2.12 rinfo

Usage: `rinfo ics_servername`

"RInfo" gives you information about the specified ICS.

Example: `rinfo gics`

Result:

```
(INFO-request forwarded to IIC-Server)
IIC-Information about "gics":
Address   : lasagne.unix-ag.uni-kl.de 5000
Email     : chess@unix-ag.uni-kl.de
Hardware  : i486 Linux  Server version: 1.7.1
Headadmin : Knopper
Telephone : +49-631-205-2166 (ONLY IN EMERGENCY CASE!)
```

```
Note 1     : Daily shutdown at 6am MET
Note 2     : .............................................
Note 3     : .............................................
Note 4     : .............................................
```

You can see the names of all currently available IIC-ICS Servers with the ”rlist” command.

See also: *iic (Section 4.26, Page 89)*, *rmessage (Section 3.2.14, Page 42)*, *rtell (Section 3.2.15, Page 42)*, *rlist (Section 3.2.13, Page 42)*, *rwho (Section 3.2.16, Page 43)*

3.2.13 rlist

Usage: `rlist`

Shows all Chess Servers currently connected to the IIC system by their nickname, long name and the time they connected.

Example output:

```
(LIST-request forwarded to IIC-Server)

gics       German Internet Chess Server       Thu Jan 16 15:02:38 1997
dics       Dutch Internet Chess Server        Thu Jan 16 15:03:02 1997
wics       Wild Internet Chess Server         Thu Jan 16 23:29:46 1997
```

See also: *iic (Section 4.26, Page 89)*, *rmessage (Section 3.2.14, Page 42)*, *rtell (Section 3.2.15, Page 42)*, *rwho (Section 3.2.16, Page 43)*, *rinfo (Section 3.2.12, Page 41)*

3.2.14 rmessage

Usage: `rmessage user@ics_servername text`

”`rmessage user@shortname text`” will send ”text” to the user on the server ”shortname”, using the IIC system.

Messages will be stored until they are cleared by the recipient. In contrast, ”tell”s are not stored.

See Also: *clearmessages (Section 3.2.2, Page 38)*, *rtell (Section 3.2.15, Page 42)*, *rinfo (Section 3.2.12, Page 41)*, *rlist (Section 3.2.13, Page 42)*, *rwho (Section 3.2.16, Page 43)*

3.2.15 rtell

Usage: `rtell name@ics message`

”RTell” sends a message string to the remote user specified. ”ics” stands for the name of the ICS server from the ”rlist” list of available Servers using the IIC Communication System.

Example:

```
rtell knopper@gics Hi!
```

The server gives you some feedback that the message has been sent.

When you receive a ”rtell” it will appear like this:

```
User@ICS tells you: <message>
```

If you tell something to channel 4 (the IIC Common Channel), the message will go to everyone listening to channel 4 on all IIC-connected Servers.

See also: *channel (Section 3.2.1, Page 38)*, *iic (Section 4.26, Page 89)*, *rlist (Section 3.2.13, Page 42)*, *rwho (Section 3.2.16, Page 43)*, *rinfo (Section 3.2.12, Page 41)*

3.2.16 rwho

Usage: `rwho ics_shortname`

”RWho” tells you who is logged in at the specified ICS Server. Handles only.

Example: `rwho gics`

You can see the names of all currently available IIC-ICS Servers with the ”rlist” command.

See also: *iic (Section 4.26, Page 89)*, *rtell (Section 3.2.15, Page 42)*, *rlist (Section 3.2.13, Page 42)*, *rinfo (Section 3.2.12, Page 41)*

3.2.17 say

Usage: `say message`

`say` transmits your message to your current opponent if you are playing a game. If you are not playing a game, the message is sent to the last opponent in your current FICS session. It is an easy form of ”tell” as you can see. It also differs from ”kibitz”, a command which also sends your opponent a message during a game but also send the message to any observers of your game.

See also: *intro 2 (Section 2.3, Page 10)*, *kibitz (Section 3.2.7, Page 40)*, *tell (Section 3.2.19, Page 44)*

3.2.18 shout

Usage: `shout message`

Displays your message to all users who are open to hear shouts. Returns the number of users who heard your shout. ”Shout” has an alias of ”!”.

Here is an example: if your handle is HANDEL and you type `shout FICS is great!` , users will see the following message displayed:

```
        HANDEL shouts: FICS is great!
```

You, as the sender, will see the following:

```
(##) HANDEL shouts: FICS is great!
```

where ## is the number of users who received the message.

Special notes:

1. Use ”cshout” rather than ”shout” for chess-related messages.
2. To contact just one user, use ”tell”.
3. If you want to contact a specific group of users, ”tell” to a channel.
4. ”It” and ”shout” are similar. Be familiar with their differences.
5. Persons who ”shout” too much, or in less than appropriate ways, may be placed on the quota list. Users on this list may only ”shout” a certain number of times per minute. To see whether you are on the quota list, or when you are permitted to ”shout” again, type ”shout” alone without a message. Excessive abuse can lead to heavier restrictions.
6. You can decide whether or not to hear a ”shout” from other users; setting the ”shout” variable to 0 (zero) filters these from being sent to you.

See also: *channel (Section 3.2.1, Page 38)*, *cshout (Section 3.2.3, Page 38)*, *etiquette (Section 4.20, Page 81)*, *intro 2 (Section 2.3, Page 10)*, *it (Section 3.2.6, Page 40)*, *shout abuse (Section 4.37, Page 97)*, *tell (Section 3.2.19, Page 44)*, *variables (Section 3.3.21, Page 54)*

3.2.19 tell

Usage: `tell user message`

”Tell” transmits your message to the user specified. The server gives you some feedback that the message has been sent. You will also be told whether the user is playing a game currently, or is not even logged on at the moment. ”t” is an alias for ”tell”.

As a shortcut, you can use ”.” as an alias for ”tell user” when you want to send another message to the last person you told. That way you can keep conversations going easily.

When you receive a ”tell” it will appear like this: `<User> tells you: <message>`

The ’user’ can also be a channel number in order to send a message to a group of users having that channel activated. In this case, you as sender will see the following display after sending your message: `(# --> (##))` where # is the channel number and ## is the number of people on that channel that received your message.

<u>NOTE:</u> If you tell something to channel 4, you will only get the number of people listening to the iic-channel on your own server as a feedback.

As a shortcut, you can use ”,” as an alias for ”tell #” and your message will be sent to the last channel you gave in a ”tell” command. (Compare to ”xtell” command.)

Special notes:

1. The server remembers both the last user and the last channel you have used. "." and "," are separate aliases and do not interfere with each other.

2. A special command, "say", can be used for communicating with an opponent during or directly following a chess game.

3. Another special command, "message", sends a message to a user so that it can be stored for future use.

4. You can decide whether or not to hear a "tell" from other users; setting the "tell" variable to 0 (zero) filters these from being sent to you.

See also: *alias (Section 3.3.2, Page 46)*, *channel (Section 3.2.1, Page 38)*, *intro 2 (Section 2.3, Page 10)*, *message (Section 3.2.9, Page 41)*, *say (Section 3.2.17, Page 43)*, *variables (Section 3.3.21, Page 54)*, *xtell (Section 3.2.21, Page 45)*

3.2.20 whisper

Usage: `whisper message`

Sends your message to all the observers of a game but NOT to the players.

See also: *kibitz (Section 3.2.7, Page 40)*, *censor (Section 3.3.5, Page 48)*

3.2.21 xtell

Usage: `xtell user message`

The "xtell" command sends a message to a user, just like "tell" does. However, "xtell" will not alter the setting for who-you-told-last. This setting affects how the "." alias will function. A "tell" sends a message and resets the who-you-told-last variable to a new user. The "xtell" command will leave this setting intact, meaning that you can still use the "." alias to "tell" to a person you are having a conversation with. The "xtell" command allows for a brief comment to someone while you are having a longer chat with someone else.

SPECIAL NOTE: Xtell works only with tells to players, not to channels.

See also: *alias (Section 3.3.2, Page 46)*, *tell (Section 3.2.19, Page 44)*

3.3 Setting Commands

3.3.1 addlist

Usage: `addlist list information`

Adds information to the list in question. There are several kinds of lists on the server. Some can only be modified by admins; others can be modified by all users. "Sublist" command removes information from a list.

The standard alias for "addlist" is "+".

See Also: *admins (Section 4.8, Page 70)* *alias (Section 3.3.2, Page 46)* *lists (Section 4.30, Page 92)* *sublist (Section 3.3.19, Page 54)*

3.3.2 alias

Usage: `alias [word [string]]`

Sets up a command alias so that ”word” is equivalent to typing ”string”. If ”string” is omitted then the current value of ”word” is displayed. If both parameters are omitted, then all of your aliases are displayed.

”alias”	lists all of your aliases
”alias word”	gives your alias for ”word”
”alias word string”	creates/updates an alias for you so that typing ”word” is equivalent to typing ”string”

Use the ”unalias” command to remove an alias.

Here are standard aliases that everyone has by default:

a	accept	v	variables
bye	quit	vars	variables
exit	quit	w	who
f	finger	.	tell
hi	history	,	tell
logout	quit	!	shout
m	match	:	it
p	who a	?	help
players	who a	*	kibitz
sh	shout	+	addlist
t	tell	-	sublist

Other standard aliases are added from time to time. The help files for the different commands will have the most updated information.

Here are some aliases that may be useful to you. They are listed here to give you some idea of what is possible. Get ideas from other users as well.

fg	say Fun game!
gm	say Good move!
idle	set busy is busy. Please ’message’ to contact him.
mb	match @ 5 12
mood1	set formula f2 & f4
ms	match @ 10 10
ps	who as
pw	who aw
ty	say Thank you for the game.
w4	match @ 10 10 0 0 wild 4
wave	it waves to @

SPECIAL NOTES:

1. Aliases can use the ”@” wildcard symbol and thus save you a lot of typing for routine statements or requests. For example, using the ”mb” alias, you would type ”mb Shane” and have the same request sent as if you had typed ”match Shane 5 12”.

2. Try to avoid using the same letters used in a standard alias. For example, avoid using ”hi” to mean not ”history” but something else, like ”tell @ Hello there. How are you?” If you later ”unalias” the ”hi” alias, the ”hi” alias for ”history” will not come back automatically.

3. Aliases are not transitive. This sequence of commands ...

   alias foo bar
   alias bar baz

   ... will NOT result in ”foo” being equivalent to ”baz”.

4. Because of #3, use the full spelling of a command, not an abbreviation, when creating an alias. This procedure also ensures that the alias will work properly.

5. You may not create an alias for the quit command.

See also: *unalias (Section 3.3.20, Page 54)*

3.3.3 bell

Toggles your ’bell’ variable. Equivalent to ”set bell”.

See also: *variables (Section 3.3.21, Page 54)*

3.3.4 busy

Usage: `set busy string`

Sets your ”busy” string. When it is set and people either ”finger” you or ”tell” something to you, they will be shown this busy string.

Examples you might use are:

set busy is really busy right now
set busy will be back in 5 minutes
set busy will be idle for a while...

Typing any command clears your ”busy” string if it is set; you don’t have to clear it yourself.

See also: *finger (Section 3.4.7, Page 58)*, *set (Section 3.3.15, Page 52)*, *tell (Section 3.2.19, Page 44)*

3.3.5 censor

Usage: `+|-|=censor [user]`

"+censor user" will place 'user' on your censor list. When a player is on your censor list, you will not hear anything from them when they tell, shout or say. Use "-censor user" to remove someone from your censor list, "=censor" to view the list.

When someone is on your censor list and sends you a direct message using "tell", he/she will be notified of his/her being on your censor list.

See also: *say (Section 3.2.17, Page 43)*, *shout (Section 3.2.18, Page 43)*, *tell (Section 3.2.19, Page 44)*

3.3.6 formula

Usage: `set formula formula-expression`

The formula variable allows you to filter out match requests. If you have a formula set, then any match request that does not satisfy your formula is automatically ignored. Instead of having an option to accept it, you are simply notified that the offer was made and ignored. The following is an explantion of how the formula can be set and used.

FORMULA OPERATORS

The following formula operators are allowed, in order of precedence in the calculations and evaluations:

`!`	(not)
`-`	(negation)
`*, /, +, -`	(calculation)
<, <=, =<, >, >=, =>	(comparison, (<= and =< are equivalent, as are >= and =¿)
=, ==, `!=`, <>	(two ways of saying both equals or not equals)
`&, &&`	(both "and")
`|, ||`	(both "or").

Parentheses () are also allowed, as is a pound sign '#' for comments. The program divides by a fudge factor of .001 instead of dividing by 0.

VARIABLES ALLOWED

The following variables are allowed in formulas:

abuser	Player is on the abuser list
assesswin	Win would gain # rating points
assessdraw	Draw would change rating by # points
assessloss	Loss would decrease rating by # points
atomic	Match will be wild/atomic in type
blitz	Match will be blitz in type
computer	Player is a computer
inc	Increment time for each player
maxtime(n)	The maximum time n moves will take BOTH players (in seconds)
mymaxtime(n)	The maximum time n moves will take YOU (in seconds)
myrating	Your rating
nonstandard	Different time controls for the two players
private	Game will be private (not observable)
rated	Game will be rated
rating	Opponent's rating
ratingdiff	Value equal to rating - myrating
registered	Opponent is a registered user
standard	Game will be standard in type
time	Start time for each player
timeseal	Opponent uses the timeseal program
untimed	Game will not involve the clock
wild	Game will be wild in type

Also, the word "minutes" is allowed after a number that is not enclosed in parentheses (but right now, you must use "1 minutes"; the singular is not recognized). The word has the effect of multiplying the previous number by 60, thus turning minute-values into seconds-values – important for the maxtime and mymaxtime variables.

USER-DEFINED FORMULA VARIABLES

F1 through f9 are user-defined formula variables. They can be used to avoid having to retype your entire formula when you want to change one part of it, or to adjust your formula depending on your mood. For example, if your various f#'s were ...

```
set f1 rated & time=5 & inc=0    # rated 5 minute games
set f2 ratingdiff
set f3 maxtime(40) >= 2*8minutes # at least 8 mins each for 40 moves
set f4 f2>400                    # I want a REAL fight
set f5 !abuser
```

... then, depending on your mood, you could type:

```
set formula f1 & f5      # rated 5 min. games only
set formula f2 > -100    # long games, decent competition
set formula f1 & !f4
set formula f2 >= 0 | blitz
```

MAXTIME EXAMPLE: If your formula (or f#) were ...

```
set formula maxtime(30) <= 10 minutes
```

... this would allow no more than 10 minutes total time for the first 30 moves of the game (5 minutes for each player, or any other combination).

CREDITS: Formula program for FICS written by Dave Herscovici (hersco)

See also: *blitz (Section 4.13, Page 73)*, *match (Section 3.1.26, Page 25)*, *variables (Section 3.3.21, Page 54)*

3.3.7 gnotify

Usage: `=|+|-gnotify [user]`

Adds user to your Game-notification list. If a user is not specified, the command will display your current notification list. To remove a user from your notification list, use -gnotify user.

When a user is on your notification list, you will be notified each time that user starts playing the match. You can use this with the AutoObserve-Option of XBoard.

If you want to be notified each time *any* user starts a game, use the ”gin” variable.

See also: *variables (Section 3.3.21, Page 54)*

3.3.8 highlight

Usage: `set highlight [0-15]`

Highlight is one of the variables you can change with the ”set” command. When highlight is non-zero and you receive a personal tell, the sender’s handle will be displayed in a different style thus making the tell more obvious on your screen. Other information will be displayed in a different style as well, such as your location in a ranking list or who list.

There are 15 possible styles. However, the way they appear on your screen will depend on many factors. Try they out to see which style works best for you. ”Set highlight 0” turns the highlight off.

See also: *rank (Section 3.4.26, Page 63)*, *set (Section 3.3.15, Page 52)*, *tell (Section 3.2.19, Page 44)*, *variables (Section 3.3.21, Page 54)*, *who (Section 3.4.32, Page 65)*

3.3.9 kiblevel

Usage: `set kiblevel rating`

When many users are observing and commenting on a game, the kibitzes and whispers can be so numerous that following the commentary can be difficult. This problem is especially true for special events, such as World Chess Championship games. There was therefore a need to cut down on the amount of kibitzes and whispers a person might want to receive. A kibitz filter, ”kiblevel”, was created in answer to this problem.

What the kiblevel variable does is limit the kibitzes and whispers you will hear to only users with a certain ability (either a given chess server rating or chess master title – GM, IM, FM, NM). You establish the kiblevel filter by using the kiblevel variable and the ”set” command. Here are the possibilities for kiblevel settings, and their results:

SAMPLE COMMANDS	RESULT
`set kiblevel 9999`	Hear kibitzes/whispers only from titled users
`set kiblevel 2000`	Hear kibitzes/whispers from titled users and users with ratings of 2000 or higher
`set kiblevel 0`	Hear all kibitzes/whispers

In terms of a user's rating, the highest rating of blitz/standard is chosen.

If you want to filter ALL kibitzes, use the "`kibitz`" variable setting instead and type "`set kibitz 0`".

Because problems with kibitz/whisper volume only on certain occasions, your kiblevel variable is reset back to 0 each time you log in. That way, regular games will not be affected by your forgetting to set kiblevel back to a more suitable level.

SPECIAL NOTES:

Kibitzes made by server admins who are "on duty" (and have their admin flag shown, namely a '`*`' in 'who' listings) are not filtered by this command in order to allow for necessary communication in special circumstances.

See also: *kibitz (Section 3.2.7, Page 40)*, *set (Section 3.3.15, Page 52)*, *variables (Section 3.3.21, Page 54)*, *whisper (Section 3.2.20, Page 45)*

3.3.10 noplay

Usage: `+|-|=noplay [user]`

When a player is on your noplay list, all match requests from that player will be declined automatically. Here are the variations of the command possible:

`+noplay user`	Add "user" to noplay list
`-noplay user`	Remove "user" from noplay list
`=noplay`	Display your noplay list

"Censor" will also filter a user's match requests. Use a formula to filter match requests of particular types.

See also: *addlist (Section 3.3.1, Page 45)*, *censor (Section 3.3.5, Page 48)*, *formula (Section 3.3.6, Page 48)*

3.3.11 notify

Usage: `-|+|=notify [user]`

`+notify` user adds a user to your notification list.

The command `=notify` will display your current notification list. To remove a user from your notification list, use the command `-notify` user.

When a user is on your notification list, you will be notified each time that user logs onto or leaves FICS.

Use the znotify command to see which users currently logged on are on your notify list and which have you on their notify lists.

If you want to be notified each time *any* user logs on or off, use the ”pin” variable.

See also: *variables (Section 3.3.21, Page 54)*, *lists (Section 4.30, Page 92)*, *znotify (Section 3.3.22, Page 56)*

3.3.12 open

Usage: `open | set open [0|1]`

”open” toggles your ’open’ variable open/not open. When open is set to 1, you are open to receive match requests from other users. When it is set to 0, you will not receive match requests from others.

See also: *match (Section 3.1.26, Page 25)*, *variables (Section 3.3.21, Page 54)*

3.3.13 password

Usage: `password old_password new_password`

Changes your password to ”new_passord”. If ”old_password” is not valid then nothing is done.

NOTE: If you do not have an oldpassword, just use ”none”.

See also: *register (Section 4.36, Page 96)*

3.3.14 private

Usage: `set private [0|1]`

”Private” is one of the variables you can set. When private is non-zero, games you play cannot be observed by other users. If private is 0, other users will be able to observe your game – unless your opponent has private non-zero. A private game is designated in ”games” and ”history” displays by the letter ”p”. Also, if a game is private, the eco category is not displayed in the history table.

See also: *eco (Section 3.1.10, Page 19)*, *games (Section 3.4.8, Page 58)*, *history (Section 3.4.12, Page 60)*, *observe (Section 3.1.30, Page 27)*, *variables (Section 3.3.21, Page 54)*

3.3.15 set

Usage: `set variable [value]`

You have a number of predefined variable which control the behaviour of your account. This command allows you to control those variables and modify their settings. Generally, if ”value” is omitted, the variable is toggled or reset to zero.

To see the list of variables you can control, do ”help variables”.

See also: *formula (Section 3.3.6, Page 48)*, *variables (Section 3.3.21, Page 54)*, *vars (Section 3.3.21, Page 54)*

3.3.16 showlist

Usage: `showlist [list]`

The server maintains various special lists, such as the handles of admins and grandmasters on the server. To display the names of these lists, type ”showlist”. Each list will either be READ ONLY, meaning you can display the listing, or SECRET, meaning only admins can display the listing. The alias for ”showlist” is ”=”. Lists that can be read are displayed by ”=list_name”. For example, ”=admin” will list the handles of the server admins.

See also: *addlist (Section 3.3.1, Page 45) admins (Section 4.8, Page 70) lists (Section 4.30, Page 92) sublist (Section 3.3.19, Page 54)*

3.3.17 simopen

Usage: `set simopen [0|1]`

Toggles or sets your ’simopen’ variable (setting you open for simul matches).

See also: *simuls (Section 4.38, Page 98), variables (Section 3.3.21, Page 54)*

3.3.18 style

Usage: `style n`

Sets your ’style’ variable to n. Equivalent to ”set style n”. This command allows you to choose among the various board display options.

1 Standard ICS board (default)

2 USA-Today Sports Center-style board

3 Experimental vt-100 ANSI board for dark backgrounds

4 Experimental vt-100 ANSI board for light backgrounds

5 Style suggested by ajpierce@med.unc.edu

6 Email Board suggested by Thomas Fought (tlf@rsch.oclc.org)

7 Miniature board

8 ICS interface maker board – raw data dump

9 last 2 moves only (previous non-verbose mode)

10 Sleator’s new and improved raw dump

11 Same as 8, but with verbose moves (”P/e3-e4”, instead of ”e4”)

12 Similar to style 10.

13 Similar to style 3, for color xterms

Some graphics interfaces work only with specific board styles. Determine which one is best for your setup.

Suggestions on different styles are always welcome.

See also: *interfaces (Section 4.27, Page 89)*, *variables (Section 3.3.21, Page 54)*, *style 10 (Section 4.41, Page 100)*, *style 12 (Section 4.42, Page 101)*

3.3.19 sublist

Usage: `sublist list information`

Removes information from the list in question. There are several kinds of lists on the server. Some can only be modified by admins; others can be modified by all users. "Addlist" command adds information to a list.

The standard alias for "sublist" is " − ".

See also: *addlist (Section 3.3.1, Page 45)* *admins (Section 4.8, Page 70)* *alias (Section 3.3.2, Page 46)* *lists (Section 4.30, Page 92)*

3.3.20 unalias

Usage: `unalias word`

Removes the alias for word.

See also: *alias (Section 3.3.2, Page 46)*

3.3.21 variables

Usage: `variables [user] | vars [user]`

Displays the variables of the given user. If no user is given then your variables are displayed. If your "mode" variable is set to "novice", the output of this command will be more verbose. If "mode" is set to "expert" the output will be in abbreviated form.

You can change your environment variables by using the "set" command.

VARIABLE INFORMATION	
Name	**Function**
automail	If non-zero the score of your games will be mailed to you upon completion.
bell	If non-zero a ^G or bell will be sent when a board update is done.
formula	Defines an expression which filters match requests. See ”help formula”.
f1,... ,f9	User-defined formula variables. See ”help formula”.
ginform	If non-zero you will be informed when games begin or end.
highlight	If non-zero player’s names who tell you stuff will be highlighted.
inc	This is the default value of the ”increment” parameter for the match command.
kibitz	If non-zero you will hear kibitzes.
mailmessage	If non-zero messages will be emailed to your email-address.
mode	NOVICE or EXPERT. Toggles the output of several commands (eg variables, see above)
open	If non-zero you are willing to accept match requests.
pinform	If non-zero, you will be informed when users connect or disconnect to the server.
private	If non-zero then all games you play will be private regardless of your opponents ”private” variable.
prompt	This string will be your prompt. Use ”set prompt” to restore the system default.
rated	This is the default value of the ”rated” parameter for the match command. If set to 1, your match offers will be rated.
rating	Your Offical rating.
ratingtype	DWZ or ELO or USCF or OTHER sets the king of offical rating. default is DWZ.
realname	Your real name. Please only change it if it is incorrect.
ropen	If zero, you are only open to challenges that match your ”rated” variable.
seek	If non-zero you will hear seek requests (See help *seek (Section 3.1.41, Page 30)*).
shout	If non-zero you will hear shouts.
simopen	If non-zero, you are willing to accept simul requests. This variable is always set to 0 when you log in.
style	The style of board to use. Do ’help style’ to see the list.
tell	You will hear unregistered tell’s and say’s.
time	This is the default value of the ”time” parameter for the match command.
tourney	Mark or unmark you as player in a tournament.
1-10	This sets your plan information that is displayed when someone fingers you. You can set these to an arbitrary string, for example your real name, email address, hobbies etc.

See also: *set (Section 3.3.15, Page 52)*, *formula (Section 3.3.6, Page 48)*

3.3.22 znotify

Usage: `znotify [user]`

Lists all users on your notification list who are currently logged on. Also lists all those that are logged on and who are notified of you.

See also: *notify (Section 3.3.11, Page 51)*, *gnotify (Section 3.3.7, Page 50)*

3.4 Miscellaneous Commands

3.4.1 best

Usage: `best [b][s][l][w][a][u][h]`

Displays the 20 highest-rated players in the different ratings categories: Blitz, Standard, Lightning, Wild, Atomic, Suicide and Bughouse. Computers are present in the listing. Use ”hbest” to see the top 20 humans.

Using ”best” alone will give all three lists Blitz, Standard and Lightning. Using one or more of the arguments b, s, l, w, a, u or h is a request to give only the blitz, standard, lightning, wils, atomic, suicide and/or bughouse best lists, respectively. For example, ”best bw” will show the top 20 players in the blitz and wild chess; the top standard players will not be listed.

Use ”hrank” and ”rank” to see where a given player is ranked.

Special Note: The ”Best” list and the ranking lists are only updated in certain intervals on GICS!

See also: *hbest (Section 3.4.10, Page 59)*, *hrank (Section 3.4.13, Page 61)*, *rank (Section 3.4.26, Page 63)*

3.4.2 convert_bcf

Usage: `convert_bcf number`

This command will convert a BCF rating into ELO and USCF ratings. All three values will be displayed to you. The conversion formulas are:

USCF	=	ELO + 100
BCF	=	(ELO - 600)/8

BCF ratings are the official ratings of the British Chess Federation. USCF ratings are the official ratings of the United States Chess Federation. ELO ratings often used in international competition.

Server ratings are, of course, something entirely different. There is no exact way at present to convert server ratings into equivalent official ratings. For server rating information, see ”rating” or ”glicko”.

See also: *convert_elo (Section 3.4.3, Page 57)*, *convert_uscf (Section 3.4.4, Page 57)*, *glicko (Section 4.22, Page 84)*, *rating (Section 4.22, Page 84)*

3.4.3 convert_elo

Usage: `convert_elo number`

This command will convert a ELO rating into BCF and USCF ratings. All three values will be displayed to you. The conversion formulas are:

USCF	=	ELO + 100
BCF	=	(ELO - 600)/8

BCF ratings are the official ratings of the British Chess Federation. USCF ratings are the official ratings of the United States Chess Federation. ELO ratings often used in international competition.

Server ratings are, of course, something entirely different. There is no exact way at present to convert server ratings into equivalent official ratings. For server rating information, see ”rating” or ”glicko”.

See Also: *convert_bcf (Section 3.4.2, Page 56)*, *convert_uscf (Section 3.4.4, Page 57)*, *glicko (Section 4.22, Page 84)*, *rating (Section 4.22, Page 84)*

3.4.4 convert_uscf

Usage: `convert_uscf number`

This command will convert a USCF rating into BCF and ELO ratings. All three values will be displayed to you. The conversion formulas are:

USCF	=	ELO + 100
BCF	=	(ELO - 600)/8

BCF ratings are the official ratings of the British Chess Federation. USCF ratings are the official ratings of the United States Chess Federation. ELO ratings often used in international competition.

Server ratings are, of course, something entirely different. There is no exact way at present to convert server ratings into equivalent official ratings. For server rating information, see ”rating” or ”glicko”.

See Also: *convert_bcf (Section 3.4.2, Page 56)*, *convert_elo (Section 3.4.3, Page 57)*, *glicko (Section 4.22, Page 84)*, *rating (Section 4.22, Page 84)*

3.4.5 date

Usage: `date`

Displays the date at the server location, and displays GMT (Greenwich Mean Time.)

3.4.6 exit

Usage: `exit|quit`

Adjourns your current game if playing, updates your playerrecord and logs you out.

3.4.7 finger

Usage: `finger [user]`

Displays information about the given user. If no user is given, then your information is displayed. Here is a sample display:

```
Statistics for <user>       On for: 55   Idle: 0
(playing game 9: <white> vs. <black>)

          rating     RD      win    loss   draw  total   best
Blitz      1910     75.3      28      10      2     40   1936 (01-Jun-95)
Standard  1838     92.3      13       6      1     20   1838 (03-Jun-95)
Wild       1876     94.3      15      10      0     25   1903 (05-Jun-95)

 1: <text>
 2: <text>
```

The user's ratings for each type of chess are displayed, along with the Glicko RD (or index of ratings variability), the total results from games played, and the best or highest rating for each type. You can also tell (1) whether the user is currently logged on and, if so, for how long and whether they are idle, and (2) whether they are currently playing a game and, if so, which game # and opponent. Beneath the ratings are comment lines the user can add using the set command.

SPECIAL NOTES:

1. Your e-mail address and your Real Name is automatically displayed to you beneath your ratings table; it is NOT displayed to other users – unless of course you include your address as part of your finger comments.
2. Best ratings and dates are only given <u>after</u> you have played 20 games of a given type.

See also: *set (Section 3.3.15, Page 52)*, *variables (Section 3.3.21, Page 54)*

3.4.8 games

Usage: `games [#][word]`

If no parameters are given, "games" lists all the games currently being played on the server. The games are listed in order of the ratings of the players involved. If a number is supplied as a parameter, only the game matching that number is displayed. If a word (or even a single letter) is supplied, only games involving players whose names begin with that word are displayed. For example, "games ol" will show all games involving players whose names begin with "ol".

Here is a sample games display and what the symbols mean:

```
28 ++++  TryMe     1737 Jack       [ su 30  20]  22:27 - 23:17 (29-30) W: 16
 2 2274  OldManII  ++++ Peshkin    [ bu  2  12]   2:34 -  1:47 (39-39) B:  3
29 1622  Vman      1609 PopKid     [ sr 10  10]   1:14 -  5:10 (21-22) B: 18
32 1880  Raskapov  1859 RoboDweeb  [ br  2  12]   1:04 -  1:26 ( 9-10) B: 34
 1 1878  Roberto   1881 baraka     [psr 45  30]  30:35 - 34:24 (22-22) W: 21

  5 games displayed (of 23 in progress)
```

Reading from left to right: (i) game number; (ii) rating of user playing White; (iii) handle of White, (iv) rating of user playing Black; (v) handle of Black; (vi) type of match and time controls, (vii) current clock times for both players; (viii) current material strength for both players, (ix) who is on move and what move number it will be, and, lastly (x) the number of games listed in the display and how many in progress. Ratings are ++++ for unregistered players and —- for registered players without a rating in this category.

TYPE OF MATCH – The format will be [Private] — [Category] — [Rated].

Private – If a ”p” is given, the game is private and not open for observation. If not private, the space will be blank. (See the ”variables” help file.)

Category – The possibilities are:

b	blitz
B	bughouse
l	lightning
n	nonstandard game, such as different time controls
s	standard
w	wild
u	untimed, such as simul-matches

Rated – The possibilities are ”r” for rated and ”u” for unrated.

See also: *blitz (Section 4.13, Page 73)*, *match (Section 3.1.26, Page 25)*, *variables (Section 3.3.21, Page 54)*

3.4.9 handles

Usage: `handles [name | pattern]`

Displays a list of registered players who have handles matching ”pattern”. For example, the command ”handles e” would display all handles beginning with ”e”. ”Handles” can also be used to determine if the player [name] has an account here.

See also: *who (Section 3.4.32, Page 65)*, *handle change (Section 4.25, Page 88)*, *handle choice (Section 4.24, Page 88)*

3.4.10 hbest

Usage: `hbest [b][s][l][w][a][u][h]`

Same as ”best”, Computers are omitted.

Use ”hrank” and ”rank” to see where a given player is ranked.

See also: *best (Section 3.4.1, Page 56)*, *hrank (Section 3.4.13, Page 61)*, *rank (Section 3.4.26, Page 63)*

3.4.11 help

Usage: `help [topic]`

Prints information on the given topic. If topic is omitted, then ”help” will list the help files for commands. ”Info” will list the help files for non-commands.

See also: *intro 0 (Section 2.1, Page 9)*, *intro 3 (Section 2.4, Page 11)*

3.4.12 history

Usage: `history [user]`

Shows the results of the last 14 or so games that ’user’ played. If no user is specified, your history will be displayed to you. There are columns in the history display for the players and their ratings (as adjusted by the result of the match), the winner, the type of match (blitz/standard, rated/unrated) and the date. Here is the history header, a sample line and an explanation:

```
                   Opponent    Type          ECO End   Date
23: + 1681 W 1521  User 2      [ br  2  12] --- Res   Fri Apr 21 06:29:12 1995
```

23	Game number in User 1’s history
+	User 1’s result; ’+’ means Won; ’-’ means Lost; ’=’ means Draw
1681	User 1’s revised rating given the result
W	User 1’s color in the match
1521	User 2’s revised rating given the result
br	Type of game; ’b’ Blitz; ’s’ Standard; ’w’ Wild; ’r’ Rated; ’u’ Unrated; ’n’ Nonstandard times; a ’p’ means a Private match
2 12	The time controls for the match
---	The ECO (Encyclopedia of Chess Openings) classification of the opening moves of the match (when available)
Res	How the match ended; ’Res’ for Resignation; ’Mat’ for Mate; ’Fla’ for Flag, or time forfeit; ’Agr’ for Agreed to a draw; ’Rep’ for three-time Repetiion of position (same player to move); ’NM’ for Neither player has Material for delivering mate.

The date and time of the match is also given

So, here is how to read this sample: User1 (playing White; blitz rating now 1681) Won (+) against User2 (blitz rating now 1521) in a rated (r) blitz (b) match using the time controls of 2 minutes to start and 12 second increments on Friday April 21, 1995, at 06:29 hours when User 2 resigned (Res); the type of opening (ECO) was unavailable.

See also: *match (Section 3.1.26, Page 25)*

3.4.13 hrank

Usage: `hrank [user [b][s][l][w][a][u][h]] | hrank m-n [b][s][l][w][a][u][h]`

Same as ”rank”, Computers are omitted.

See also: *best (Section 3.4.1, Page 56)*, *hbest (Section 3.4.10, Page 59)*, *rank (Section 3.4.26, Page 63)*

3.4.14 index

Usage: `index [topic]`

Prints information on the given topic. If topic is omitted, then ”index” will list the various topics in the index.

When you request information about a topic, you will be given a list of various commands that relate to that topic as well as information files of interest. You can access files on the various commands and information files using the ”help” command.

If you need help while on the server, use channel 1 to contact people who can help you (see chan_1 help file).

See also: *help channel (Section 4.16, Page 79)*, *help (Section 3.4.11, Page 60)*, *intro 0 (Section 2.1, Page 9)*

3.4.15 info

Usage: `info`

Prints a list of additional help topics (beyond just the commands, which are listed with ”help”).

See also: *help (Section 3.4.11, Page 60)*, *mailhelp (Section 3.4.19, Page 62)*

3.4.16 limits

Usage: `limits`

”Limits” displays the various server limits currently in effect. These include maximum numbers of players, channels, channels you can be in, persons on your notify list, your aliases, games you are observing, requests pending for you, people on your censor list, persons in a simul game, and messages you can receive. Also, the minimum number of games to be active, and the shout quota.

See also: [the various commands and features]

3.4.17 llogons

Usage: `llogons`

Shows the last 30 logons and logoffs on the server.

See also: *logons (Section 3.4.18, Page 62)*

3.4.18 logons

Usage: `logons [user]`

Shows the last 10 logons for the given user. If "user" is omitted then your last logons are displayed.

See also: *llogons (Section 3.4.17, Page 61)*

3.4.19 mailhelp

Usage: `mailhelp [help filename]`

Mails a specified helpfile to your e-mail address. If no help filename is specified, a list of available help files is given. This command can only be used by registered users.

See also: *register (Section 4.36, Page 96)*

3.4.20 mailsource

Usage: `mailsource [sourcecode_filename]`

Mails a specified public server sourcecode file to your e-mail address. If no filename is specified, a list of available filenames is given. This command can only be used by registered users. Ask connex about the complete current source of GICS.

See also: *register (Section 4.36, Page 96)*

3.4.21 news

Usage: `news [#|all]`

The command "news" alone will display news items posted to the chess server bulletin board since your last logon, "news #" will display news item #, and "news all" will display all news items in the news archive. Also, news items and other annoucnements that are part of the opening text when you logon are in the "motd" help file.

See also: *motd (Section 4.31, Page 93)*

3.4.22 next

Usage: `next`

This command is used to continue the display of a long text file. An alias for "next" is "more". How many lines of text you receive at once is determined by the "height" variable setting.

See also: *help (Section 3.4.11, Page 60)*, *intro 0 (Section 2.1, Page 9)*, *variables (Section 3.3.21, Page 54)*

3.4.23 ping

Usage: `ping player`

If using timeseal, ping sends a ping request to the given player's timeseal program.

You will receive the duration for a packet travelling from your to the players timeseal program in milliseconds.

See also: *timeseal (Section 4.47, Page 105)*

3.4.24 players

Usage: `players`

This is like typing "who x" where x is the value of your "players" variable. Typically it is set to a string containing "a" so that it displays players who are open for matches.

See also: *vars (Section 3.3.21, Page 54)*, *variables (Section 3.3.21, Page 54)*, *who (Section 3.4.32, Page 65)*, *set (Section 3.3.15, Page 52)*

3.4.25 quit

See *exit (Section 3.4.6, Page 57)*.

3.4.26 rank

Usage: `rank [user [b][s][l][w][a][u][h]] | rank m-n [b][s][l][w][a][u][h]`

The first usage shows the ranking of the given user and all users with nearby rankings. A second argument with one or more of the letters b, s, l, w, a, u and/or h asks to show only blitz, standard, lightning, wild, atomic suicide and/or bughouse ratings respectively.

If no second argument is given, rankings for bsl are shown. For example, "rank foo bw" shows the blitz and wild ranking of the player whose handle is "foo". If 'user' is omitted, your rankings will be displayed.

The second usage shows all players ranked between the rankings of M and N. The optional third argument again limits which ratings are shown. For example, "rank 1-30 sw" lists the players with the highest 30 standard and wild ratings. "Best" lists the top 20 players in a category.

Currently, all players with at least 20 games of a particular rating type are ranked. If you ask for a player's rank and they do not yet have the 20 games needed to be an active player, the player's current rating will be displayed in the table but a line (—-) will precede the handle to indicate a provisional ranking.

To omit computers from the list, use "hrank".

See also: *best (Section 3.4.1, Page 56)*, *hbest (Section 3.4.10, Page 59)*, *hrank (Section 3.4.13, Page 61)*

3.4.27 servers

Usage: `servers`

Lists all servers that are known to the main ratings server. Many of the machines listed may be out of date or not currently operating, but this will give you a place to start looking for a different server.

On GICS there is no ratings exchange with other servers, therefore the ”servers” command shows no output.

You get a list of available ICS servers with ”help addresses”.

See also: *addresses (Section 4.4, Page 68)*

3.4.28 statistics

Usage: `statistics`

Displays some statistics on all the players together. For each type of rated chess, the table gives (a) the average rating, (b) the standard deviation (or variability) of the ratings, and (c) the number of rated players (including provisional ratings).

See also: *uptime (Section 3.4.29, Page 64)*

3.4.29 uptime

Usage: `uptime`

Displays some server statistics, such as how long the server has been in continuous operation, the number of current players and games, the highest number of players and games, network and CPU-Time distribution.

See also: *games (Section 3.4.8, Page 58)*, *who (Section 3.4.32, Page 65)*, *ustat (Section 3.4.30, Page 64)*

3.4.30 ustat

Usage: `ustat`

Gives an overview over the players logged in within the last 24 hours. The statistics are updated every 30 minutes.

It also gives the date and number of the maximum number of players logged in at the same time and the count of total logins.

Another feature coded by connex.

See also: *uptime (Section 3.4.29, Page 64)*, *pstat (Section 3.1.38, Page 30)*

3.4.31 whenshut

Usage: `whenshut`

Using this command will display the time when a shutdown will occur. If there is no shutdown of the server scheduled, the message displayed will be ”No shutdown currently in progress”.

3.4.32 who

Usage: `who [o][r][f][a][R][U][s][b][A][S][w][B][C][l][t][v][n] [1-9[1-9]]`

Displays a list of users who are connected to the server according to the parameters you give.

USERS TO DISPLAY	
o:	Only open players.
r:	Only players for rated matches.
f:	Only free players (not playing a game).
a:	Only available players (open & free).
R:	Only registered players.
U:	Only unregistered players.

ORDER OF DISPLAY	
s:	Standard rating.
b:	Blitz rating (default).
L:	Lightning rating.
w:	Wild rating.
A:	Atomic rating.
S:	Suicide rating.
B:	Bughouse rating.
C:	Lists players alphabetically.
l:	Same as above but without rating/game info.

FORMAT OF DISPLAY	
t:	Terse.
v:	Verbose.
n:	Win-loss record.

For example, ”who aRsC” would display an alphabetical listing (C) of registered players (R) who are available for matches (a) along with their ratings from games using standard time controls (s). NOTE: both the capital letters the order of the options are important.

THE REGULAR (terse) DISPLAY

The following table is an example of what the ”who” request will display. (Only a portion of a much larger listing is given here.)

```
2363^Puter(C)        1891:Knopper(*)      ----.Atomix(C)
2322 Wildsau(C)      1829^Darkwing        ----:mame(TD)
2222^Doppelkeks(C)   1555^forky           ++++ test
```

The format is <rating> <status> <handle>. Note that only one set of ratings are displayed – the default is blitz unless another rating is requested. The <status> indicates whether the player is involved in a game (^), is not open (:), has been inactive for 5 minutes or longer (.), or is not busy ( ). The entry ---- means this user is registered but does not have a rating for this type of chess. The entry ++++ means that the user is unregistered and thus has no rating.

Special notations: (*) = admin; (C) = computer; FM/IM/GM = titles for international chess masters, (TD) = Tournament Director program.

THE VERBOSE DISPLAY

The following table shows sample entries from a "who v" request – where the "v" means "verbose" style of the "who" command. A complete display, of course, would be rather long ... one line for each user logged on who fits the parameters of the who request..

```
+-----------------------------------------------------------------+
|      User              Standard     Blitz        On for   Idle |
+-----------------------------------------------------------------+
| 22   OldManII          2172         2256         4:09           |
| 40 u Torr              ----         2084           14           |
|   X  loon              2015         2074           11           |
| 35   Chopin            ----         1879            4           |
|   Xu Juan              1336         1251           20      19   |
|  4 U ASESINO           ++++         ++++           18           |
|                                                                 |
|     95 Players Displayed                                        |
+-----------------------------------------------------------------+
```

Going from left to right in the display:

#	the number of the game the user is playing
X	not open for games
u	open for unrated games only
U	unregistered player
Name	the player's "handle"
Standard rating	the player's rating from standard games
Blitz rating	the player's rating from blitz games
On for (in hours/minutes)	how long the player has been logged on
Idle (in hours/minutes)	how the player has been idle
Players Displayed	the number of current users fitting the who request

THE WIN-LOSS RECORD DISPLAY

The format for the win-loss record display is simple. Here is an example:

```
Name              Stand    win loss draw  Blitz    win loss draw   idle
----------------  -----    -------------  -----    -------------   ----
<user>            ----        0    0    0  2018      92   56   26     10
```

The order is again by blitz, unless specified otherwise. This information is also available on an individual basis by using the "finger" command.

See also: *finger (Section 3.4.7, Page 58)*, *intro 3 (Section 2.4, Page 11)*

4 Informational Files

4.1 abuse

Indulging in any of the following is considered cheating or abuse and will result in deletion of your account, loss of games, or loss of rating points.

1. Disconnecting in a lost position and failing to return to finish the game: People doing this are placed on the "abusers" list. They automatically lose any game from which they disconnect. The above applies to rated games only. This list can be seen with "=abusers"
2. Intentionally losing games to another user so as to inflate the other person's rating.
3. Playing the same player repeatedly during your provisional period in order to get an artificially high rating.
4. Having more than one account on ICS without informing the administrators about it.
5. Using a computer without telling the administrators: Many people want to know whether they are playing a human or a computer.
6. Directing profanity at another user.

See also: *abuser (Section 4.2, Page 67)* list, *abusers (Section 4.3, Page 68)*, *computers (Section 4.18, Page 81)*, *atmosphere (Section 4.9, Page 70)*

4.2 abuser

The admins maintain a private list of individuals who have abused the chess server. There are various kinds of abuse that can result in someone being placed on the abuser list (... or worse).

Sometimes there is an individual who intentionally disconnects in lost positions, thus ruining the spirit of competition. If you suspect that someone disconnected intentionally, please contact an admin. The admin will review the situation. If you are unable to connect with your opponent in order to resume your game, you may also want to seek an adjudication.

If a user has too many stored games, the user may also be placed on the abuser list until more of the adjourned games are completed or adjudicated.

CONSEQUENCES

Being on the abuser list has these consequences: (a) abusers may have match requests automatically declined if the opponent has ”!abuser” in the formula, and (b) abusers who disconnect while playing a game forfeit the game automatically.

Other kinds of poor conduct can result in different sanctions. See the ”etiquette” and ”abusers” help files for details.

See Also: *adjudication (Section 4.7, Page 69)*, *etiquette (Section 4.20, Page 81)*, *formula (Section 3.3.6, Page 48)*, *abusers (Section 4.3, Page 68)* list, *showlist (Section 3.3.16, Page 53)*, *stored (Section 3.1.54, Page 35)*, *variables (Section 3.3.21, Page 54)*

4.3 abusers

To see the list of people caught cheating or behaving badly on this server, check the abusers list. (Command ”=abuser”)

See also: *lists (Section 4.30, Page 92)*

4.4 addresses

The Internet Chess Servers are services that you can telnet to and use to play chess with many other players around the world, both human and machine.

The following is a list of the main servers using a version of FICS:

BICS:	holly.warwick.ac.uk 5000	(137.205.192.12 5000)	British	1.2.18
EICS:	eics.daimi.aau.dk 5000	(130.225.18.157 5000)	EUROPEAN	1.2.23
FICS:	fics.onenet.net 5000	(164.58.253.13 5000)	US MAIN	1.3.2
G-FICS:	getnet.com 4000	(204.157.9.29 4000)	US AZ	1.2.18
UCHICS:	cipres.cec.uchile.cl 5000	(146.83.5.130 5000)	Chilean	1.2.18
SICS:	chess.mds.mdh.se 5000	(130.238.251.208 5000)	Swedish	1.3.0
Z-FICS:	ics.interdomian.net.au 5000	(203.17.167.4 5000)	Australian	1.2.2
	fly.cc.fer.hr 7890	(161.53.70.130 7890)	Croatia	1.6.2
	gsi.gsini.net 5000	(206.20.43.1 5000)	USA	

Alternative sites:

GICS:	chess.unix-ag.uni-kl.de 5000	(131.246.89.4 5000)	German	(KL1.7.1)
DICS:	dics.dds.nl 5000	(194.109.20.8 5000)	Dutch	(KL1.7)
F-FICS:	chess.eerie.fr 5000	(146.19.2.4 5000)	French	(1.6.4)

WWW-server:

URL:	http://chess.onenet.net/chess/
URL:	http://www.unix-ag.uni-kl.de/~chess/

FTP-servers:

chess.onenet.net	(164.58.253.10)
ftp.math.uni-hamburg.de	(134.100.220.2)
ftp.daimi.aau.dk	[for timeseal files for use on Euro FICS]

To connect to a chess server use: `telnet <address> 5000`

To connect to an ftp server use: `ftp <server>` (Login: `ftp`, Passwd: `<emailaddr>`)

4.5 adhelp

Usage: `adhelp [topic]`

RESTRICTED TO ADMINISTRATORS.

If topic is specified: Prints help on the given administrator topic.

If topic is omitted: Lists commands that only FICS administrators may use.

See also: *admins (Section 4.8, Page 70)*

4.6 adjournments

Adjourned games are stored by the server until one of three things occurs: (a) the game is later resumed and completed, (b) one player resigns, or (c) the game is adjudicated. Adjourned games can also be examined for purposes of analysis. Typed ”stored” to view the list of your adjourned games. Games are adjourned either by agreement of both players or if a player disconnects suddenly; games are not adjourned if the server crashes, however.

RESUMING AN ADJOURNED GAME

Your game can be resumed when your opponent is logged on to the server. Type ”match opponent_name” to request that you and your opponent continue your game. Your opponent can either accept or decline this request.

RESIGNING AN ADJOURNED GAME

Your game can be resigned even when your opponent is not logged on. Type ”resign opponent_name” to do this. Your opponent will be notified of your decision.

ADJUDICATION OF AN ADJOURNED GAME

If you have difficulty resuming your game with your opponent after repeated attempts, you can have your game adjudicated by an admin. The ”adjudication” help file outlines the procedure to follow for requesting an adjudication.

EXAMINING AN ADJOURNED GAME

You can examine an adjourned game using the ”examine” command. You will be able to analyze possible continuations of the game. For the most part, this analysis has the same restrictions as adjournments for over-the-board chess games: consultation is permitted. However, when your game resumes, you must play without consultation or notes of any kind.

See also: *adjourn (Section 3.1.3, Page 17)*, *adjudication (Section 4.7, Page 69)*, *examine (Section 3.1.11, Page 20)*, *match (Section 3.1.26, Page 25)*, *resign (Section 3.1.40, Page 30)*, *stored (Section 3.1.54, Page 35)*

4.7 adjudication

Administrators that are skilled at chess are able to adjudicated stored or currently running games. You can ask for your games to be adjudicated as a win, a draw or to be aborted. The admin will then look at the position and decide on a result. Please note the admin’s decission is final. If a genuine mistake has been made, the adjudicator would probably like feedback, although at that stage nothing may change the result.

If it is possible, please finish the game instead. Adjudications take time and effort. You should attempt to complete the game by messaging your opponent and giving them a few days to finish it. If they fail to reappear it is likely that you will be given a win and your opponent put on the abuser list.

When you message for adjudication you should mention the name of your opponent and what you think the result is - win, draw or abort. An admin will check the account regularly and decide the game. You and your opponent will be messaged back with the result.

Games which are alredy played cannot be adjudicated anymore.

To request an adjucation message an admin and ask for an adjudication.

The command stored gives a list of your stored games. `match [opponent]` continues them.

See also: *stored (Section 3.1.54, Page 35)*, *match (Section 3.1.26, Page 25)*

4.8 admins

Information about FICS administrators

FICS is coordinated by several administrators (”admins”) who ensure that FICS is working properly and deal with problem situations and cases of abuse (see etiquette). Certain commands that regulate FICS can only be used by admins.

The group of admins is small in order to keep things fair and uniform. For the moment, FICS has a sufficient number of admins for its needs, so new admins are not being added (!).

If you have a question, problem situation or concern as a FICS user, feel free to contact an admin. They are designated by (`*`) on ”who” lists, if they are on duty. To see a list of current admins, type ”=admin”.

Admins tend to listen to FICS channel 1. To contact several admins at once, you can ”tell” to channel 1.

Admins on the German Internet Chess Server and their main tasks are:

Knopper:	(Head Admin, Programmer and Organization)
Connex:	(Chief Programmer, Technical Specialist)
Lomax:	(General Support)
MiRU:	(General Support)
JohnLennon:	(General Support)

See also: *channel (Section 3.2.1, Page 38)*, *etiquette (Section 4.20, Page 81)*, *intro (Section 2, Page 9)*, *lists (Section 4.30, Page 92)*, *tell (Section 3.2.19, Page 44)*, *who (Section 3.4.32, Page 65)*

4.9 atmosphere

<u>THE ATMOSPHERE ON THE ICS AND HOW WE HOPE TO PRESERVE IT</u>

It is the goal of the admins to create an environment in which people can have fun playing chess and conversing. Offensive behavior such as shouting obscenities or personal insults can ruin the atmosphere for everybody. There is no really apt analogy to this electronic chess club, but imagine what would happen if an obnoxious person began shouting obscenities in a coffee house, night club, or bar. He or she would probably be removed by a bouncer.

If you engage in behavior that is regarded as offensive by an admin, you will be given a warning, and a mark. If it happens again, you will get another mark, and be nuked (disconnected) or temporarily muzzled. Each additional such incident will be handled similarly. Logs will be kept of the sessions leading to each mark. When you have 3 marks, the incidents will be reviewed by several admins to see if account removal is warrented.

See also: *abuse (Section 4.1, Page 67)*

4.10 Atomic Chess Rules

The atomic chess rules are deduced by a collection of statements from friends of this game. The general ruleset follows:

1. The normal chess rules are valid, with the following extensions.
2. Whenever a piece is captured, an explosion occurs on the regarding field. The explosion destroys
   (a) the capturing piece
   (b) the captured piece
   (c) all pieces on the immediate horizontal, vertical and diagonal neighbour fields, except pawns. Destroyed pieces are removed from the board.
3. A game is won by checkmate or causig explosion of the opponents king by an indirect hit (see rule #2). In most cases the server will recognize a direct atomic-checkmate before the king is actually captured.
4. Moves causing own king's explosion are not allowed.

NOTES:

Rule #2 and #4 imply that the King may never capture a hostile piece, avoiding his own oxplosion.

Rule #4 leads to the weird possibility that a king moving into reach of opponents king cannot be captured directly, since the opponents king would be destroyed. Still the game can be won by an indirect hit, capturing an opponents piece near his king and away from the other.

Some interfaces do not let you indirect capture a pice when in check, because they do not know about the atomic ruleset. In this case, you have to type the move in the GICS window. A patch for xboard is available on our Web page http://www.unix-ag.uni-kl.de/~chess/soft/clients/.

Play it:	`match player_name time inc atomic`
Hint:	Watch the Knights!

Takebacks are not allowed in this mode!

BUGS examine-backwards does not work for atomic. (Captured pieces are not redrawn).

Rules collected and described by Klaus Knopper, Atomic chess implemented by connex 27.11.1995

See also: *wild (Section 4.50, Page 108) suicide (Section 4.43, Page 102)*

4.11 behavior

It is the goal of the administrators on GICS to maintain an environment in which people can have fun playing chess and conversing with friends. This is a very unique and exciting opportunity to play chess and talk to people from all over the world!

Many features have been provided to have fun communicating with fellow chess players: shout, sshout, tell, kibitz, whisper, channels, and messages.

We will NOT tolerate any obscenities, verbal harrassment, or remarks that would prove offensive based on race, religion, or sexual orientation of members. If you cannot agree to this, then please go elsewhere for your chess playing!

Judgements as to whether behavior is "offensive" are made by the admins, and are final. Offenders may or may not be given warnings before they are banned from GICS.

The SHOUT command is especially important, because it sends what you say to all people who have their shout turned on. It is very useful and fun, for doing things like greeting friends, giving information on chess events, asking for a certain type of match, or asking for help when you are not sure who to ask. CSHOUT is provided for serious chess-related shouts. Do "help cshout" for more information.

Sometimes there is inappropriate use of shouting, which causes many people to turn their shout off. This is unfortunate because those people then cannot participate in the club-like atmosphere. Please do your part to avoid unecessary or inappropriate use of the shout feature:

- Please don't shout things that are better communicated using other means. For example, something directed at only one person does not need to be shouted, you can use "tell". Long political discussions should be held in the Politics Channel (97). There are also channels for many other topics unrelated to chess, and for conversing in several languages other than English. Please check "help channel" for a list, and join the ones that interest you.

- Shouting a few silly remarks or jokes is fine, but constant shouting of silly things just bothers people who are trying to play chess or talk to friends.

We are happy that most people on GICS are very friendly and never have any problem contributing to the fun and exciting atmosphere on GICS!

See also: *atmosphere (Section 4.9, Page 70)*

4.12 blindfold

Blindfold accounts are special accounts for users who wish to play without a board. Users playing blindfold chess must use style 9 while playing since this style displays only the last few moves, not the board position.

Users on the ”blind” list will have the notation ”(B)” displayed behind their handles on who displays and will have their handles displayed when a user types ”=blind” (to show the contents of the list of players having blindfold accounts chess). Users who have blindfold accounts must use style 9 when playing. Not using style 9 to play will be considered abuse and make you subject to sanctions.

In order to be included on the blindfold list or to have an additional account for blindfold chess, please contact an admin.

See also: *admins (Section 4.8, Page 70)*, *lists (Section 4.30, Page 92)*, *showlist (Section 3.3.16, Page 53)*, *style (Section 3.3.18, Page 53)*, *who (Section 3.4.32, Page 65)*

4.13 blitz

Whether a game is blitz or standard depends on a formula that takes into account both the Start time and the Increment (Inc) value to get a sense of the total time a game might last. Here is the formula:

BLITZ if_and_only_if (Start + Inc*2/3) < 15
STANDARD otherwise

The following table shows the slowest blitz and fastest standard time controls, the dividing line if you will between the two types of matches. [Thanks to schwartzeer for the calculations. :)]

Slowest Blitz		**Fastest Standard**	
Mins	Incr	Mins	Incr
1	20	1	21
2	19	2	20
3	17	3	18
4	16	4	17
5	14	5	15
6	13	6	14
7	11	7	12
8	10	8	11
9	8	9	9
10	7	10	8
11	5	11	6
12	4	12	5
13	2	13	3
14	1	14	2
		15	0

As you can see, not every game with more minutes to start is Standard and not every game with few minutes to start is Blitz.

See also: *match (Section 3.1.26, Page 25)*

4.14 bughouse

(Tandem Chess)

Bughouse (or siamese chess) is a ”wild” variant of chess played between two player teams on two separate boards. The special feature of the game is that pieces you capture are transferred to your partner, who is playing with the opposite color pieces from yourself. He may ”drop” such a piece on an empty square as a subsequent move in his game.

STARTING A BUGHOUSE MATCH

First, use the ”partner” command to select a partner. Next, find an opponent team. You may use the Team channel for this purpose (channel 25), and the command ”who B” lists players who are members of a current bughouse team.

Then, one of your team challenges his desired opponent on the other team to a ”wild bughouse” match. (A useful alias for this is ”alias bug match @ 2 12 bughouse” where ”bug user_name” is all you would need to type in order to match user_name to a bughouse game.)

When the match is accepted and all four players are present, then two games are initiated simultaneously: one between the challenger and the challengee with the desired colors, and one between the other partners, with colors opposite from their partners. The same time control applies to both boards, though ”moretime” can be used independently on each board. Each player is notified of the game number of their partner’s game, so he may observe it as well as playing in his own game.

To help you form bughouse partnerships and bughouse matches, two channels have been established: channels 24 and 25. Channel 24 is for matches and channel 25 is for partnerships.

PLAYING BUGHOUSE

As you play, you will be periodically notified when your partner passes you captured pieces. You will be told the piece that was passed, and the set of pieces that you are currently holding. You are also notified when your opponent’s holdings change. Both player’s holdings are displayed whenever your board position is refreshed.

A new move notation is needed to drop one of your held pieces onto the board. The notation for making a drop is ”P@fr”, where P is a piece you are holding [PNBRQ] and ”fr” is the empty destination square.

You may talk to your partner. It is recommended to set up convenient aliases for common messages, such as ”I need a knight!!”, ”Don’t give him a bishop!”, and ”Are you out of your mind?!”. The ”ptell” command is used for this purpose; only your partner will hear it.

The match is finished when one player is checkmated, resigns, or is flagged. At that point the wild ratings of all match players are adjusted, whether or not the team result was because of their game. A draw request should be made and accepted at both boards before the match is ended as a draw (a near impossibility).

Note that checkmate is defined differently: there must be no possibility of avoiding checkmate by a drop interposition. Even if your opponent is holding no pieces that he can drop, he may later get a piece to interpose from his partner. Thus, only contact and knight checks can give a ”decisive” checkmate.

RESTRICTIONS

Pawns cannot be dropped onto your first or eighth rank, although they may be dropped onto the seventh rank and promoted on the next move.

Pieces that had been promoted revert to pawns when captured and passed to your partner.

Your partner variable is not saved between logins. You should set it prior to starting your first bughouse match in a server session and when you want to change partners.

Observers should observe both games to see the full match. Kibitzes and whispers, however, go to observers (and players) of both games. Observers will also be notified of pieces transferred to each player's reserves. (Note that kibitz can be used as a shortcut to tell your partner something if you don't mind your opponents hearing it. It also makes the game more exciting for the observers.)

Strength assessment takes held pieces into account.

This mode of play may break client interfaces. Contact the author of your client to determine if you can play bughouse with it. If a client relies on the board position rather than moves, things should work OK. No new styles have been added to support bughouse.

Because this is such a nonstandard type of play, there are a number of commands that are not applicable to a bughouse game:

1. The move record is not saved. Adjournments and disconnections end both games and the match cannot be resumed. (This leaves a lot of room for abuse, but hey, bughouse is just for fun, guys!) Disabled commands are: adjourn, sposition, mailstored, examine, mexamine, unexamine, backward, forward, revert.

2. Simul commands cannot be used for bughouse games. [FDA regulation to avoid frying the brains of the participants. :)]

3. Takeback is disabled (for now). At best, takeback would work only on noncapture moves (including drops) to avoid having to take held pieces away from the other game.

4. Switch is disabled (for now).

5. Moves, oldmoves, mailmoves and mailoldmoves do work during a game, but they now break the PGN format, which doesn't allow drops. Moves are shown as "P/@@-fr" and "P@fr" in the old and PGN formats. Only moves and drops are recorded, not changes to a player's holdings. Theoretically, knowing the duration of each move in both games allows you to reconstruct the holdings as well. (But who'd want to analyze or store a bughouse game??)

6. Except for commands which terminate a game, commands affect only one of the two games in a bughouse match.

For notes on strategy in bughouse chess, see the "bughouse_strategy" help file.

See also: *bughouse strategy (Section 4.15, Page 76)*, *match (Section 3.1.26, Page 25)*, *partner (Section 3.1.32, Page 28)*, *ptell (Section 3.2.10, Page 41)*, *set (Section 3.3.15, Page 52)*, *variables (Section 3.3.21, Page 54)*, *wild (Section 4.50, Page 108)*

4.15 bughouse strategy

Bughouse games are extremely dynamic. The position never simplifies since captured pieces are constantly being recycled. Draws are unheard of. Many of the strategies used in the japanese form of chess, shogi, apply:

1. King safety is paramount, so don't leave weak squares next to your king. This applies in particular to KB2. Diagonal weaknesses are prey to dropped pieces.
2. Contact checks and knight checks are best, so your opponent cannot drop a piece to interpose. This makes the knight a very powerful piece, often worth more than a rook.
3. Drop pawns near the back rank, so they can promote quickly. Pawns are quite useful for dropping in, to attack and to defend. It is illegal, however, to drop pawns directly on the first or last rank.
4. Always keep some pieces held in reserve, rather than dropping them in for no reason. ”A knight in the hand is worth two on the board.”
5. Be on the lookout for sacrifices to create weakness. The game ending combination often starts with a blitz of sacrifice drops to lure the king out of hiding, and ends with a mating net.

Bughouse chess is known by many names and has many of its own ”special” terms and strategies, just as regular chess does. Before attempting to play bughouse, you should attempt to learn a fair bit of both. Just like real chess, it is better to learn through study than by experience!

Terminology

Please note that some of this may not be especially common in real life, but is used quite often here on FICS.

Inject: Placing pieces into your opponents position on squares that cause him or her untold discomfort; used as ”You got injected!”

Noodle/Spoon : Traditional FICS bughouse battle cries; one partner shouts ”spooooon!!” and his partner replies ”noooooooodle”

Themed: Placing two pawns side by side on the seventh rank and promoting them; used as ”I themed you!”

Rock: Used to express confidence in the defensive resources of your position; used as ”I'm rock here”

Parachute, DoubleBlitz, Doublespeed, Siamese, Chok, Tjak, Choke chess: all synonyms for bughouse chess in various parts of the world.

Annoy: attempting to bother your opponent by projected a painful stream of babble across his or her screen; as in ”I'm being annoyified!”

The above should at least ensure that you aren't completely confused when you start bughouse and your opponents start kibitzing at you. Now we move on to general strategy, followed by opening theory.

Advanced Strategy

The above tips will get you started. Here are some advanced tips on bughouse strategy.

Holes:

AVOID leaving any holes in your position. In real chess, it may take a while for your opponent to maneuver a good piece to occupy a hole. In bughouse, any hole can be occupied immediately. This rule basically makes fianchettoing out of the question for either side, as fianchettos can be easily occupied with pawns. For example after 1.e4 g6 2.d4 Nf6 white can place a pawn on h6 already, followed by another on g7 and then white can start shouting "Inject!" The main difference regarding holes in bughouse is that you also have to avoid leaving holes on your SECOND rank. The main effect of this is to eliminate the Sicilian and Queens Gambit from bughouse, as both openings leave holes on the c-file. For example, after 1.e4 c5 2. Nc3 Nc6 3. Nb5 a6 white can place a pawn on c7 and win blacks queen already! This applies to the f- file as well. A sample game once went 1.d4 Nf6 2.Bg5 Ne4 3.h4 d5 4.f3?? and black placed a pawn on f2 with mate! Reinfeld said it best: in bughouse, never move any pawns except the e and d pawns. (Well, maybe he didn't say it about bughouse!)

Initiative:

This is the key concept of bughouse. A common saying is "As long as he's in check, I'm winning". Often, new bughouse players are lured by the prospect of winning material instead of continuing attack. While this may help your partner in the short run, you and your partner will both be more comfortable if you are attacking. The best way to attack is through checks that have to be met with a King move. To accomplish this, checks should either be done with knights (which cant be blocked) or with "contact" checks (placing a piece within one square of the king). Once attacking, communication with your partner becomes crucial. You must tell him which pieces you need to finish your opponent off, and often, it is a good idea to warn your partner that you are about to begin sacrificing pieces to ensure that he is not under attack first. On occasion, your attack leads to your partner getting mated!

Teamwork:

This is one you dont see in real chess. However in bughouse, without teamwork you will be cooked. Use the FICS command "ptell" to tell your partner details of your position. Even if you have nothing specific to say, letting your partner know if you are rock or injected can help him or her make decisions about what to do. Clock information is also quite good to tell your partner. This is as a result of another key bughouse technique: the stall.

The Stall:

In bughouse, you often need a certain piece to mate with. It is perfectly acceptable to wait and hope your partner gets it to you. However, stalling occurs more commonly when you are being mated by force. You realize that if you move, you are mated in one. Therefore, you simply decide not to move and let your partner try to win the game. Naturally, for this to work, you must have more time than your partner's opponent, or he will also refuse to move and you will flag first.

Another element of stalling is if you know your opponent needs a certain piece to mate you, and your partner tells you that it will come to your opponent next move. It is good strategy to tell your partner not to move until your opponent moves, so that your opponent will be forced to move without that piece. Again, unless your partner has more time than your opponent, this will not work, as your partner will flag.

Please note that there is currently a bug in timeseal that affects bughouse: you cannot flag someone with timeseal until they move, so theoretically, they can stall forever and not be flagged. "Sealsitting" is unethical and frustrating. If you have timeseal and are trying to stall, once you are out of time, the accepted practice is to move or resign. Not doing so will cause a great deal of ill will. However, it is not currently considered abuse.

Piece Values:

Most serious chess players are familiar with the Piece Value Table: Q=9, R=5, B and N=3, P=1. In bughouse however, the values are completely different. While there is no general consensus on bughouse values, here is an approximation.

Q=10, N=7, R=4, B=2, P=1

The knight and queen rule the bughouse chessboard. The queen often can be placed into a position with mate. The knight is useful as well because it can check from a distance and not be blocked. Many bughouse mating attacks begin with a sacrifice on KB7 followed by a knight check. For example, after 1.e4 e5 2.d4 exd4 3.Nf3 Nc6 4.Bc4 Bc5 5.Bxf7+ Kxf7 6.Ng5+ all white needs is a queen for f7 and black will get mated. The bishops value is seriously diminished, as it often performs no better than a pawn, and sometimes not even as well. The pawns promotion abilities may in some positions be worth significantly more than a bishop.

White/Black:

The general strategy of bughouse is for the partner with white to go for mate, and the partner with black to try to hold it together. Black attempts to exchange pieces to reduce his opponents attack, while strengthening his partner's. White therefore, attempts to keep pieces on the board to ensure attacking chances. Often in bughouse, space advantages built on pawns can reach epic proportions for white, so black would rather have fewer pieces to try and rearrange in the face of oncoming pawns.

These rules are obviously meant to be general. However, understanding and utilizing them will help you play much better bughouse chess!

Opening Theory:

Yes, sadly bughouse has some opening theory. However, most of it is very short, as new pieces appearing on the board begin to mess up opening plans! Mainly, there are two or three defenses black can try, and white generally attacks in one or two ways in response.

White – White generally positions his pieces to attack the kingside, and especially the square f7. This may involve Bc4, Ng5, Ne5 or any similar methods. A common development scheme used is e4, d4, Bc4, Be3, Nf3, Nbd2, Qe2, known by some as the ”Mongolian Attack”. Please notice that white does not castle in this line. In fact, castling is generally bad in bughouse. It restrains your king to one side of the board, thus restricting it’s ability to escape from enemy pieces. This rule also applies to black. White may also play for massive central pawn advances, attempting black to either open the position so that white can attack, or force black to lock the pawn chain in the center so that white can build a long pawn chain into the center and into blacks position. This would work best against a fianchetto. For example, 1.e4 g6 2.d4 Bg7 3.e5 and white attempts to place pawns on f6, g7 and inject black badly.

Black – I have seen several defenses for black. I will list them by the names I have seen them referred to on FICS, although serious bughouse players may know them by other names in real life.

Federkevic defense: 1.e4 e6 2.d4 b6 – Black attempts to keep his pieces out of the center, where they may be rolled back by white pawns. He also leaves the dpawn on d7, where it may support e6, preventing sacrifices. The drawback is that black may get injected along the queenside light squares.

Barbeau Counter Attack: 1.e4 e6 2.d4 Qh4 – Black pressures e4 and attempts to force white to adopt an awkward development to protect the e4 pawn. For example, after 2.Nc3, 2...Bb4! exchanges a bishop for a knight. The drawback is that white often munches blacks queen in the opening.

Fortress Defense: 1.e4 e6 2.d4 d6 - Black attempts to simply huddle in the center behind a wall of pieces and pawns. By far the most common bughouse opening. The drawback is that black will be cramped, but black is always cramped in bughouse, so this is probably your best bet!

Conclusion

Bughouse is much more informal than regular chess and all four players generally kibitz about both games while they are on. Oftentimes, observers watch and kibitz along with the games. However, come into channel 24 and see for yourself. A good way to see some of the principles above put into action is to ask in channel 24 if anyone is playing, and then watch their games. Only then will you get a sense of what fun bughouse is! Happy bugging!

[Strategy written by IanO; Advanced strategy written by dogdog; editted by Friar – December 17, 1995]

See also: *bughouse (Section 4.14, Page 74)*

4.16 help channel

Channel 1 is the server help channel. Admins and other helpful, knowledgeable users monitor channel 1 and are ready to assist you. (Use chan 2 for a discussion about server issues.)

If you need assistance about something but don’t know whom to contact, ask your question on channel 1. Here’s the procedure:

1. Type the following lines:

`+chan 1`	[this will turn channel 1 on for you]
`tell 1 Can someone help me?`	[this sends the message to channel 1]

2. Watch your screen for someone asking you what help you need. You may be contacted directly (in a personal tell) or through channel 1 itself (so everyone can listen to the discussion and help out).

3. If you want to continue talking on channel 1, type:

   `tell 1 <message>` [everyone on channel 1 will hear you]

4. When you are done, you can either stay on channel 1, in order to help others and/or learn from their questions, or turn off channel 1 by typing:

   `-chan 1` [this will set channel 1 to off for you]

To see who is listening to channel 1 at any given moment, type "inch 1". A list will appear.

See also: *channel (Section 3.2.1, Page 38)*, *channel list (Section 4.17, Page 80)*, *inchannel (Section 3.2.5, Page 39)*, *intro 2 (Section 2.3, Page 10)*, *tell (Section 3.2.19, Page 44)*

4.17 channel list

List of currently defined channels

0	Admins Only	2	Discussion of FICS
1	General Help	3	FICS Programmers' Channel
4	**IIC Communication channel** (talk to people on other Chess Servers)		
8	Youth Channel		
20	Forming Team games	21,22	Playing team games
23	Forming SIMULS	24+25	Tandem channel
46	Forming tournaments (mame)	47	Tourney managers
33	Quacking & Other Duck Topics	50	General Unlimited Gab
34	Sports	51	The Hormone Channel
35	Music		
60	Chess Theory	64	Computer Chess
69	Latin	75	Russian
70	Danish	76	Dutch
71	Scandinavian	77	French
72	German	78	Greek
73	Spanish	79	Icelandic
74	Italian	87	Startrek Fans
90	The STC BUNCH (Players who like 30- to 120-minute Time Controls.)		
97	Politics Channel	98	Zippy the Pinhead's Own Channel
99	'The Street Corner Where Nothing Happens'		

See also: *channel (Section 3.2.1, Page 38)*, *iic (Section 4.26, Page 89)*, *inchannel (Section 3.2.5, Page 39)*, *say (Section 3.2.17, Page 43)*, *tell (Section 3.2.19, Page 44)*

4.18 computers

Computers may register and play chess matches. However, computers are required to be registered so that users can know whether they are playing against humans or computers. (Using an unregistered computer is considered to be abusive behavior; see etiquette). In order to register a computer, contact an admin. To see a list of computers registered on FICS, type ”=computer”. Computers are designated on ”who” lists by (C).

To avoid unnecessary network traffic, all computers who are permanently logged in are running on local machines at the University of Kaiserslautern.

See also: *admins (Section 4.8, Page 70)*, *etiquette (Section 4.20, Page 81)*, *who (Section 3.4.32, Page 65)*

4.19 definitions

registered/unregistered names A collection of data is stored for each registered name. To login with a registered name requires knowing the appropriate password. Do ”help register” to find out how to get a registered name.

ADMIN players Marked with ”(ADM)” or ”(*)” in ”who”, these players can help you register, set your email address, and do other useful things.

rated/unrated games A rated game is one whose outcome affects the ratings of the players. A game will be rated only if (at the time the challenge is issued) both player’s ”rated” variables are 1, and both players are registered.

blitz/standard games Every game is either blitz or standard, and the distinction is determined solely by the time control. If the time control is (init,inc) then the game is blitz if and only if (init + (2/3)*inc) < 15. For example, 15 0 is standard, 10 10 is standard, and 2 12 is blitz.

blitz/standard/wild/atomic/lightning/bughouse ratings The ICS maintains these different ratings for each registered player. The blitz rating is determined by the outcome of blitz games, the standard rating is for standard games, and the wild rating is for wild games. The algorithm for updating them is identical.

provisional/established ratings Each rating is either provisional or established. The rating is provisional if it is based on fewer than 20 games, and is established otherwise.

See also: *best (Section 3.4.1, Page 56)*, *blitz (Section 4.13, Page 73)*, *standard (Section 4.40, Page 99)*, *wild (Section 4.50, Page 108)*, *register (Section 4.36, Page 96)*

4.20 etiquette

The goal of FICS is to provide a friendly means for chess enthusiasts to play chess games and discuss topics of interest. In order to promote a friendly atmosphere, FICS follows simple guidelines and rules of etiquette. FICS admins have the authority to warn and (if necessary) sanction users who violate these guidelines.

FICS users should refrain from making any statements or engaging in any conduct that could be considered abusive, harrassing, offensive or obscene, especially with regard to nationality, race, religion or sexual orientation. Avoid having differences of opinion from escalating into personal attacks. If you want to avoid hearing statements made by a certain user, use the censor command.

FICS users should refrain from abusive conduct that ruins FICS. Such conduct includes: (a) disconnecting in order to avoid losing a chess match; (b) losing a chess match intentionally in order to inflate another user's rating; (c) using a chess computer without having it registered as a computer; (d) letting other people play rated matches using your registered account.

It is good etiquette to have lengthy discussions about a topic or issue using FICS channels rather than using shouts. Special topics channels have been created for this purpose (the channel help file has a listing). And there may be times when you are asked to move your discussion to a channel.

See also: *abuse (Section 4.1, Page 67)*, *admins (Section 4.8, Page 70)*, *atmosphere (Section 4.9, Page 70)*, *censor (Section 3.3.5, Page 48)*, *channel (Section 3.2.1, Page 38)*, *computers (Section 4.18, Page 81)*

4.21 FICS-FAQ (Frequently Asked Questions)

The admins at this site can be very busy so, if you find a bug or have questions, read this first:

1. How do I register?
   Read the *register (Section 4.36, Page 96)* help file – "`help register`".

2. Can I have more than one account?
   Only if for blind or computer reasons.

3. Can more than one person share an account?
   No.

4. Can I be an admin?
   No, we currently have a sufficient number of admins, thanks.

5. Can I help with programming?
   No. The source is being developed and maintained by connex and knopper, but of course you can ask about the implementation of new features.

6. Who's programming?
   Connex (Special features, maintaining, debugging) Knopper (Security and Statistic features, add-ons, Unix-dependent stuff)

   Thanks to Richard Nash (red) and Michael Moore for the old fics code.

7. Where else can I play FREE chess?
   see "help *addresses (Section 4.4, Page 68)*"

8. Where do I get an interface from?
   see "help *interfaces (Section 4.27, Page 89)*"

9. Where can I get the latest code from?
   The general fics source code is available at chess.onenet.net in pub/chess. The local add-ons and special features added by connex are not public available, please ask connex about the latest release.

10. I don't like admin x. Admin y is treating me badly.
    Should never happen, except if you are an abuser or offending other people on the server and get punished.

11. What is ICC?
    ICC is a commercial chess site at babar.lm.com. You pay a monthly fee for playing and using services there.

12. I can't shout!
    Are you unreg or have you been muzzled?

13. I can't play rated.
    Have both of you "set rated 1"? Are you registered?

14. How do I use the `--> name` thing I see displayed?
    Use "it" "i" or ":" followed by a message

15. The board is the wrong way up.
    Problem flip in style 12 – old ZIICS and SLICS are affected.

16. Can't promote (xboard).
    Try e7e8 for a queen.

17. How do I continue a game that was adjourned?
    "match" the player again, and it will resume the game if the player accepts

18. I've got an old account here, I can't remember my password.
    Ask an admin for help – be ready to verify your email address.

19. Is there any wild?
    Yes .. and rated, too.

20. How many channels can I be in?
    As many as you like, do "help *channel* *(Section 3.2.1, Page 38)*" for predefined ones.

21. How do I withdraw a match request?
    Type "withdraw".

22. I have a slow connection and frequently lose on time – what can I do?
    Timeseal, a special program to synchronize your clock with the clock of your opponent, is available at our WWW site at http://www.unix-ag.uni-kl.de/~chess/soft/timeseal/ Otherwise get your opponent to do "moretime #".

23. I suddenly got a Connection closed message.

    (a) There has been a shutdown.

(b) There has been a crash (does not happen a lot).

(c) The server dumped you for some reason.

(d) You hit Control-C.

(e) You got nuked.

24. How long do shutdowns last and why?
About 2-15 Minutes. Sometimes we need to add new code or fix bugs – please bear with us. There is a shutdown on GICS every morning at 6am.

25. How do I get further help?
Follow these steps:

    (a) ”+channel 1”

    (b) ”tell 1 help me!”

    (c) When you are done, you can type ”-channel 1” to exit this channel.

26. How do I pause a long file from scrolling?
Use ctrl q and ctrl s – or use your scroll bar. Also, ”set height ##” fixes how many lines will be displayed.

4.22 The glicko rating system

As may have noticed, each FICS player has a rating and an RD.

RD stands for ”ratings deviation”.

Why a new system?

The new system with the RD improves upon the binary categorization that was used before on fics and elsewhere, where players with fewer than 20 games were labeled ”provisional” and others were labeled ”established”. Instead of two separate ratings formulas for the two categories, there is now a single formula incorporating the two ratings and the two RD's to find the ratings changes for you and your opponent after a game.

What RD represents

The Ratings Deviation is used to measure how much a player's current rating should be trusted. A high RD indicates that the player may not be competing frequently or that the player has not played very many games yet at the current rating level. A low RD indicates that the player's rating is fairly well established. This is described in more detail below under ”RD Interpretation”.

How RD Affects Ratings Changes

In general, if your RD is high, then your rating will change a lot each time you play. As it gets smaller, the ratings change per game will go down. However, your opponent's RD will have the opposite effect, to a smaller extent: if his RD is high, then your ratings change will be somewhat smaller than it would be otherwise.

A further use of RD's

Vek asked Mark Glickman the following:

```
> Given player one with rating r1, error s1,
> and player two with r2 and s2, do you have a formula for the
> probability that player 1's "true" rating is greater than
> player 2's ?
```

Mark said:

```
Yes - it's:
1/(1 + 10^(-(r1-r2)f(sqrt(s1^2 + s2^2))/400) )
where f(s) is [the function applied to RD in Step 2 below].
```

<u>How RD is Updated</u>

In this system, the RD will decrease somewhat each time you play a game, because when you play more games there is a stronger basis for concluding what your rating should be. However, if you go for a long time without playing any games, your RD will increase to reflect the increased uncertainty in your rating due to the passage of time. Also, your RD will decrease more if your opponent's rating is similar to yours, and decrease less your opponent's rating is much different.

<u>Why Ratings Changes Aren't Balanced</u>

In the other system, except for provisional games, the ratings changes for the two players in a game would balance each other out - if A wins 16 points, B loses 16 points. That is not the case with this system. Here is the explanation I received from Mark Glickman:

> The system does not conserve rating points - and with good reason! Suppose two players both have ratings of 1700, except one has not played in awhile and the other playing constantly. In the former case, the player's rating is not a reliable measure while in the latter case the rating is a fairly reliable measure. Let's say the player with the uncertain rating defeats the player with the precisely measured rating. Then I would claim that the player with the imprecisely measured rating should have his rating increase a fair amount (because we have learned something informative from defeating a player with a precisely measured ability) and the player with the precise rating should have his rating decrease by a very small amount (because losing to a player with an imprecise rating contains little information). That's the intuitive gist of my extension to the Elo system.
>
> On average, the system will stay roughly constant (by the law of large numbers). In other words, the above scenario in the long run should occur just as often with the imprecisely rated player losing.

<u>Mathematical Interpretation of RD</u>

Direct from Mark Glickman:

> Each player can be characterized as having a true (but unknown) rating that may be thought of as the player's average ability. We never get to know that value, partly because we only observe a finite number of games, but also because that true rating changes over time as a player's ability changes. But we can <u>estimate</u> the unknown

rating. Rather than restrict oneself to a single estimate of the true rating, we can describe our estimate as an interval of plausible values. The interval is wider if we are less sure about the player's unknown true rating, and the interval is narrower if we are more sure about the unknown rating. The RD quantifies the uncertainty in terms of probability:

The interval formed by Current rating +/-RD contains your true rating with probability of about 0.67.

The interval formed by Current rating +/- $2RD$ contains your true rating with probability of about 0.95.

The interval formed by Current rating +/- $3RD$ contains your true rating with probability of about 0.997.

For those of you who know something about statistics, these are not confidence intervals, but are called "central posterior intervals" because the derivation came from a "Bayesian" analysis of the problem.

These numbers are found from the cumulative distribution function of the normal distribution with mean = current rating, and standard deviation = RD. For example, CDF[N[1600,50], 1550] = .159 approximately (that's shorthand Mathematica notation.)

The Formulas

Algorithm to calculate ratings change for a game against a given opponent:

Step 1. Before a game, calculate initial rating and RD for each player.

a) If no games yet, initial rating assumed to be 1720. Otherwise, use existing rating. (The 1720 is not printed out, however.)

b) If no RD yet, initial RD assumed to be 350 if you have no games, or 70 if your rating is carried over from ICC. Otherwise, calculate new RD, based on the RD that was obtained after the most recent game played, and on the amount of time (t) that has passed since that game, as follows:

$$RD' = \sqrt{RD^2 + c\log(1+t)}$$

where c is a numerical constant chosen so that predictions made according to the ratings from this system will be approximately optimal.

Step 2. Calculate the "attenuating factor" due to your OPPONENT's RD, for use in later steps.

$$f = \frac{1}{\sqrt{1 + pRD^2}}$$

Here p is the mathematical constant $\frac{3\ln 10^2}{\pi^2 400^2}$.

Note that this is between 0 and 1 - if RD is very big, then f will be closer to 0.

Step 3. $r1$: your rating, $r2$: opponent's rating,

$$E = \frac{1}{1 + 10^{-(r1-r2)\frac{f}{400}}}$$

(it has f(RD) in it!)

This quantity E seems to be treated kind of like a probability.

Step 4.

$$K = \frac{q \cdot f}{\frac{1}{RD^2} + q^2 \cdot f^2 \cdot E \cdot (1 - E)}$$

where q is a mathematical constant: $q = \frac{\ln 10}{400}$.

Step 5. This is the K factor for the game, so

Your new rating = (pregame rating) + $K \cdot (w - E)$

where w is 1 for a win, .5 for a draw, and 0 for a loss.

Step 6. Your new RD is calculated as

$$RD' = \frac{1}{\sqrt{\frac{1}{RD^2} + q^2 \cdot f^2 \cdot E \cdot (1 - E)}}$$

The same steps are done for your opponent.

Credits

The Glicko Ratings System was invented by Mark Glickman, Ph.D. who is currently at the Harvard Statistics Department, and who is bound for Boston University.

Vek and Hawk programmed and debugged the new ratings calculations (we may still be debugging it). Helpful assistance was given by Surf, and Shane fixed a heinous bug that Vek invented.

Vek wrote this helpfile and Mark Glickman made some essential corrections and additions. Last updated April 19, 1995.

See also: *assess (Section 3.1.5, Page 18)*, *match (Section 3.1.26, Page 25)*

4.23 good passwords

To avoid users from using the same nickname you have your own password. Lately some users have complained that some have logged into their account and been abusive. To avoid this follow these rules:

- Log out when you leave the terminal, even if it is only to get yourself a coke.
- Choose a password like: `OdIf10md`. You might find this one impossible to learn but you only have to find the right sentence to remember it: Try concatenating the first letters of each word of following sentence: "One day I fell 10 metres down." That sentence should not be hard to remember, right? The way I find a sentence is like this: Let your hands slip over the keyboard to find a good long password (`FJL234kl56gh435jt`) Then find a sentence that works. It might be too hard - then change or delete some characters: "Frank J. Livingstones 234 coconuts cost $56 each" This doesn't get the desired password but another great password: `FJL234cc$56e`

- Password lengths should not be shorter than 5 chars

Good passwords: `6upfu*U(jd`, `4iF3hsh%n`, `2.3I>23fj3`, `k#4i8oPo`, `JvgibpSfv1`

Bad passwords: `4Q2`, `secret`, `myname`, `password`, `mygirlfriend`

To alter your password use the password command

See also: *password (Section 3.3.13, Page 52)*

4.24 handle choice

With over 2000 players registered on GICS it is becoming likely that a name you would like to use as a handle already exists. Here are a few suggestions to make life easier on users as well as admins.

1. Before requesting a registered handle, log in as unregistered with your preferred handle.
2. Choose ALPHABETICAL names only. No digits or other characters. No spaces.

For example:	Good:	”`AbCdE`”
	Bad:	”`R2D2+`” or ”`The Destroyer`”

See also: *handles (Section 3.4.9, Page 59)*

4.25 handle change

It is ICS policy not to allow handle changes unless your account is new and you realize you chose a bad handle. If you want an exception to this policy, you will have to give a VERY good reason. All handle changes will be done by deleting most of your old account and creating a new one, so your game history and ratings will be lost. Also, you will normally be required to state your old handle in your notes.

Reasons for this policy:

1. Handle changes tend to defeat the purpose of players’ censor lists, the abusers list, etc. They allow players who have acquired a deservedly bad reputation to escape from it and get away with doing the same things again.
2. Handle changes confuse the other players who have gotten to know you as a friend.
3. Handle changes are a lot of extra work for the admins.
4. There is no admin command to change a player’s handle without deleting his history. One could be added, but we would rather spend the programming effort on something with positive value.

See also: *register (Section 4.36, Page 96)*

4.26 iic

The Inter-ICS-Communication System makes it possible to intercommunicate with people logged in on a different Chess Server without having to switch servers. Only Servers with builtin IIC Support can use this feature.

For more information about IIC and how to join the System please contact connex from GICS <connex@chess.unix-ag.uni-kl.de>.

You can see the names of all currently available IIC-ICS Servers with the ”rlist” command.

See also: *rtell (Section 3.2.15, Page 42)*, *rmessage (Section 3.2.14, Page 42)*, *rwho (Section 3.2.16, Page 43)*, *rinfo (Section 3.2.12, Page 41)*, *rlist (Section 3.2.13, Page 42)*

4.27 interfaces

ICS User Interfaces

Listed in this helpfile are details of graphical interfaces. Often it is difficult to play chess using the ’ASCII’ boards the server generates. They aren’t easy to see, and are affected by other information such as shouts.

The graphical ones give you a proper chess board on which to view your pieces, making your chess easier to play.

Here’s a summary:

```
==============================================================================
Graphical   Required Computer Operating     Interface  Location
Interface   System and Software             Program    at ftp.math.uni-
Program                                     Author     hamburg.de
==============================================================================
ZIICS    #  DOS, modem                       Zek        pub/misc/chess/DOS
GIICS       DOS, modem                       LLama      pub/misc/chess/DOS
Monarc      DOS, modem                      *Kevster    pub/misc/chess/DOS
JIICS       DOS, VGA, modem, mouse           Peluri     pub/misc/chess/DOS
NGIICS      DOS, TCP/IP                      LLama      pub/misc/chess/DOS
Raja        MS Win3, modem                  *fischer    pub/misc/chess/Win3
Gilchess    MS Win3, modem                   Bloodrake  pub/misc/chess/Win3
bludrake    MS Win3, modem                   Bloodrake  pub/misc/chess/Win3
SLICS    #  MS Win3, TCP/IP                  dfong      pub/misc/chess/Win3
Toolkit  ## MS Win3, TCP/IP and/or modem     MaDHaTteR  pub/misc/chess/Win3
WinBoard    NT or W95, TCP/IP and/or modem   mann       pub/misc/chess/Win3
PMICS       OS/2, TCP/IP and/or modem        woof       pub/misc/chess/DOS
XBoard   #  Unix, X11R4, TCP/IP a/o modem    mann       pub/misc/chess/X
xics        Unix, X11R3 , TCP/IP            *observer   pub/misc/chess/X
cics        TCP/IP and C, ASCII terminal    *observer   pub/misc/chess/Unix
NeXTICS     NeXT, TCP/IP and/or modem        red        pub/misc/chess/NeXT
MacICS      Mac                             *douglas    pub/misc/chess/Macintosh
E-ICS       Mac, Modem                      *douglas    pub/misc/chess/Macintosh
MacICS-TCP  Mac, TCP/IP                      eew        pub/misc/chess/Macintosh
Aics        Amiga                           *fischer    pub/misc/chess/Amiga
==============================================================================
#   Recommended and popular.
```

```
##  Not yet working well on FICS.
*   No account on FICS yet.

 NB. The handles of the authors may refer to the handles of people at the old
       Aics.  Certain ones may be different people here or non-existent.
       Most interfaces should work, both the authors and the FICS
       programmers would like feedback if you have problems with one here.
```

The listing will explain which interfaces will run on your particular set-up and in which directory to find it. It may have comments from the users/authors of the interfaces to help you choose. If you have any further questions or trouble please contact an admin.

Instructions for getting an interface

Any of the above graphical interfaces can be found at the anonymous ftp site ftp://chess.onenet.net/ (or a mirror, ftp://ftp.math.uni-hamburg.de/). Most come with some instructions.

Pick one, use ftp (help ftp-hints), Netscape or some similar software to access it over the Internet, and transfer it to your local PC system or workstation via your preferred method (zmodem, kermit for most non tcp/ip dialup connections), unpack it (most use standard archival software or are self-extracting), and set it up.

Comments on interfaces

This listing will explain the interfaces in a little more detail with perhaps comments from the users/authors of the interfaces to help you choose.

If you have any further questions or trouble please contact an admin.

PC and compatibles (Using DOS and modem): pub/misc/chess/DOS

ZIICS by Zek: A very popular interface for the PC.

ZIICS requires a regular modem connection and a graphics adapter (VGA, EGA, CGA or Hercules). In VGA there are several styles of sets from 32 pixels per square to 56 pixels per square (almost fills the screen vertically). You can configure the colors and the functions of the buttons by editing a text file. [comment by Zek]

GIICS by LLama

JIICS by Peluri: You will need VGA and a mouse to use this.

Monarc by Kevster

PC and compatibles (Using DOS and TCP/IP): pub/misc/chess/DOS

NGIICS by LLama

PC and compatibles (Using Windows and modem): pub/misc/chess/Win3

Raja (elephant) by fischer

Gilchess by Azorduldu

bludrake by Bloodrake

PC and compatibles (Using Windows and TCP/IP): pub/misc/chess/Win3

SLICS by dfong

Toolkit by MaDHaTteR

PC and compatibles (Using Windows NT(or 95) and TCP/IP): pub/misc/chess/Win3

WinBoard by mann: finger mann for the latest details.

PC and compatibles (OS/2 PM): pub/misc/chess/DOS

PMICS by woof

Unix (Xwindows): pub/misc/chess/X

XBoard by mann: Certainly the best of the Unix interfaces and still is being supported to work better at FICS. Owners of Unix machines are well advised to get this interface. It is also suitable for use with GNUchess. [comment by DAV] finger mann for the latest details.

xics by observer

Unix (vt100 terminal): pub/misc/chess/Unix

cics by observer

NeXT: pub/misc/chess/NeXT

NeXTICS by red

MAC: pub/misc/chess/Macintosh

MacICS by douglas

MAC (Modem): pub/misc/chess/Macintosh

E-ICS by douglas

MAC (TCP/IP): pub/misc/chess/Macintosh

MacTCP by eew

Amiga: pub/misc/chess/Amiga

Aics by fischer: Might not work with KS2.0 and above.

4.28 lag

In any communication network, there is a delay between when a piece of data is sent and when it is received. When the network is congested with lots of traffic, this delay sometimes gets very large, and is called ”netlag”. Long delays happen when the network discards some data (generally due to excessive congestion) and it has to be retransmitted. As congestion gets worse and data is lost more often, the hosts at each end wait longer before retransmitting it. (They do this to keep from making the congestion worse and worse until the net stops working entirely.) Thus the lags you see get longer as well as happening more frequently. A still longer lag can occur if equipment fails somewhere on the net between you and ICS, so that no data at all can get through for a while. Everyone has lag sometimes, because some lag originates close to the server, but some people do have much more frequent and severe lag than others, so have compassion on them.

Lag on today’s Internet is unavoidable. Many schemes have been proposed for detecting lag on ICS and adjusting clocks to compensate, and if we find a good one we may implement it. However, this still won’t eliminate the problem. Perhaps the most effective thing you can do to fight lag in the long run is to support the National Information Infrastructure initiative, and/or other proposals for upgrading network capacity in the U.S. and around the world.

Some slow links in the network between ics.uoknor.edu and most of the rest of the world are supposed to be upgraded later in 1994, so we can hope the lag situation will improve then for many people.

If you have bad lag, try another ICS host (see ”help addresses”) or consider to use a so called ”timeseal”-client, which allows you to synchronize your clock with the clock of your opponent regardless of delays in the network (see ”help timeseal”).

See also: *addresses (Section 4.4, Page 68)*, *timeseal (Section 4.47, Page 105)*

4.29 lightning

There are four types of regular (not atomic, wild or bughouse) chess played on this chess server: Untimed, Lightning, Blitz and Standard.

A game is ”Lightning” if the expected duration of the game is 3 minutes or less per player. ”Expected duration” is determined by a formula that takes into account both the Start time and the Increment (Inc) value. Here is the formula:

Expected duration = (Start + Inc*2/3)

The following table shows the slowest Lightning and fastest Blitz time controls, the dividing line if you will between those two types of matches.

Slowest Lightning		**Fastest Blitz**	
Mins	Incr	Mins	Incr
0	4	0	5
1	2	1	3
2	1	2	2
		3	0

As you can see, Lightning chess is very quick!

You can list logged on users according to their lightning ratings by typing ”`who L`”. ”Lightning” is also a variable that can be used in formulas in order to screen match requests.

See also: *blitz (Section 4.13, Page 73)*, *formula (Section 3.3.6, Page 48)*, *match (Section 3.1.26, Page 25)*, *standard (Section 4.40, Page 99)*, *untimed (Section 4.49, Page 107)*, *who (Section 3.4.32, Page 65)*

4.30 lists

The server maintains several lists in order to conduct its business. You can use +/-/= to change and view the various lists.

Examples (using the aliases):

```
+listname member   (Add member to listname – addlist)
-listname member   (Remove member from listname – sublist)
=listname          (View the members of listname)
        =          (View the names of all lists and their status – showlist)
```

Certain lists can only be modified by an admin. Other lists are for admin viewing only. See showlist help file for details.

See also: *addlist (Section 3.3.1, Page 45)*, *admins (Section 4.8, Page 70)*, *showlist (Section 3.3.16, Page 53)*, *sublist (Section 3.3.19, Page 54)*

4.31 motd

The "motd" information help file – Message Of The Day – contains news items and other announcements that are displayed when you logon. You can read these by typing "help motd". Other news items are on the "news" bulletin board.

See also: *news (Section 3.4.21, Page 62)*

4.32 Chess move notation on ICS

ICS uses an extended form of algebraic notation to represent moves. Case is ignored (except for "B" which means "bishop" and "b" which, in some cases, means "bishop" OR the b-file). A piece can appear on to the right of an "x".

Examples:

e8	a pawn move or capture to e8
pe8	same
e8=n	same but specify promotion to knight
fe	pawn capture from f to e file
fe5	same but with destination square specified
ne5	move a knight to e5
RxB	take a bishop with a rook ("rxB" is the same)
Rxb	if possible, take a bishop with a rook, if not possible, take something on the b file with a rook
bc4	may be ambiguous: EITHER move a B to c4 or cap. c4 with a P
bxc4	same
Bxc4	capture c4 with a bishop
nf3e5	move the knight on f3 to e5
d3-e4	a move or capture from d3 to e4 (always works)
d3e4	same
nxph2	take the pawn on h2 with a knight
nxh2	take the thing on h2 with a knight
xp	take a pawn with something
nx	take something with a knight
x	take something
o-o	short castle. Also indicated by "oo" or "e1-g1" or "e1g1". when the king is on e1. Long castle analogous.

You will be told if your move is ambiguous, and also if making that move would leave your king in check.

See also: *style (Section 3.3.18, Page 53)*

4.33 notes

A registered user has up to 10 lines in their 'finger' display for posting information. These lines are known as "finger notes", one's "plan" or just "notes". Your 'notes' can be read by all users of the server, so be sure that it is information you want to make public. The notes are numbered from 1 to 10.

The lines are created, changed and deleted by using the 'set' command. For example, "set 1 I love Wild 5!!!" will set your #1 finger note to: "I love Wild 5!!!".

See also: *finger (Section 3.4.7, Page 58)*, *set (Section 3.3.15, Page 52)*

4.34 Odds games on ICS

The purpose of odds is to change the conditions of a match between two players of widly differing strengths so that the weaker player has a better chance of winning. There are two types of odds available on the ICS: time odds, and material odds. In a time-odds game, the two players have different amounts of time. In a material-odds game, the two players start with different sets of pieces.

A time-odds challenge is made by adding additional numbers to the match command. For example if you typed:

```
match Darooha 1 4 2 12
```

you would start with 1 minute (and have a 4 second increment), and Darooha would start with 2 minutes (with 12 second increment). You would only want to do this if you were much better than Darooha! All time odds games are unrated.

Suggested time odds for 0 increment games, based on rating-point differences between the two players are:

Rating Point Spread	**Time (init+(2/3)increment)**
0	5 versus 5
200	4 versus 6
400	3 versus 7
600	2 versus 8
800	1 versus 10

A material-odds challenge is made by specifying a wild designator (such as ”w10”) in the match command. (This must appear in the command somewhere after the name of the opponent.) The color you desire may also be specified. For example:

```
match Darooha w11 white
```

issues a challenge to Darooha for a wild 11 game, in which you will be white. For all of the odds games (except w10) the stronger player should get white. To see what wild 11 is, do ”help wild11”. This file also contains an offset added to White’s rating for purposes of computing the rating changes caused by the game. In the case of w11, the offset is 300 – if White is 300 points stronger, then either player stands to gain the same amount by winning. See the help files wild10 through wild14 for the rest of the material odds games.

See also: *match (Section 3.1.26, Page 25)*

4.35 quota

Imposing a shout quota is a sanction for cases of shout abuse. A shout quota limits the frequency of a user’s shouts (including ”it”-type shouts). The typical limit imposed is 2 shouts per 60 seconds.

To see whether you have a shout quota of any kind, type ”shout” or ”it” alone without any message. If you have no quota, the response will be that you are not on the quota list and may shout your message. If you have a quota, the response will be the time when you may next make a shout – either right now or in a given number of seconds.

See also: *etiquette (Section 4.20, Page 81)*, *it (Section 3.2.6, Page 40)*, *shout (Section 3.2.18, Page 43)*, *shout abuse (Section 4.37, Page 97)*

4.36 register

Registration on GICS

There are two classes of players on the server. One class is registered, and the other is not. Unregistered players can play matches and do most of the things registered players can, except that their scores are not saved, and matches they play are not recorded. (Such matches are called ”unrated”.) A match between a registered and an unregistered player is unrated. Unregistered players cannot shout.

Basically, look around for a bit as an unregistered player. When you are serious and ready to see just how good you are, send mail to chess@unix-ag.uni-kl.de with the subject ”ICS registration” and the following information:

1. You desired account name (handle). This should be at least 3 alphabetical characters. No punctuation!
2. Your real name.
3. Your email address.

We would of course appreciate if you would give that information in an abbreviated form in the mail's body, easy for us to read:

addplayer handle ”real name” email

An example follows:

(`$` indicates a shell prompt)

```
$ mail chess@unix-ag.uni-kl.de
Subject: ICS registration
addplayer DerMeister "Unix Kennichnich" user@unix-ag.uni-kl.de
.
Cc:
$
```

Once your account is made, we will send you a password which you can change on-line. Please have patience. Registrations are not fixed every day. It can take up til about a week to register (or you can be lucky, and the registration will be fixed at once).

Also, please choose your Handle with care! Once your account is established, we won't change your login name anymore. So please avoid silly or offensive names.

See also: *admins (Section 4.8, Page 70)*, *password (Section 3.3.13, Page 52)*, *definitions (Section 4.19, Page 81)*, *finger (Section 3.4.7, Page 58)*, *handles (Section 3.4.9, Page 59)*

4.37 shout abuse

This help file is to give some guidance on the accepted use of shouting. Breaking these rules may result in sanctions, such as a quota on your shouts or even worse muzzling (your shouting privileges revoked). REMEMBER: some people use text boards but still have shout on, which means that unnecessary shouts scroll their screen unnecessarily.

THINGS THAT ANNOY OTHERS – hence shout quotas or other sanctions:

- Saying the same or similar things several times in a row. For example:

```
--> DAV is here.
--> DAV is here.
--> DAV greets all.
--> DAV is here.
```

- Annoying others by imitating system messages. For example:

```
--> DAV has left a message for you.
--> DAV tells you: hi how are you?
```

- Talking about something that should be in a channel – after warnings. The channel help file ("help channel") gives a list of all pre-defined channels.
- Also too much hugging and kissing – except for login/out greetings; use channel 51 for that please – but keep the language clean!
- Cursing and cussing others on shouts (including don't play xxx for yyy reason).
- Shouting far too often, lengthy shouts (eg ASCII pictures) beyond about five or so lines).
- Holding two person conversations on shout.
- Anything else an admin sees fit.

THINGS THAT ARE FORBIDDEN – hence muzzle or (worse) a ban from FICS:

- Swearing, in general or at others.
- Discriminatory remarks – see help etiquette.
- Constant shout abuse.
- Anything else an admin sees fit.

NOTE: any sanctions that are made against you are likely to be recorded, so punishment may be incremental for a second offence. A bad comment file is also likely to get you barred from privileges that may occur time to time, including the possibility of adminship.

See also: *etiquette (Section 4.20, Page 81)*, *shout quota (Section 4.35, Page 95)*

4.38 simuls

”Simuls” = simultaneous chess matches; playing more than one opponent at a time. It is possible to play more than one opponent simultaneously on the chess server. Below are sections for Starting a Simul and for Joining a Simul.

STARTING A SIMUL

In order to play more than one chess match simultaneously you need to do the following:

1. Turn on your simopen flag with ”simopen”. Announce your simul conditions on shout and cshout enough to get the word out, but so much as to annoy users.
2. Other users must then challenge you with ”simmatch”.
3. Accept or reject the challenges as they come in. You play WHITE in all games.
4. When you are satisfied that you have started the number of games that you can handle, turn off your simopen flag. You can see how many games you are playing with ”simgames”.
5. You can then start making moves on the board. The ”simnext” command moves you to the next board; ”simprev” moves you to the previous board. You will focus on one game at a time, going in a particular order.
6. If you are bothered by how long a player is taking to make the next move, you can abort that game with ”simabort”. You are in control of these limits since the games are untimed.
7. When all matches you are playing are complete, you will get your results.

Various commands you can use while running a simul include: gobard, gonum, simabort, simadjourn, simallabort, simalladjourn, simnext, simopen and simprev.

JOINING A SIMUL

In order to play against a user who is open for playing simultaneous matches, here is what you do:

1. Using the ”simmatch” command, challenge the person you will be playing. If the challenge is accepted, you will play BLACK.
2. You will be informed when the simul player is coming to your board. You should be prepared to move either before or shortly after that player arrives at your board. If you do not move within a reasonable time period, your game could be aborted.
3. It is impolite to offer a draw unless that player is at your board. It could very easily confuse the simul player if offers come in from different users at once.
4. If your game ends early, you may want to turn on your ginform flag so that you can see the final result of the simul games.

See also: *set (Section 3.3.15, Page 52)*, *simmatch (Section 3.1.47, Page 33)*, *simgames (Section 3.1.46, Page 33)* [and other commands given above]

4.39 sourcecode

You can get a version of the public GNU-FICS code via anonymous ftp to 'chess.onenet.net' in the directory /pub/chess/Unix.

If you make any changes to the code that you would like to see incorporated into future releases, please mail them to u940456@daimi.aau.dk.

See also: *mailsource (Section 3.4.20, Page 62)*

4.40 standard

There are four types of regular (not wild or bughouse) chess played on this chess server: Untimed, Lightning, Blitz and Standard.

A game is "Standard" if the expected duration of the game is 15 minutes or more. "Expected duration" is determined by a formula that takes into account both the Start time and the Increment (Inc) value. Here is the formula:

Expected duration = (Start + Inc*2/3)

The following table shows the slowest Blitz and fastest Standard time controls, the dividing line if you will between those two types of matches.

Slowest Blitz		**Fastest Standard**	
Mins	**Incr**	**Mins**	**Incr**
0	22	0	23
1	20	1	21
2	19	2	20
3	17	3	18
4	16	4	17
5	14	5	15
6	13	6	14
7	11	7	12
8	10	8	11
9	8	9	9
10	7	10	8
11	5	11	6
12	4	12	5
13	2	13	3
14	1	14	2
		15	0

As you can see, not every game with more minutes to start is Standard and not every game with few minutes to start is Blitz.

You can list logged on users according to their Standard ratings by typing "who s". "Standard" is also a variable that can be used in formulas in order to screen match requests.

See also: *blitz (Section 4.13, Page 73)*, *formula (Section 3.3.6, Page 48)*, *lightning (Section 4.29, Page 92)*, *match (Section 3.1.26, Page 25)*, *who (Section 3.4.32, Page 65)*

4.41 style 10

Style 10 is very useful for machine reading of the board. Unlike the other styles, the board is not flipped. White is always at the bottom, and black is always at the top. Castling and en-passant information is also included. Here is an example.

```
<10>
|r b kbnr|
|ppp ppp |
|  nq    |
|   p   p|
|   P    |
|  NQB  N|
|PPP PPPP|
|R   KB R|
B -1 1 1 1 1 3
0 Darooha Quimbee 1 2 12 39 39 113 129 5 B/c1-e3 (0:22) Be3
```

The second from last line has 7 fields (separated by blanks). They are:

- color whose turn it is to move (”B” or ”W”)
- -1 if the previous move was NOT a double pawn push, otherwise the file (numbered 0–7 for a–h) in which the double push was made
- can white still castle on the king side? (0=no, 1=yes)
- can white still castle on the queen side?
- can black still castle on the king side?
- can black still castle on the queen side?
- the number of moves made since the last irreversible move. (0 if last move was irreversible. If this is >= 100, the game can be declared a draw due to the 50 move rule.)

The last line has 14 fields separated by blanks. They are:

- The game number
- White’s name
- Black’s name
- is it my turn to move in this game? (1=yes, -1=opponent’s move, 0=observing)
- initial time (in seconds) of the match
- increment of the match

- white strength
- black strength
- white's remaining time
- black's remaining time
- the number of the move about to be made (standard chess numbering – White's and Black's first moves are both 1, etc.)
- verbose coordinate notation for the previous move ("none" if there were none)
- time taken to make previous move "(min:sec)".
- pretty notation for the previous move ("none" if there is none)

See also: *style (Section 3.3.18, Page 53)*, *style 12 (Section 4.42, Page 101)*, *interfaces (Section 4.27, Page 89)*

4.42 style 12

Style for machine interfaces like **xboard** or **slics**.

The data is all on one line: Here is an example:

```
<12> rnbqkb-r pppppppp -----n-- -------- ----P--- --------
  PPPPKPPP RNBQ-BNR B -1 0 0 1 1 0 7 Quimbee Darooha 1 2 12 39 39
    119 122 2 K/e1-e2 (0:06) Ke2 0
```

This always begins on a new line, and there are always exactly 31 non-empty fields separated by blanks. They are:

- The string "`<12>`" to identify this line.
- eight fields representing the board position. The first one is file 8, then file 7, etc, regardless of who's move it is.
- color whose turn it is to move ("B" or "W")
- -1 if the previous move was NOT a double pawn push, otherwise the file (numbered 0–7 for a–h) in which the double push was made
- can white still castle short? (0=no, 1=yes)
- can white still castle long?
- can black still castle short?
- can black still castle long?

- the number of moves made since the last irreversible move. (0 if last move was irreversible. If this is >= 100, the game can be declared a draw due to the 50 move rule.)
- The game number
- White's name
- Black's name
- my relation to this game:
  -2 observing examined game
  2 the examiner of this game
  -1 I am playing, it's the opponent's move
  1 I am playing and it's my move
  0 observing played game
- initial time (in minutes) of the match
- increment (in seconds) of the match
- white strength
- black strength
- white's remaining time
- black's remaining time
- the number of the move about to be made (standard chess numbering – White's and Black's first moves are both 1, etc.)
- verbose coordinate notation for the previous move ("none" if there were none)
- time taken to make previous move "(min:sec)".
- pretty notation for the previous move ("none" if there is none)
- flip field for board orientation: 1 = black down, 0 = white down.

New fields may be added to the end in the future, so programs should parse from left to right.

See also: *style (Section 3.3.18, Page 53)*, *style 10 (Section 4.41, Page 100)*, *interfaces (Section 4.27, Page 89)*

4.43 Suicide Chess Rules

The general ruleset follows:

1. The normal chess rules are valid, with the following extensions.
2. You *must* capture whenever possible.

3. If the end of the game is a Stalemate, the player with the less number of pieces wins.

4. The king is a ”normal” piece. That means,

   (a) you can capture it

   (b) you can promote a pawn to king

   (c) you cannot castle

<u>NOTES:</u>

Rule #2 only applies if there is any possible capturing move. If there is more than one, you can freely decide between them.

Rule #3: If one player loses all his material, it is a kind of Stalemate, like this player has no legal move anymore. So this player wins. If both players have the same number of pieces, it is a draw, the value of the pieces does not matter.

Rule #4 implies that there are no checks. This is a fundemantal difference to other implementations.

Some interfaces do not let you promote to king or do any other move, when your king is in check, because they do not know about the suicide ruleset. In this case, you have to type the move in the text console window. Newer interfaces, especially xboard Version 3.5.4 and above (thanks to xboard author Tim Mann), do support Suicide chess. You can download current xboard from our Web page http://www.unix-ag.uni-kl.de/~chess/soft/clients/.

Play it:	match name time inc SUICIDE
Hint:	do not play 1. d3

Rules collected and described by OliB, Suicide chess implemented by OliB 12.07.1997

See also: *wild (Section 4.50, Page 108)*, *atomic (Section 4.10, Page 71)*

4.44 Special commands and messages for TDs (Tournament Directors)

The Tournament Director (TD) is an automatic player who manages tournaments. He is marked with a ”(TD)” in the output of ”who”.

The Tournament Manager (a player in the list of the tourney director program) can use the following special tells to the TD:

qtell $1 $2 Send a string to a player or channel
$1 may be a playername or a channel number
$2 is the text do send. Special chars:

n newline

H Highlight on

h Highlight off

b Bell

Only 1029 chars of $2 are handled!

Return: `qtell $1 0` –> everything ok
`qtell $1 1` –> error

getpi $1 Get Information about Player $1

Return: `getpi $1 Wildrating Blitzrating Standardrating`
returns nothing on error

See also: *tournaments (Section 4.48, Page 107)*

4.45 team

It is possible to have a ”team” account on the chess server. Team accounts would be good for groups of players (whether human or computer) to play chess matches against either individual players or other teams. These accounts are designed for relatively stable groups of players, in contrast to teams formed spontaneously for just one match (see ”teamgames” help file). Good examples would be chess clubs at schools or companies.

If you represent a group of players who would like to form a team for a team account, contact an admin. The team handle will be added to the ”team” list and will have the ”(T)” designation appearing on who lists.

See also: *admins (Section 4.8, Page 70)*, *lists (Section 4.30, Page 92)*, *showlist (Section 3.3.16, Page 53)*, *teamgames (Section 4.46, Page 104)*, *who (Section 3.4.32, Page 65)*

4.46 Team games on ICS

A team game is a game played between two teams, each consisting of more than one player. It's also possible to have a team playing against a person or a computer.

To start a team game, players need to use three channels. At the moment Channels 20, 21 and 22 are primarily for this purpose. All the participants turn on one channel (Channel 20) to enable communication. Each of the two remaining channels is for each of the teams. All players of one team turn on the corresponding channel but not the other. The players in each team must agree to a captain. Then a game is started by the two captains. Now everybody observes that game.

Players can suggest moves using the appropriate channels. They can adopt a democracy and vote before making moves, or they can opt for dictatorship where the captain can decide on the move, taking advice from the think tank. Any form of decision making is possible, provided the team has agreed to it beforehand.

Typically, it takes much longer to play a team game than a game between individuals, because a lot of discussion is going on. Hence a longer time control and longer increment are recommended.

Playing team games is a good way to learn, because you are involved in a position and can hear different views on it. Some people play mainly positionally and some prefer sharp combinations. It is enlightening to see how widely different analyses can come out from the same position. Moreover, you can learn more about openings with which you are unfamiliar with.

Team games are also fun. During the consultation, it is typical that players talk and make jokes. It helps develop a friendly relationship between members of the FICS. In fact, even the process of forming teams can be fun. There are many ways to divide the players interested in a team game into two teams. One is to let the players join a channel randomly, another is to agree to two captains first and let them pick their teams in turn. Again a lot of imagination can be put to use here.

Remember: chess in FICS is for fun. So please don't flame. Sometimes even a team can overlook something and play a bad move. In that case, just take it easy. Try to work as a team and fight back from behind. Bitter words do nobody any good.

See also: *channel (Section 3.2.1, Page 38)*, *inchannel (Section 3.2.5, Page 39)*, *tell (Section 3.2.19, Page 44)*, *observe (Section 3.1.30, Page 27)*

4.47 timeseal

WHAT IS TIMESEAL?!

Timeseal is a program that has been developed to improve chess play timing on the Internet.

Netlag often causes players to lose valuable seconds or even minutes on their chess clocks. Transmission time is counted against you, unless the chess server can tell exactly when information is transmitted. What timeseal does is record your thinking time, so that transmission time is not counted against you. Timeseal will not prevent netlag but it makes the games fairer when lag occurs.

HOW DO I USE TIMESEAL?!

What you need to do is get a version of timeseal working on the computer that connects you to the chess server. The timeseal program will work as a relay station, and will keep track of transmission times.

DOWNLOAD TIMESEAL

Follow these directions:

1. If not using SLIP or PPP or any other direct internet connection, login to your unix/inet provider. Type ”uname -a” to check what kind of Operating System you are using and remember the output. You will need this output to figure out which version of timeseal will work on your system. (VAX/VMS not supported yet).

   If using SLIP, PPP or Winsock (on DOS/Windows(TM)-Machines) you should already know what kind of Operating system you are running (i.e. Linux, FreeBSD, DOS etc.).

2. Get the correspondending Timeseal binary from the Server-Webpages at **http://www.unix-ag.uni-kl.de/ chess/soft/** using a WWW browser like lynx, www, Netscape or Mosaic.

3. You may have to unpack the binary timeseal program in case your WWW Browser didn't already do this for you:

   On unix systems you may have to Type ”gunzip filename.gz”, on DOS Systems ”pkunzip filename.zip”.

   To make the timeseal command available, rename the unpacked program to ”timeseal”. (”mv filename timeseal” and ”chmod 755 filename” on Unix- Systems)

Here is an example for the case you have downloaded the version called timeseal.ULTRIX-4.3-RISC.gz on your Unix/ULTRIX system and your WWW browser did not already run the uncompressor automatically:

gunzip timeseal.ULTRIX-4.3-RISC.gz
chmod 755 timeseal.ULTRIX-4.3-RISC
mv timeseal.ULTRIX-4.3-RISC timeseal

Now you are ready ... to go to the next step. ;-)

RUN TIMESEAL WITH YOUR INTERFACE

There are different procedures depending on which interface/system you are using. If you use Xwindows +Xboard / xics, then go to A); if you use Windows(TM)/winsock then go to B); otherwise go to C).

A) For UNIX/Xwindows users, there are two methods (listed in order of preference). Whatever approach you use, make sure that xboard and timeseal are in your Shell's SEARCH PATH. Use one or the other possibility, but NOT BOTH!

   1. Use this command (it is the more direct, simpler approach, but does unfortunately not ALWAYS work on each system):

      `xboard -ics -icshost 131.246.89.4 -telnet -telnetProgram timeseal`

      The usual login sequence should occur as if you started xboard like you are used to do. If the output looks weird or if you cannot type anything, this method does not work for your system. If your xboard tells you something like "Cannot execute timeseal" then timeseal is not in your Shell's search path (check the $PATH variable) or it is not executable (fix with "chmod 755 location_of_timeseal).

   2. Executing "`timeseal 131.246.89.4 5000 -p xxxx &`" causes timeseal to bind itself to port xxxx and wait for a connection to the chess server. Then you can start xboard / xics like this (remember to exchange xxxx with a valid port number, like 5500, 5501, whatever you like):

      ```
      timeseal 131.246.89.4 5000 -p 5555 &
      xboard -ics -icshost localhost -icsport 5555
      ```

      or, if using xics instead of xboard

      ```
      xics localhost xxxx
      ```

      You MUST use the string "localhost". Do NOT write the chess server host's address because then timeseal will NOT WORK. "localhost" is a perfectly valid address since it's aliased to 127.0.0.1 (loopback) which always means the machine you are logged in at, where the timeseal program is running on.

B) For DOS/Windows(TM)-Users: There are two steps: INSTALL and USE:

INSTALL: Move the file tmseal.exe to the same directory as your client program (chessbd, winboard etc.). Create a program manager icon for TMSEAL, using the normal method. (Select File—New from the program manager menu; click on New Program Item, then in the dialog set the Directory field to the same directory as above; set the command line to TMSEAL; you may check the Run Minimized checkbox if you wish.)

USE: Double-click on the TMSEAL icon before beginning your FICS session. Then, in your client program, connect to "localhost" instead of the usual "chess.unix-ag.uni-kl.de". Soon the usual logon messages will appear. Errors if any will show up in the TMSEAL window.

C) For other users (no xboard, no winsock) such as ziics, jiics, E-ICS, etc:

Modify your interface configuration to replace the normal telnet command with: "timeseal 131.246.89.4 5000".

DONE!

Questions? Ask channel 1 or an admin.

See also: *lag (Section 4.28, Page 91)*, *moretime (Section 3.1.28, Page 27)*

4.48 tournaments

Tournaments on ICS are frequently taking place if a sufficient number of players is logged in for a few rounds. A so-called "Tournament Director" (TD) program, an automatic player, is used to control and manage the development of the tourney, telling the players whom to match and how the standings are.

The communication channel for tournament players is channel 46 (See the "channel" command), the tournament director is sending all messages to tournament participiants over this channel.

To start the tourney, there is always a tournament manager (a human player, see "help td") needed, who can control the tournament director program. He tells the TD to announce and start the tournament. If a tournament is announced, players can join by activating channel 46 and telling a "join" to the TD. They will then automatically added to the tournament players list, and if a sufficient number of players is reached, the tourney is started.

All results and standings are announced on channel 46 while the tournament is in progress, also the final result.

See also: *channel (Section 3.2.1, Page 38)*, *who (Section 3.4.32, Page 65)*, *TD (Section 4.44, Page 103)*

4.49 Untimed games

There are four types of regular (not wild or bughouse) chess played on this chess server: Untimed, Lightning, Blitz and Standard.

A game is "Untimed" if the clocks will not be used when playing the game. In this case, both the Start and the Increment are 0. For example, "match friar 0 0" would request an untimed game against Friar. The clocks in an untimed game will not move (though interfaces may handle this in different ways). Also, ”flag” will not work since the times will never be below 0 seconds. Lastly, Untimed games are always unrated.

See also: *blitz (Section 4.13, Page 73)*, *lightning (Section 4.29, Page 92)*, *match (Section 3.1.26, Page 25)*, *standard (Section 4.40, Page 99)*

4.50 Wild games on ICS

Wild is a little different than the other categories of boards in that the starting positions are non-standard. Because wild games are fundamentally different than regular chess, they are rated separately from blitz and standard chess games. The wild ratings, however, do not tale into account the time controls; all wild games are rated on the same basis.

For a description of the different kinds of Wild Chess see the corresponding help pages for wild1–wild10, atomic and suicide.

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.51 wild 1

Wild 1: In this variant both sides have the same set of pieces as in normal chess. The white king starts on d1 or e1 and the black king starts on d8 or e8, and the rooks are in their usual positions. Bishops are always on opposite colors. Subject to these constraints the position of the pieces on their first ranks is random. Castling is done similarly to normal chess: o-o-o indicates long castling and o-o short castling.

Example:

```
     BLACK
r b n q k n b r
p p p p p p p p
- - - - - - - -
- - - - - - - -
- - - - - - - -
- - - - - - - -
P P P P P P P P
R N N K Q B B R
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 2 (Section 4.52,* *Page 109*), *wild 3 (Section 4.53, Page 109*), *wild 4 (Section 4.54, Page 110*), *wild 5 (Section 4.55, Page 110*), *wild 6 (Section 4.56, Page 111*), *wild 7 (Section 4.57, Page 111*), *wild 8 (Section 4.58, Page 112*), *wild 9 (Section 4.59, Page 112*), *wild 10 (Section 4.60, Page 113*), *wild 11 (Section 4.61, Page 113*), *wild 12 (Section 4.62, Page 114*), *wild 17 (Section 4.63, Page 114*)

4.52 wild 2

Wild 2: In this variant the usual set of pieces is arranged randomly on the first and eighth ranks, with the constraint that Black's arrangement is always a mirror image of White's. Castling is not allowed.

Example:

```
     BLACK
q r n k b n r b
p p p p p p p p
- - - - - - - -
- - - - - - - -
- - - - - - - -
- - - - - - - -
P P P P P P P P
Q R N K B N R B
     WHITE
```

See also: *atomic (Section 4.10, Page 71*), *boards (Section 3.1.7, Page 18*), *match (Section 3.1.26, Page 25*), *suicide (Section 4.43, Page 102*), *wild (Section 4.50, Page 108*), *wild 1 (Section 4.51, Page 108*), *wild 3 (Section 4.53, Page 109*), *wild 4 (Section 4.54, Page 110*), *wild 5 (Section 4.55, Page 110*), *wild 6 (Section 4.56, Page 111*), *wild 7 (Section 4.57, Page 111*), *wild 8 (Section 4.58, Page 112*), *wild 9 (Section 4.59, Page 112*), *wild 10 (Section 4.60, Page 113*), *wild 11 (Section 4.61, Page 113*), *wild 12 (Section 4.62, Page 114*), *wild 17 (Section 4.63, Page 114*)

4.53 wild 3

Wild 3: In this variant the set of pieces is randomly chosen (subject to the constraint that there is one king of each color). It is quite possible to get more than the normal number of a given piece, such as three rooks or two queens. The pieces are placed on the first rank behind the pawns, the position of Black's pieces mirrors White's placement, and castling is not allowed.

Example:

```
     BLACK
n b r k q n b r
p p p p p p p p
- - - - - - - -
- - - - - - - -
- - - - - - - -
```

```
- - - - - - - -
P P P P P P P P
N B R K Q N B R
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.54 wild 4

Wild 4: In this variant a random set of pieces is generated. These pieces are placed randomly for White and Black behind the rank of pawns, subject to the constraint that the bishops must be balanced.

Example:

```
     BLACK
b n n r k q r b
p p p p p p p p
- - - - - - - -
- - - - - - - -
- - - - - - - -
- - - - - - - -
P P P P P P P P
N B R K Q N B R
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.55 wild 5

Wild 5: In this variant, each player has the usual set of pieces. However, they are placed in a very unusal position. Pawns start on their 7th rank rather than their 2nd rank! They are, therefore, one move away from becoming queens. The pieces are placed on their 8th rank rather than the 1st rank. When the game starts, it will look like the board is upside down, with White's pieces starting on Black's side of the board, and vice versa.

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.56 wild 6

Wild 6: (Now also available!) Normal rules apply, the game starts from the following initial position:

```
     BLACK
n n r r - - k -
p p p p - - P -
- - - - - - P B
- - - - - - P -
- - - - - - p -
- - - - - - p b
P P P P - - p -
N N R R - - K -
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.57 wild 7

(from Kirin of ics.onenet.net)

Wild 7: Normal rules apply. The game starts from the following initial position:

```
     BLACK
p n b q k b n p
- p p r r p p -
- - - p p - - -
- - - - - - - -
- - - - - - - -
- - - P P - - -
- P P R R P P -
P N B Q K B N P
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.58 wild 8

(Suggested by mann from ics.onenet.net)

Wild 8: Normal rules apply. The game starts from the following initial position:

```
     BLACK
r n b q k b n r
- - - - - - - -
- - - - - - - -
p p p p p p p p
P P P P P P P P
- - - - - - - -
- - - - - - - -
R N B Q K B N R
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.59 wild 9

Wild 9: Here there are two kings. If you sweep the board in the following order: a1 a2 a3...a8 b1 b2..h8, the king you come to first is the one you must mate. The other king is just an ordinary piece.

Warning: xboard may refuse to make certain moves, because they're not legal according to its definition of legal (like leaving one of your kings in check). THESE MOVES MUST BE TYPED IN!

```
     BLACK
r n b q k k n r
p p p p p p p p
- - - - - - - -
- - - - - - - -
- - - - - - - -
```

```
- - - - - - - -
P P P P P P P P
R N B Q K K N R
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.60 wild 10

Wild 10: Stronger player takes Black, and before the game begins his f-pawn is removed. Play then proceeds as in an ordinary game.

```
     BLACK
r n b q k b n r
p p p p p - p p
- - - - - - - -
- - - - - - - -
- - - - - - - -
- - - - - - - -
P P P P P P P P
R N B Q K B N R
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.61 wild 11

Wild 11: Odds of a Knight: Stronger player takes White, and before play begins his N b1 is removed. From then on, play proceeds normally.

```
     BLACK
r n b q k b n r
p p p p p p p p
- - - - - - - -
```

```
- - - - - - - -
- - - - - - - -
- - - - - - - -
P P P P P P P P
R - B Q K B N R
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 12 (Section 4.62, Page 114)*, *wild 17 (Section 4.63, Page 114)*

4.62 wild 12

Wild 12: Odds of a Rook: Stronger player takes White, and before play begins his R a1 is removed. From then on, play proceeds normally. Queenside castling with the "ghost" of that Rook is not permitted.

```
     BLACK
r n b q k b n r
p p p p p p p p
- - - - - - - -
- - - - - - - -
- - - - - - - -
- - - - - - - -
P P P P P P P P
- N B Q K B N R
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 17 (Section 4.63, Page 114)*

4.63 wild 17

Wild 17: Normal rules apply. It is not sure if this style isn't a definite technical win for one side, so it might be changed or removed in the future.

```
     BLACK
- - - - k - - -
- - - - - p p p
- - - - - - - -
- - - - - - - -
- - - - - - - -
- - - - - - - -
P P P - - - - -
- - - K - - - -
     WHITE
```

See also: *atomic (Section 4.10, Page 71)*, *boards (Section 3.1.7, Page 18)*, *match (Section 3.1.26, Page 25)*, *suicide (Section 4.43, Page 102)*, *wild (Section 4.50, Page 108)*, *wild 1 (Section 4.51, Page 108)*, *wild 2 (Section 4.52, Page 109)*, *wild 3 (Section 4.53, Page 109)*, *wild 4 (Section 4.54, Page 110)*, *wild 5 (Section 4.55, Page 110)*, *wild 6 (Section 4.56, Page 111)*, *wild 7 (Section 4.57, Page 111)*, *wild 8 (Section 4.58, Page 112)*, *wild 9 (Section 4.59, Page 112)*, *wild 10 (Section 4.60, Page 113)*, *wild 11 (Section 4.61, Page 113)*, *wild 12 (Section 4.62, Page 114)*

4.64 xboard

HOW TO SETUP XBOARD

I have been asked to tell how I start the ICS using Xboard.

Usually this will work:

xboard -ics -icshost chess.unix-ag.uni-kl.de

If using timeseal, I would recommend the following:

```
timeseal 131.246.89.4 5000 -p 5555 &
xboard -ics -icshost localhost -icsport 5555
```

A GICS Command Reference Card

GICS Command Reference Card

Tags: C = Communication commands
E = Examinemode commands
G = Game related commands
I = IIC-Commands
M = Misc commands
P = commands available while playing
S = Simul commands
V = Comamnds related to variables
([name] = Optional parameter <name> = Required parameter)

Tag	Command	Parameters	Description
C	channel (Page 38)	<n>	Turn channel n on/off
C	clearmessages (Page 38)	[name]	Delete messages [from name]
C	cshout (Page 38)	<text>	Shout Chess-related stuff
C	inchannel (Page 39)	[n]	Show people in a channel
C	it (Page 40)	<text>	Shout-Emote (–> handle text)
C	message (Page 41)	<name> <text>	Leave message for a player
C	messages (Page 41)	[name]	Show messages received
C	reply (Page 41)	<text>	Reply to last tell
C	shout (Page 43)	<text>	Shout a text to all players
C	tell (Page 44)	<n> <text>	Tell something to a channel
C	tell (Page 44)	<name> <text>	Tell something private to a player
C	xtell (Page 45)	<name> <text>	see tell
E	backward (Page 18)	[n]	Goes backward n moves (default=1)
E	examine (Page 20)		Start examining from scratch
E	examine (Page 20)	<name> <n>	Examine a game from the history
E	examine (Page 20)	<name> <name>	Examine an adjourned game
E	exblack (Page 21)	<name>	Set name of black player
E	exsetboard (Page 21)	<FEN> <tomove>	Setup a board position
E	exwhite (Page 22)	<name>	Set name of white player
E	forward (Page 22)	[n]	Go forward n moves (default=1)
E	mexamine (Page 26)	<name>	Make player an examiner of a game
E	unexamine (Page 36)		Stop examining a game

Tag	Command	Parameters	Description
G	accept (Page 17)	[n—name]	Accept a challenge
G	allobservers (Page 18)	[n—name]	Show all observers
G	assess (Page 18)	<name1> [name2]	Show ratings changes
G	boards (Page 18)	[category]	List the non-standard-boards available
G	decline (Page 19)	[n—name]	Decline a challenge
G	games (Page 58)	[name]	Show games in progress
G	history (Page 60)	[name]	Show results of last 10 games
G	kibitz (Page 40)	<text>	Kibitz something to observers and players
G	mailmoves (Page 25)	[n]	Send moves of a game via email
G	mailstored (Page 25)	<name> <name>	Send moves of an adjourned game via email
G	match (Page 25)	...	Challenge someone
G	observe (Page 27)	[name—n]	Stop/start observing a game/player
G	pending (Page 28)	[name]	Show pending requests/offers
G	pstat (Page 30)	<name> [name]	Show ratio againt a player
G	unobserve (Page 37)	[n—name]	Remove game from observation
G	whisper (Page 45)	<text>	kibitz something to all observers
G	withdraw (Page 37)	[n—name]	Withdraw an offer
I	rinfo (Page 41)	<host>	Show Informations about another server
I	rlist (Page 42)		Show servers connected to IIC
I	rmessage (Page 42)	<user@host> <text>	Leave a message for a user on another server
I	rtell (Page 42)	<user@host> <text>	Tell something to a player on another server
I	rwho (Page 43)	<host>	Show players logged on on another server
M	alias (Page 46)		List currently defined aliases
M	alias	<name> <params>	define a new alias
M	best (Page 56)	[n]	Show the n Topranked players
M	=censor (Page 48)		Show people on your censor-list
M	+censor	<name>	Put player onto your censor-list
M	-censor	<name>	Remove player from censorlist
M	date (Page 57)		Show current time and date
M	finger (Page 58)	[name]	Show informations about a player
M	=gnotify (Page 50)		Show people on you gnotify-list
M	+gnotify	<name>	Put player onto your gnotify-list
M	-gnotify	<name>	Remove player from gnotify-list
M	handles (Page 59)	<name>	Show handles starting with <name>
M	hbest (Page 59)		Show human top-20
M	help (Page 60)	[command]	Show help about a command
M	hrank (Page 61)	[name]	Show ranking (only humans)
M	info (Page 61)	[topic]	Show information-file
M	limits (Page 61)		Show Server-limits
M	llogons (Page 61)		Show the last logons
M	logons (Page 62)	[name]	Show last logons of a player
M	mailhelp (Page 62)	[topic]	Send helpfile via email
M	mailmess (Page 40)		Send messages via email
M	news (Page 62)	[n]	Show news since last logon/news item
M	next (Page 62)		Show next page of a helpfile

Tag	Command	Parameters	Description
M	=notify (Page 51)		Show people on your notify-list
M	+notify	<name>	Add player to you notify-list
M	-notify	<name>	Remove player from notify-list
M	password (Page 52)	<old> <new>	Change your password
M	quit (Page 63)		Leave the server
M	rank (Page 63)	[name]	Show ranking of a player
M	unalias (Page 54)	<alias>	Undefine an alias
M	uptime (Page 64)		Show server statistics
M	ustat (Page 64)		Show the server usage the last 24h
M	who (Page 65)	[...]	Show players logged in
P	abort (Page 17)		Request to abort a game
P	adjourn (Page 17)		Request to adjourn a game
P	draw (Page 19)		Offer a draw
P	flag (Page 22)		Claim win on time
P	moretime (Page 27)	<seconds>	Give oppenent more time
P	pause (Page 28)		Request to pause the game-clocks
P	resign (Page 30)		Resign a game
P	say (Page 43)	<text>	tell something to you opponent
P	takeback (Page 36)	[n]	Request to takeback n halfmoves
P	unpause (Page 37)		Resume game-clocks
PEG	eco (Page 19)	[n]	Show ECO/NIC/Long code of opening
PEG	moves (Page 27)	[n]	Show moves so far
PEG	refresh (Page 30)	[n—name]	Show board again
PG	time (Page 36)	[name—n]	Show time remaining
PSG	switch (Page 36)		Request to switch sides
S	goboard (Page 23)	<name>	Goto board of player in a simul
S	gonum (Page 23)	<n>	Goto board in a simul
S	simabort (Page 32)		Request to abort a simul
S	simadjourn (Page 32)		Request to adjourn a simul
S	simallabort (Page 33)		Abort all running simuls
S	simalladjourn (Page 33)		Adjourn all running simuls
S	simgames (Page 33)		Show simul-games in progress
S	simmatch (Page 33)	<name>	Request to join a simul
S	simnext (Page 34)		Goto next board in a simul
S	simopen (Page 53)		Toggle wether you accept simul-requests
S	simpass (Page 34)		Pass a move in a simul
S	simprev (Page 34)		Goto previous board in a simul
V	bell (Page 47)		Toggles the bell-variable
V	flip (Page 22)		Toggles the flip-variable
V	highlight (Page 50)	<n>	Set highlight-variable
V	open (Page 52)		Toggle you open-for-matches-variable
V	promote (Page 29)	<Q—R—N—B>	Set promotion default-piece
V	set (Page 52)	<variable> <value>	Change the value of a variable
V	style (Page 53)	<value>	Set your board-style-variable
V	variables (Page 54)		Show current variable-settings

B Credits

Michael Moore	Progenitor of the chess server idea and author of the original chess server software.
Daniel Sleator	Author of much of original ICS.
Richard Nash	Original author of the Free ICS Software Distribution.
'Friar' from FICS	Author of most of the original FICS help files.
Ulrich Schlechte	Programmer of most of the fancy features and extensions on GICS.