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Introduction

Welcome to Peshk@!



Peshk@ is a chess software program that was developed for a number of educational courses that can be used both by beginners and intermediate users for working on the details of the most difficult topics.

Easy-to-use and conceptual program interface allows any user to work and to adjust the software program without any difficulties.

There are three general modes in Peshk@:

- **Learning**, when the user solves tasks on the selected topic.
- **Test**, which is used for scoring and checking user's knowledge.
- **Game against computer**, where you can play versus computer.

System requirements

Peshk@ software was developed for Microsoft Windows 2000, XP, Vista and Windows 7/8/10 operating systems. If you have any questions about configuration details, feel free to contact technical support service.

Software installation

The installation process launches automatically after you have inserted DVD disk into the drive. Or you can open the folder with PeshkaSetup.exe and run it manually.



The setup wizard will help you to install successfully Peshk@ on your computer.

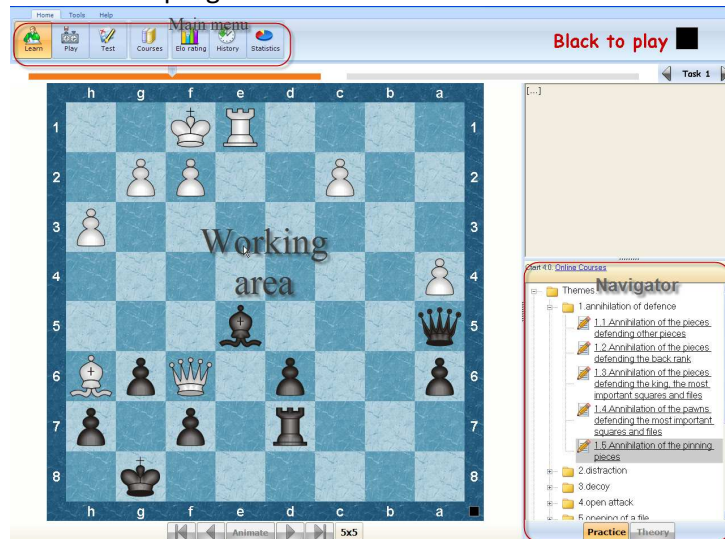
Technical support service

If you have any questions or technical problem with Peshk@, please, write us to email info@chessok.com.

User interface

User interface of Peshk@ consists of three main parts:

- **Main menu**, which allows you to reach any function or program setting.
- **Navigator**, which allows you to switch quickly between the lessons.
- **Working Area**, the area where you actually work with the program.



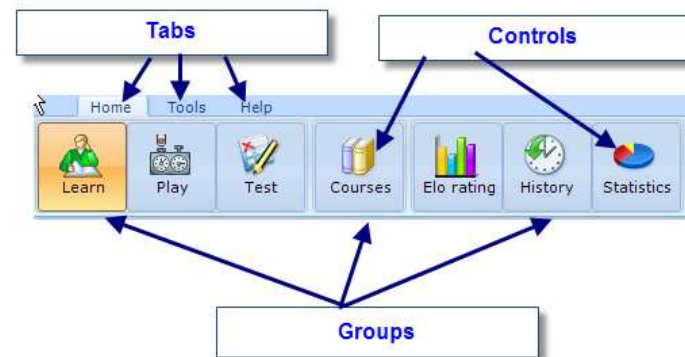
Main menu

Peshk@ Main menu is located in the upper left side of the window. This menu allows you to switch courses or modes, choose students, adjust the program, print etc.

It consists of three elements:

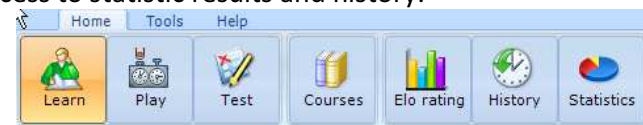
- **Tab**, includes complete set of operators, which are necessary for working with the program.

- **Group**, consists of relating operators in the tab.
- **Controls**, functional buttons on the panel.

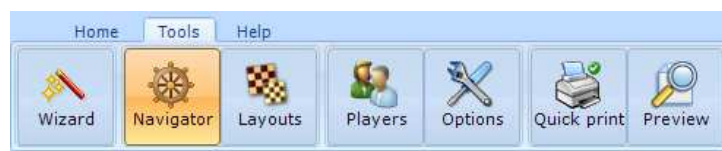


Peshk@ Main menu consists of following tabs: **Home**, **Tools** and **Help**.

Operators in the *Home* tab are separated into three groups. The first group allows you to choose one general operating mode among three available (Learn, Play or Test), the second group allows you to load and choose required courses and the third group allows you to get access to statistic results and history.



The *Tools* tab is used for adjusting the view of the program window (First group), changing the user list or setting the program (Second group) and printing (Third group).



The *Help* tab provides you with some more reference information.



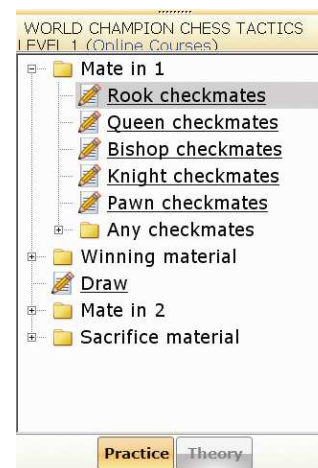
- The **Task hint** button is used to get hints while solving tasks.
- The **Aquarium** button exports the current position to Aquarium Sandbox.
- The **Help** button is used to display additional information.
- The **Webupdate** button is used for updating the current version of the program to the latest.

Navigator

Navigator functions like a “control panel”, that allows you to switch quickly between the lessons in the chosen course and between modes (theory and practice). To open or close the Navigator window, press the **Navigator** button, located on the *Tools* tab.



The title of the current course is located in the upper side of the window; the list of available lessons is displayed below. To choose a desired lesson, just find it in the list, scrolling up and down if it is necessary, and click on its title. The program will automatically switch to the first task of the chosen lesson.



At the bottom of the Navigator window two buttons are located. The **Theory** and **Practice** buttons allow you to launch theory or practice mode, if this mode is available in the chosen course. For example, in the *Rules of chess* and *Chess strategy* courses both theory and practice modes are available, however in the *Encyclopedia of Opening*

Blunders course only practice mode is allowed. Notice that the Theory button is blocked and displayed in grey.

Working area

Working zone is an area, where you actually work with the program: receive and solve different tasks on the board, switch between available tasks and view other additional information. The working zone consists of four major elements:

- Chess board
- Notation window
- Task switching panel
- Status bar

Chess board

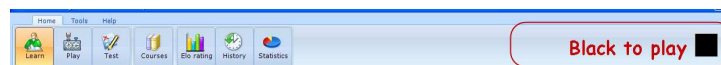
Peshk@ chessboard has a standard view. The coordinates (letters and digits) around the board can be changed to any other; also you can adjust the design of the board and



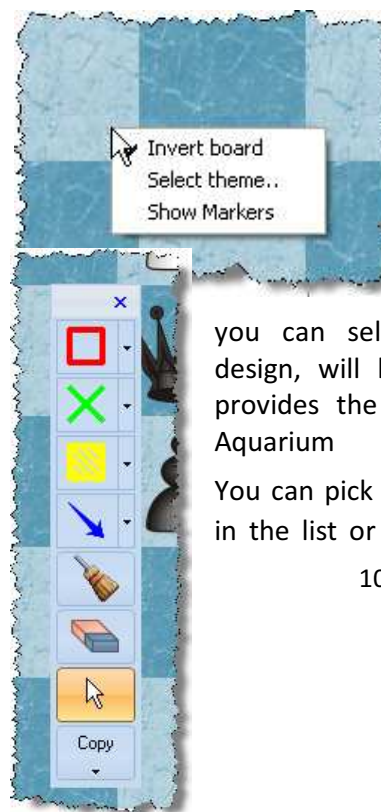
pieces.

To find out whose turn to move it is right now, take a look at the square indicator in the right part of the board. The

indicator changes its color (black or white) and location (up or down) depending on the side that has to move. Also, the color of the player whose turn to move it is now is displayed on the right from the main menu.



Navigation buttons at the bottom of the board allow you to move back or forward through the game. The very left button switches to the beginning of the game. The next two buttons allow you to make one move back or forward correspondingly. The very right button switches to the end of the game. The move sequence can be played by clicking on the **Animate** button.



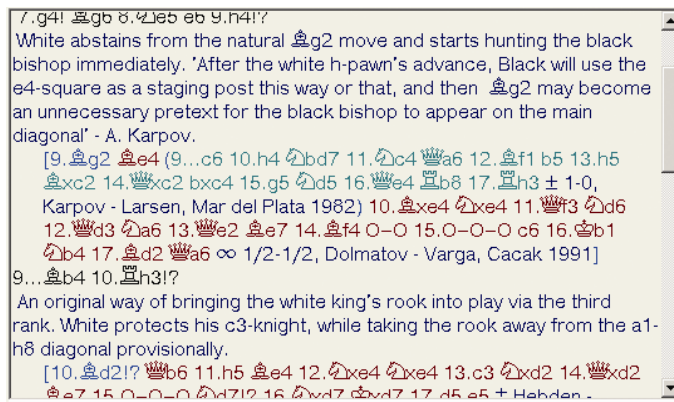
The menu that appears when you make a right click on the board consists of the following functions: invert board, select theme and show markers. If you choose the second option, a dialog window, where you can select new board or pieces design, will be displayed. The last one provides the markers on boards, as in Aquarium

You can pick one of the available designs in the list or create new, for example in

case if you have worked it out one by yourself. Just click on the **Add** button and open the directory where the new design is located. To delete an existing design select it in the list and click on the **Remove** button.

Notation window

The notation window displays the moves and the comments that have been made during the game. If the *Theory* mode is enabled in the current course, you will find some theoretical information that is necessary for solving different problems and scoring moves that have been made. You can also find additional information about players and the place where the game was held.



If you click on any move in the notation, the move will become current and the position after this move will appear on the board. The user is able to playback the moves on the board, which are listed in the notation,

starting from the current move. If you click on the > button on your keyboard the next move will be made. If you press < - the previous move will be made. If the current move is located in a variant, that variant will be played.

To playback the main task variant automatically (without other variants), press on the **Animate** button, which is located under the board. To stop the move playback press on the **Animate** button one more time.

Task switching panel

The task switching panel is located under the main menu of the program.



The biggest part of the line consists of rectangles; their number equals to the number of tasks in the selected lesson. When you switch to the next task, the trigger moves to the next rectangle and the number of the current task appears on the right side. If the problem was solved correctly, it is marked with dark-grey color on the task switching panel. Otherwise it is marked with orange. Unsolved tasks are colored in grey.

There are two ways to switch between the lessons:

- Move the trigger. Click on the trigger and move it to the required task.
- Click on < or > buttons to switch to the next or to the previous task.

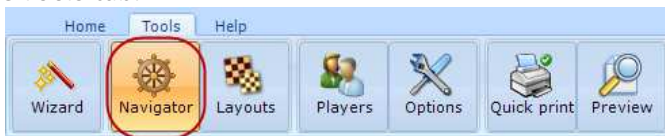
Status bar

The status bar, where you can find information about the solving process, is located at the bottom of the window. It includes:

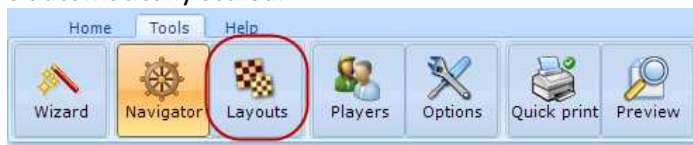
- current mode
- overall number of tasks in the lesson and the number of the current task
- scores in the current task
- the number of wrong moves
- time spent
- additional data (turn to move, result etc)

Working zone view options

You can adjust the view of the Peshk@ working zone according to your own preferences. To open or close the Navigator window click on the **Navigator** button, located in the *Tools* tab.



To rearrange the board, notation window and navigator, press on the **Layouts** button, located in the *Tools* tab of the main menu. The board, notation window and navigator will be automatically scaled.



The size of the notation window can also be changed manually. Depending on its placement on the screen click and drag the boarder of the notation window with another window to adjust its size.

System settings

In this section you will find instructions about the main Peshk@ settings, which are necessary for working with the program.

- Options
- Users list
- Course Browser

Options

To adjust the settings of the Peshk@ press on the **Options** button, located in the *Tools* tab of the main menu.

Automations tab



There are two ways to switch between the tasks or between the lessons of the chosen course: manually (**Manual**) or automatically (**Delayed after**). To select the automatic method, set the delay time in seconds (1 to 10)

Popups tab



To allow displaying popup informational windows, enable **Allow popups** select one of two options: **Manual** (the windows will be closed by clicking) or **Delayed after** (the windows will be closed after user-defined time).

Play tab

If **Moves animation** is enabled, then the automatic move performance is turned on. The number of moves that the program will display are set by moving the trigger to desired location. This setting can take on a value from 1 to 10 moves.

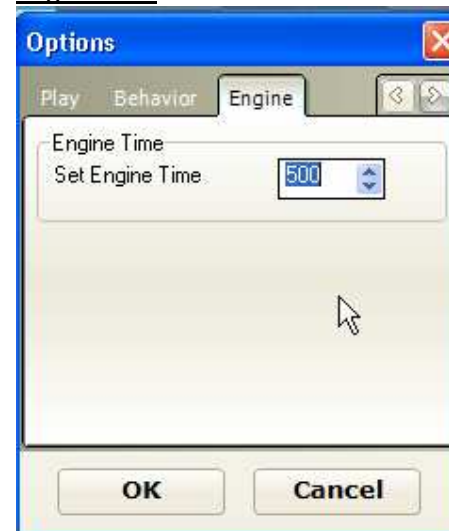
Print tab



After adjusting the settings click on the **OK** button.

More about printing in 4.5 **Printing**

Engines tab

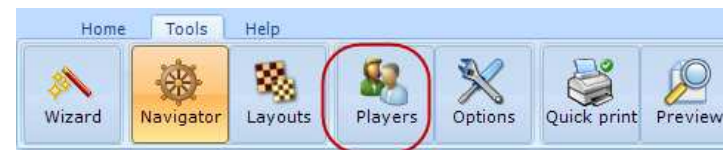


Here you can specify the time, given to an engine for thinking about the move.

Player List

Peshk@ stores statistic database for each registered user. To open the user list click on the Users button, located in the Tools

tab of the main menu.



The opened dialog window displays full list of registered users and their current ELO rating. The title of the window shows the name of the current user, also the name of the current user is highlighted in the general list.



To add a new user, click on the **Create new player** line. The following dialog window will appear:



Type your username and initial Elo rating and click on **Create** button. To switch the user, click on the **Switch** button.

To access the courses, located on the Peshk@ server you have to be authorized. This is done via Peshka@ wizard, see **5.Peshk@ wizard**.

General modes

The product provides several working modes, which can differ depending on the chosen course. In the course for beginners both **Theory** and **Practice** modes are available; in more difficult courses only the practice mode can be used. It is separated on the three modes:

- Learn
- Game against computer
- Test

Solving tasks and move score

In response to a correct move made by user, Peshk@:

- makes retaliatory move, offering the user to make the next move.
- accepts the move, but also offering other variants for consideration. When additional variant is over, the program returns to the main variant.

If you made incorrect move, the program returns the piece to the previous position, penalizes and gives a hint.

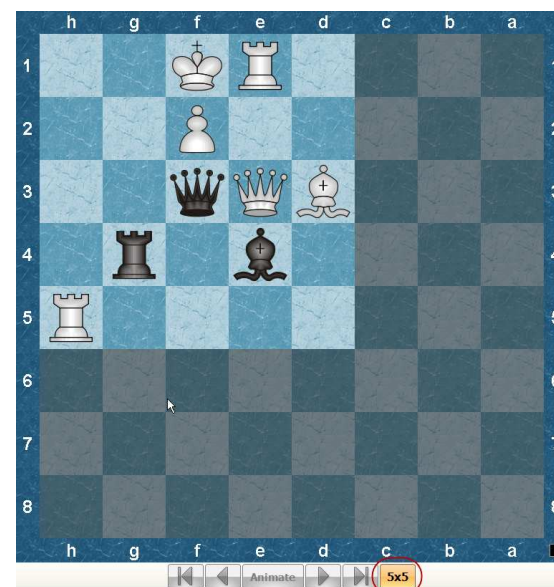
- The first hint includes markers, which disappear after making the correct move. The program marks the most important fields (squares are marked with color) and possible moves (arrows).



- The second possible hint is blinking of the piece that has to be moved.
- Even if the second hint wasn't helpful enough and the user made a mistake again, the program will make the correct move by itself.

The number of points for each task depends on its difficulty. For incorrect moves the user is penalized: 20-50 percents from the maximum number of points. The penalty also depends on the difficulty of the task and place of mistake in the solution.

If while solving the task the user made no correct moves, 0 points will be given. On the task switching panel such task is marked with orange.



If user makes a move that is

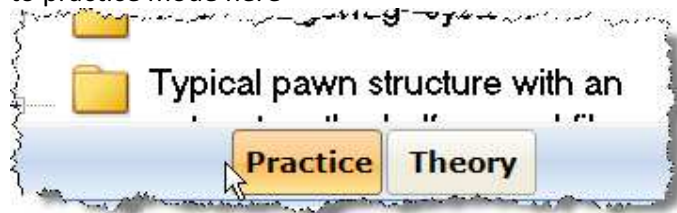
controversial to the chess rules, Peshk@ consider this as carelessness, but not a mistake, so the user will not be penalized. The piece will be returned back to the previous position and the program will wait for another move.

In some courses (such as CT-ART) "5x5" hint is available. You can get it by clicking the "5x5" button under the board.

This lets you solve a simple similar exercise on "5x5" board to get a hint on how to solve the main one.

Test mode

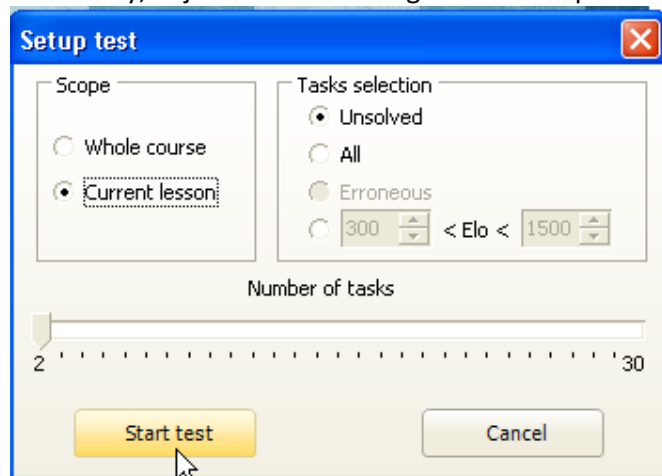
In the test mode you can solve the tasks to control your achievements and progress. To start with test, first switch to practice mode here



Then press the Test button in the Ribbon to switch to the test mode



And finally, adjust the test settings in test setup



You can solve test for the whole course or only for current lesson, than choose the tasks to solve – unsolved yet, all, erroneous or with an estimated ELO (for example, from 300 to 1500).

Every time you solve the task – both in test mode or in practice mode – you can have your ELO rating changed, depend on the results of the task.

ELO rating

Peshk@ calculates user's rating after solving a task.

To get statistical information about ELO rating changing click on the **ELO Rating** button located in the Home tab.



The following window will be opened:

The ELO rating dynamics is shown on the diagram.

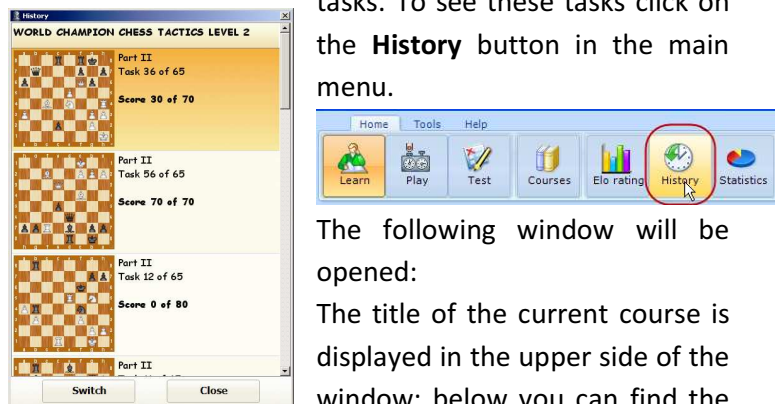
The current rating can be displayed in the upper side of the window, above the diagram. In

the lower side of the window you can set the desired amount of tasks that will be used in the diagram.

The statistics is displayed after the test is complete. Just click on the **ELO rating** link to watch it.

History

For each user Peshk@ stores information about solved tasks. To see these tasks click on the **History** button in the main menu.



The following window will be opened:

The title of the current course is displayed in the upper side of the window; below you can find the

list of tasks that were solved by user.

The first task is on the end of the list and the last task is in the top of the list.

For each task the program displays the title of the lesson, its number, overall quantity of tasks, the number of mistakes, the maximum score for a correct solution, diagram and the score received.

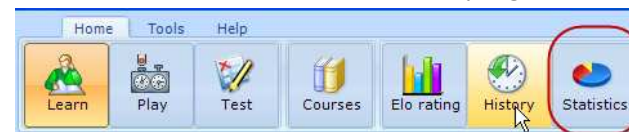
If a task was solved several times, the History window will display only the result of the last try.

To switch to one of the solved tasks, click on the required title and then press on the **Switch** button.

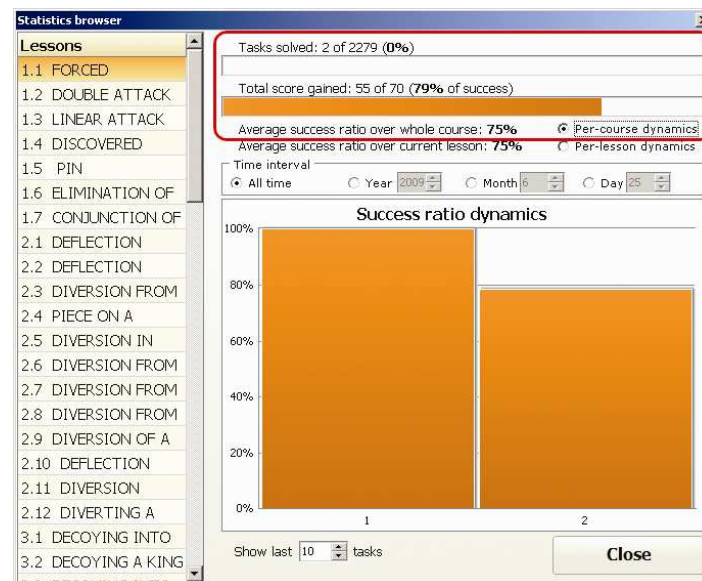
To look through the history of solved tasks in any other course, click on the Courses button, select the required task and click on the History button one more time.

Statistics

For each user Peshk@ stores statistical information about solved tasks. To watch the statistics, click on the Statistics button, located in the main menu of the program.



The left side of the window displays the list of all course lessons. To open statistical data, double-click on the title of the desired lesson.



The following information is given for each lesson:

- the number of tasks solved – 2

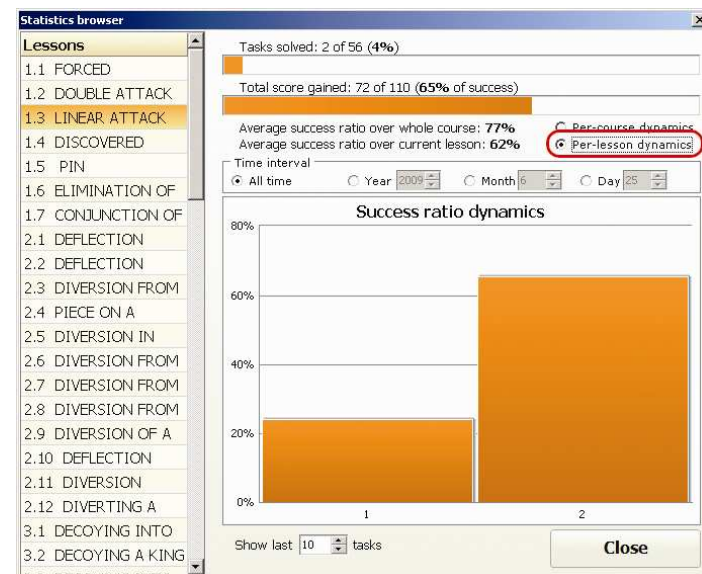
- total number of tasks in the lesson – 2279
- total percentage of success (Total score gained), which is calculated dividing the total score sum by the maximum score - 79%

For example, you receive 40 points out of 40 for the first task and 15 out of 30 for the second one. Totally, your success ratio is $(40+15) / (40+30) = 0.79 = 79\%$

- Average success ratio over current lesson equals to arithmetical mean of all lessons success ratios.

For the first task the success ratio is $40/40 = 100\%$
 For the second task the success ratio is $15/30 = 50\%$
 Average success ratio over current lesson is $(100+50) / 2 = 75\%$

The diagram in the lower side of the statistics window displays the dynamics of that ratio after solving each task. Enable Per-lesson dynamics and set required number of tasks you want to be used in the diagram.



The picture shows the dynamics of the success ratio for three solved tasks.

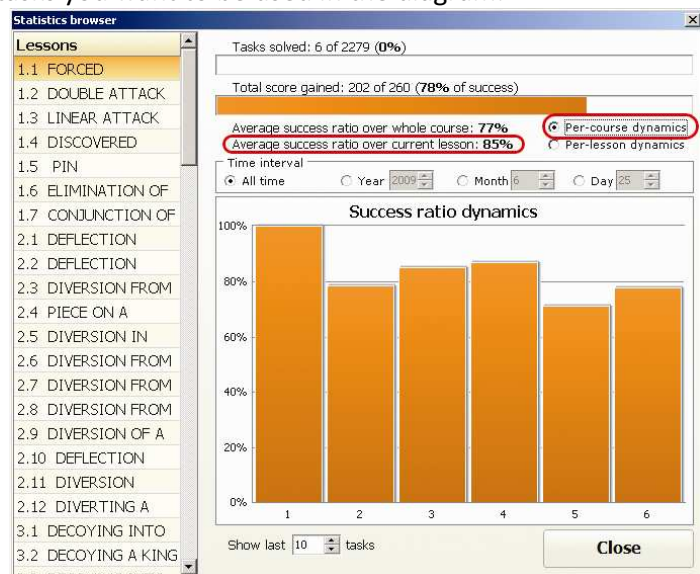
The following data is displayed for the whole course:

- Average success ratio over there whole course, which equals to arithmetical mean value of all lessons success ratios.

For example, if a user solved two lessons with total success ratios 24% and 100%. Then average success ratio will be = $(24+100) / 2 = 62\%$

The diagram in the lower side of the statistics window displays the dynamics of that ratio after solving each task.

Enable Per-lesson dynamics and set required number of tasks you want to be used in the diagram.



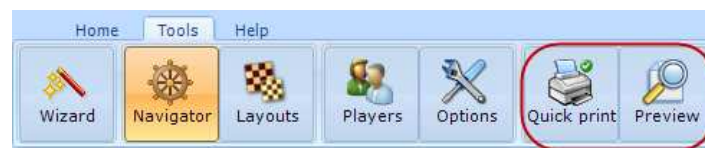
The picture shows the dynamics of the success ratio for three solved tasks.

Time interval sets the time interval for the statistics:

- All time
- Year, month, day. The current day is set by default.

Printing

Switch to the Tools tab of the main menu to access to the printing options of Peshk@.

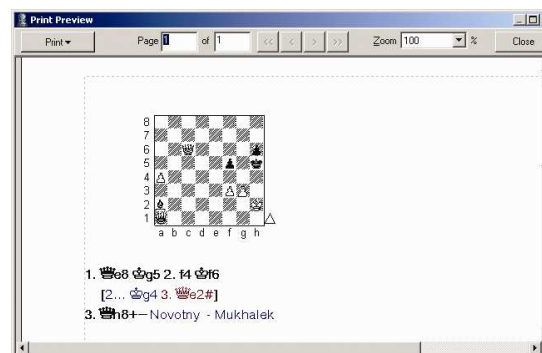


Click on the **Options** button, select **Print** and enable the following checkboxes:

- Diagram, if you want to print the games only in form of diagrams.
- Notation, if you want to print only the notation of the game.
- Both checkboxes, if you need to print diagrams and notation.

After adjusting the settings click on the **OK** button.

Click on the **Preview** button in the Tools tab of the main menu to open the preview window that shows how the printing positions/games look on the paper.



The Zoom setting allows you to set the percentage of the image size of the information for printing. The change of

the size relates only to the image, but not to the printing. To print all pages, click on the Print button and select “All” option. To print the current page, select “Current”. The left window in the ‘Page’ section shows the current number of the page, whereas the right window displays the total amount of pages. You can browse pages using < and > buttons. You can also type the number of the desired page in the left side of the Page block and press [Enter]. The << and >> buttons allow you to switch to the first or last pages correspondingly. To close the Print preview window, click on the Close button or press [Escape] on your keyboard. In case of need change the printing settings and click on the **Quick Print** button. The game will be printed.

Peshk@ wizard

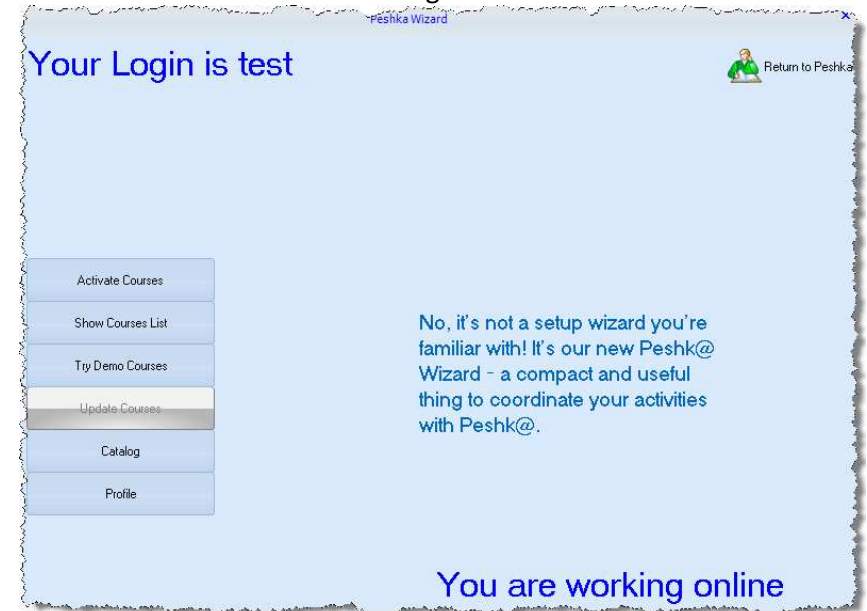
No, it’s not a setup wizard you’re familiar with! It’s our new Peshk@ Wizard – a compact and useful thing to coordinate your activities with Peshk@.

How does it look

Peshka@ Wizard is a window that use see after opening the program; also it can be reached from Peshk@ itself (Tools-Wizard)



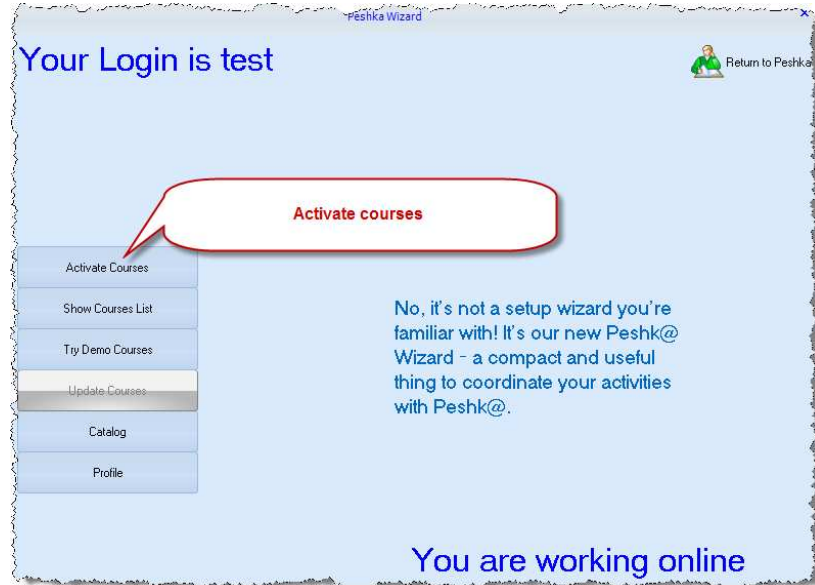
The Wizard itself has the following view:



The blue buttons are the ones you can use now; if the button is gray, it means you are not able to use them. For example, *Activate courses* button is gray when you’re offline or unlogged.

What does it do

Activate courses

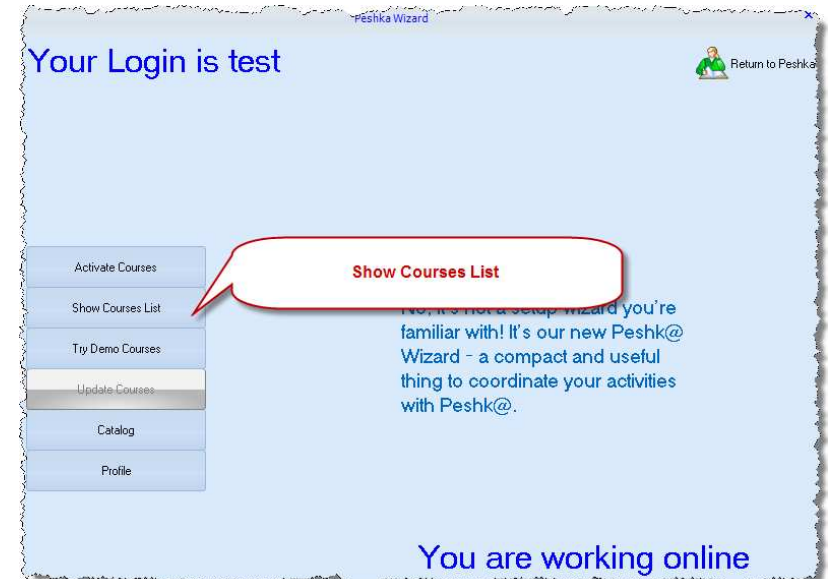


It's a very small, but important tool used to activate courses. Enter you code (without the prefix crsa://) and the courses will e activated.



Link activation button is gray if you are offline or not logged in. Your online status is printed in the right bottom corner of the Wizard, your login status – in the left upper corner.

Show Courses List

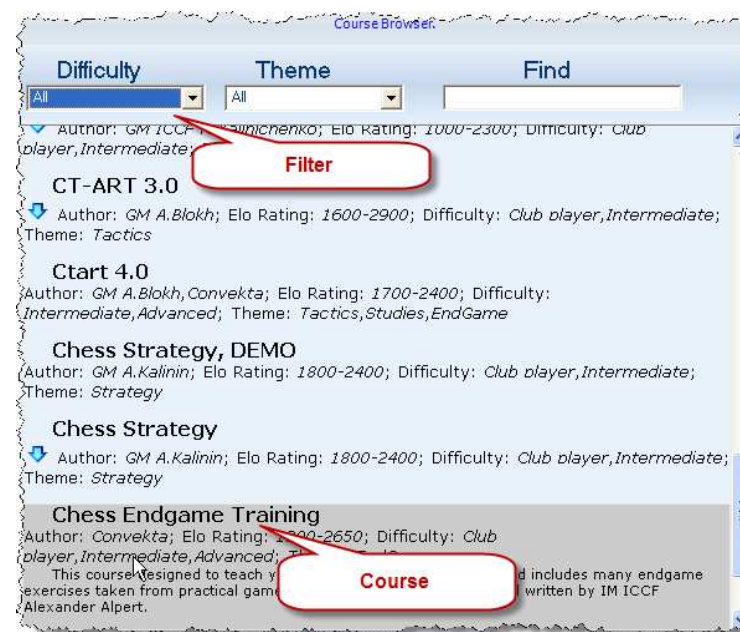


It's the list of all the courses available now, except DEMO ones. That means it's a list of all the courses you have bought, both downloaded and not yet.

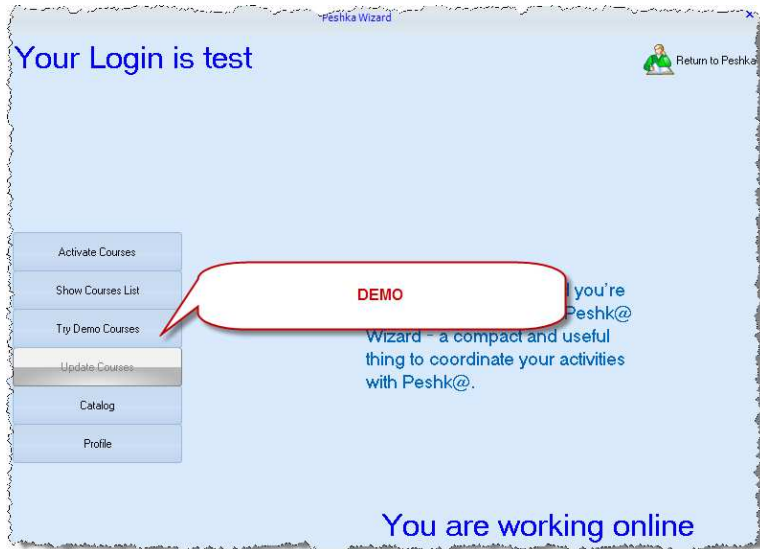


The download symbol left to the name of the course shows that it's not downloaded yet. You are able to download courses only if you are online and logged in. Your login status is shown in the left upper corner; your online status is on the right in the bottom.

Double-click on the course opens it in Peshk@. If the course is not downloaded yet, it'll be done automatically. In the top of the window you can see the filters that help you to search through the courses. You can choose the difficulty and the theme of the courses to display or just find a course by name.



Try Demo courses



It has just the same look with the Show Courses List window. The only difference is that there you see only demo courses. Double click on the course will open it in Peshka@. If the course is not downloaded yet, you see a

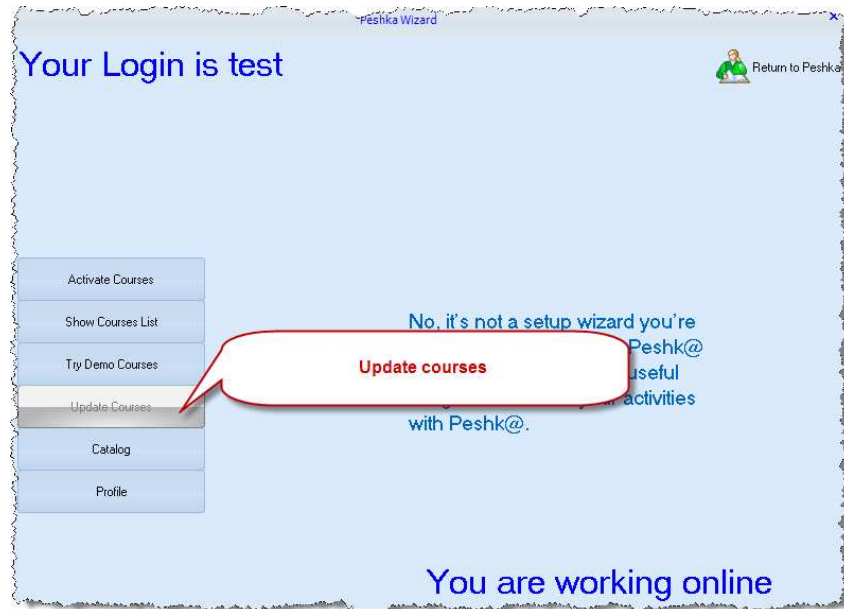


download symbol to the left of the course. You are able to download courses only if you are online and logged in. Your login status is shown in the left upper corner; your online status is on the right in the bottom.

In the top of the window there're the filters that help to sort the list and find the courses. See "View Courses List" for more details.

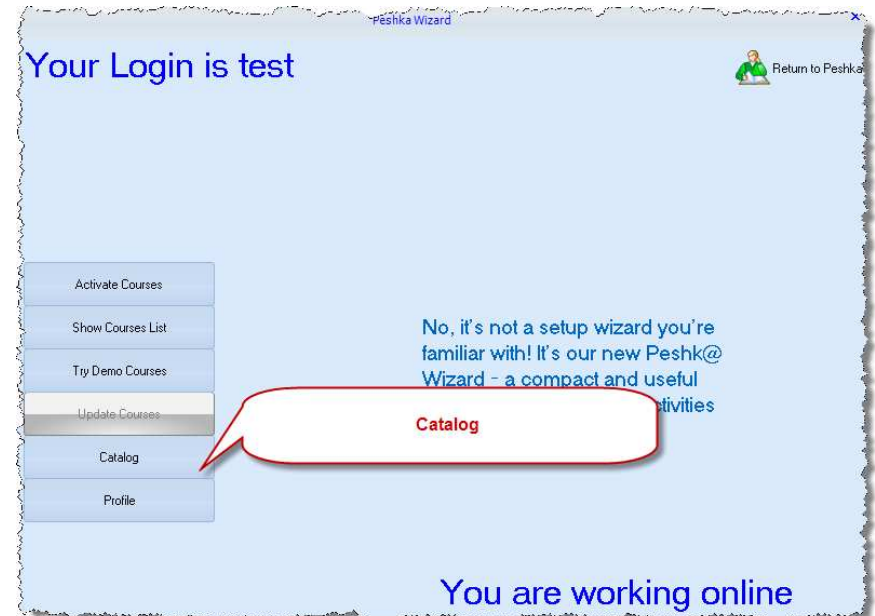


Update courses



This button is nearly always gray, which means that it's not needed. But if there's a new version of the course you already have, it will become blue and on the click the courses will be updated.

Catalog

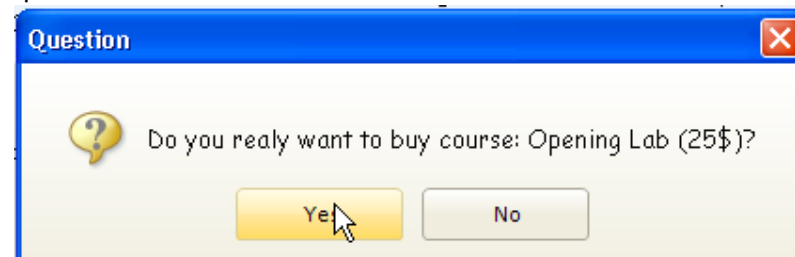


Once again the same window!



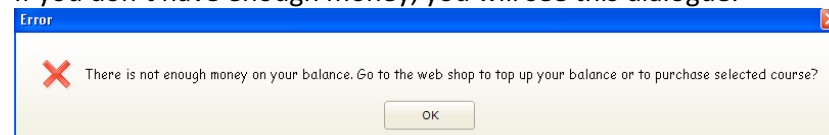
But in fact it's the list of courses you can buy. As usual, you can sort them by theme and difficulty (See "Show courses list"). And, as usually, you are able to download courses only if you are online and logged in. Your login status is shown in the left upper corner; your online status is on the right in the bottom. If you are unlogged or not registered, the button is gray.

After you double-click on the course, you will see the question window:

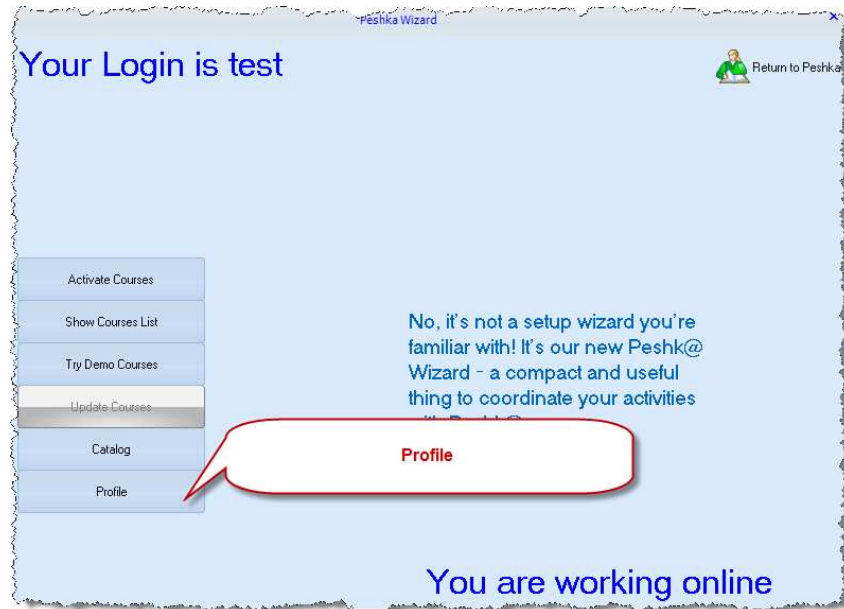


And after you click "Yes", the course will be bought, downloaded and loaded automatically, and vanishes from the catalog. You can continue exploring Catalog, or go to Course List to choose your courses.

If you don't have enough money, you will see this dialogue:



Profile



Profile is your account manager. Note, that account is your login at Chessok.com, which is used to buy and download courses. It's not the Peshk@ user, that is just a gamer.

Login



Enter your login in Chessok.com and password to log in. It's needed to go online and download courses. If you're not registered, or registered and offline, you can only work with courses already downloaded.

Forgot Password



This is needed to restore the password, if you've forgotten it. Note, that to restore the password, you need internet connection.

If you've entered false login (that doesn't exist), you'll see the following dialogue:



Register new account

It's not a new player; it's a new account in Chessok.com! Basically you need it only once – before you've downloaded your first course. After that you only need to login, when you run Peshk@.

Some new features

Download

Now nearly all download is performed automatically. After you buy course from Catalog, it's downloaded. And if you enter your Activation Link (after buying from ChessOk.com), you'll see Courses List, from which you can both open courses and download them.

Offline work

You have no internet connection, but still want to work with Peshk@? Offline work is also possible, but, of course, you can't buy new courses. Click on Return to Peshk@ button



Speed

The new Wizard works much quicker than the old course browser. The only place where you might have to wait, is course downloading, because this depends on your network speed. But as long as it goes in background, you can play in Peshk@ while downloading courses.

Dear customer,

This program was produced by **CONVEKTA Ltd.**
Please contact us:

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<http://www.ChessOK.com>

New Training Courses

We recommend these new courses for *beginners* and *intermediate* players:

Chess for Beginners: Elementary Checkmates I (\$32)

Never miss a mate in one again! You will learn a huge number of mating patterns that allow you to finish your game in a split second when the opportunity arises. This program includes 40,000 exercises taken from practical games. The abundant number of exercises makes it an ideal tool for speed training, even for stronger players.

Chess Tactics ART 4.0 (\$32)

Finally a new and improved version of the legendary CT-ART has been released! This excellent tactics course has been voted more than once by the chess experts as the best chess training program. CT-ART is an indispensable training tool for intermediate players. The new version sports a convenient user interface and adds 1,000 training exercises (2,200 basic exercises and 1,800 auxiliary exercises altogether).

Complete Chess Course (\$32)

This course covers a wide range of opening, middlegame and endgame subjects. It starts off by teaching you how to checkmate the lone king and proceeds to more advanced topics, such as utilizing a material or positional advantage. This program includes 55 lessons with more than 1200 instructive examples.

Visit www.ChessOK.com and browse our selection of training courses!

You can try out new courses before you buy. The purchase only requires a few mouse clicks and you will be able to start using the new course immediately. Quickly build a library of courses that address exactly those areas that need the most improvement.

New Training Courses

Opening Instructor (\$32)

This is a perfect opening manual. It features a theoretical review of all the chess openings, which are illustrated by instructive games of the greatest chess players. This compact opening manual contains a detailed classification, which makes it useful to players of any level - beginners, intermediate and advanced players.

Each opening variation is supplied with evaluations and characteristics of key moves. The history of the variations' development is described, as well as their current status. The theoretic material is nicely illustrated by classic games with detailed

Chess Tactics for intermediate players (\$32)

A fundamental training program on chess tactics. The course includes about 1200 exercises classified according to topics and difficulty.

Various visual hints are provided if you play the wrong move when doing an exercise. When studying each theme step by step, you master all the tactical methods and improve your play drastically. It is intended for advanced beginners and intermediate players.

Chess for Intermediate players: Mating of the King (\$32)

This course consists of 20,000 exercises from masters' games. Find the best continuation for a mating attack against the king.

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Chess Software for Entertainment

Dinosaur Chess



Dinosaur Chess is a multimedia game for helping children learn how to play chess.

Online Chess Puzzles at www.ChessOK.com



Dinosaur Chess is for the absolute beginner. It is a great help to parents wishing to teach their young children (age 4+) how to play chess. The main advantage of *Dinosaur Chess* is that it turns learning chess into a game of its own, making it a truly fun and inspiring activity.

Do you enjoy solving chess puzzles? We invite you to test your chess skill for free on our online chess puzzles! There are 1200 chess puzzles for different levels, from beginners to intermediate players.

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