

CZUBATRONIC 2400

End-User Manual

Welcome

CZUBATRONIC 2400 is a retro electronic chess system inspired by the chess computers and programs of the 1980s and 1990s.

It lets you play chess, set up positions, analyze games, replay PGN files, use different chess engines, save games, and customize the application appearance.

Starting CZUBATRONIC 2400

1. Run the official installer, `CZUBATRONIC_2400_<version>_Setup.exe` (for example `CZUBATRONIC_2400_0.9.2_Beta_Setup.exe`).
2. Start CZUBATRONIC 2400 from the Start menu or desktop shortcut.
3. Wait for the system-check screen.
4. Click the screen or press any key to continue.

You do not need to install Python, a virtual environment, programming packages, engine files, fonts, or source code. The installer contains the frozen application, CAPA96, Pioneer, Tacticon, opening data, piece artwork, fonts, interview sources, portrait, manual, release notes, and beta license.

Windows may show a normal SmartScreen warning because the executable is not code-signed.

The program is installed as `CZUBATRONIC.exe` together with an `_internal` folder that holds the engines, fonts and artwork. Keep the two together.

Portable Edition (ZIP)

If you cannot or do not want to run an installer, at work for example, use the portable edition `CZUBATRONIC_2400_<version>_Portable.zip`:

1. Unzip it into any folder you can write to, or onto a USB stick.
2. Start `CZUBATRONIC.exe` from that folder.

No installation and no administrator rights are needed. While the file `CZUBATRONIC_PORTABLE.txt` sits next to `CZUBATRONIC.exe`, the program keeps its settings and its diagnostic log in the `config` folder beside the program and leaves nothing behind on the PC. The same SmartScreen warning applies; if your computer's policy blocks all programs outside Program Files, ask your administrator.

The Application Window

CZUBATRONIC 2400 opens at the size its panels need and will not shrink below that size, so the board, the chess clock, the computer's display and the move history are always visible together. This also applies to Windows display scaling such as 125 %; on a Full HD screen the window then uses most of the screen height.

The control buttons are arranged in rows that wrap to the window width: four rows at the standard width, two rows when the window is maximised. Every button is always reachable.

If a screen is too small for everything, the engine-output area gives way first; the move history keeps its space.

The gold knight icon identifies CZUBATRONIC 2400 in Explorer, the Start menu and the taskbar. The ABOUT dialog shows the installed version number.

Playing a New Game

Click NEW to choose:

- Your side: White or Black
- A calibrated Pioneer level or an explicit CAPA96/Tacticon/Zukertort search control
- Game clock

The standard starting position always begins with White to move.

Play Modes

Click OPTIONS and use MODE to choose:

- Human vs Engine: play against the computer.
- Human vs Human: two people play on the same computer.

Use MATCH (in the engine group of the deck; the dialog is titled ENGINE MATCH SETUP) to select two engines. GAMES above the start key makes it a series of up to 1000 games: the colours alternate each game, the running score shows in the ENGINE MATCH panel, every game is saved as PGN to one file in the matches folder under CZUBATRONIC's settings folder (%LOCALAPPDATA%\CZUBATRONIC\matches, or config\matches beside the portable program), and the series gets one line in results.txt there. Use it also to select two engines and run an engine-versus-engine game under one shared condition: FIXED DEPTH, TIME PER MOVE, or a tournament GAME CLOCK such as 40 moves in 5 minutes, then 20 moves in 2 minutes more. Unused time carries over; 0 further moves means the rest of the game in the extra time, 0 first-period moves the whole game in the base time.

During a clocked match the chess clock panel shows both engines' times and the match panel the moves to the next time control. A side that oversteps loses on time (a draw if the opponent cannot mate). Older engines such as Capa may think longer than a set time per move; CZUBATRONIC then asks them to stop and waits for their move.

After START MATCH, the setup dialog closes. The normal board displays the game, the right panel keeps the notation, and a fixed left panel shows both engines' output and match progress. PAUSE MATCH holds the match once the move in progress is played (or between the games of a series) and turns into CONTINUE MATCH; no clock time is charged while it waits. STOP MATCH ends the match; the panel stays with the outputs and the result, and CLOSE hides it. When the match is over, the play mode from before it comes back, so a game against the engine can be continued at once; the engine does not move by itself, your move or MOVE NOW starts it. While a match runs the engine display names its two engines.

Pioneer Engine Levels

The bundled Pioneer engine has calibrated CZUBATRONIC strength profiles:

- Novice
- Beginner
- Club
- Expert
- Club Champion
- Master
- Grandmaster

These labels and displayed ELO values apply only to Pioneer. Other engines do not share this calibration.

Other Engine Controls

CAPA96, Tacticon, Zukertort, and other non-Pioneer engines do not use the named Pioneer levels because those engines have not been calibrated to that ladder. In `NEW GAME` or `ENGINE SETTINGS`, choose one of these explicit controls:

- `FIXED DEPTH`: search to the selected depth.
- `TIME / ENGINE MOVE`: use the selected number of seconds for every engine move. Tenths of a second are accepted, for example `0.5` or `2.5`; the `-` and `+` keys step by a second. Typing or stepping a depth or a time selects that control by itself, as choosing a clock selects the clock.
- `USE GAME CLOCK`: allocate engine thinking time from the selected game clock. Any game clock selects this control by itself: with a clock the engine plays to the clock and searches as deep as its share of the time allows, never to a fixed depth. No `Clock` brings the previous control back.

The selected value is shown in the chess clock's control line, for example `MOVE TIMES · 2.5S / MOVE`.

The splash screen at start-up shows classic games on a tilted board, with music (J.S. Bach, Cello Suite No. 1, Sarabande, performed by John Michel, public domain); it stays up to ten minutes, any key or click ends it and the music with it.

The right-hand panel can be made wider: drag the gap between the board and the panel to the left. Since version 0.9.7 nothing marks that gap (see "Finding the grips" below): move the pointer slowly across it until the pointer becomes a horizontal double arrow, then press and drag. The board gives way, and the clock digits, the move history and the engine output grow with the panel; `+` and `-` next to `MOVE HISTORY` change the text size of the two lists on their own. Both settings are remembered, and so are the window's size and position and whether it was maximised, the scheme, the piece set and the move indicator.

The gap between the display's keys and `MOVE HISTORY` in the right-hand panel is a grip too, and just as invisible: move the pointer across it until it becomes a vertical double arrow, then drag it down to give the engine output more lines, up to give the move list more; CZUBATRONIC remembers your choice. The panel is as tall as the board, so the two boxes share the space below the clock: when the text is large the engine output keeps its lines only as long as the move list has its minimum, and when even the minimums no longer fit the text stops growing (the `+` button tells you so).

Finding the grips

CZUBATRONIC 2400 is drawn as one console: no lines or handles mark the places where you can change the layout. There are two such places, and the only sign of them is the mouse pointer:

- Between the board and the right-hand panel. Move the pointer slowly from the board's right edge towards the panel; where it turns into a horizontal double arrow, press the left button and drag left or right to make the panel wider or narrower.
- Between the display's keys and `MOVE HISTORY` in the right-hand panel. Move the pointer slowly down from the keys towards the title; where it turns into a vertical double arrow, press and drag up or down to share the space between the engine output and the move list.

If you do not see the double arrow, move the pointer a little more slowly; the grip is a few pixels wide. Both positions are remembered from one start to the next.

`ENGINE OUTPUT` has three views; the `VIEW` key under the box (three keys in the style of the classic chess computers: a red LED, a printed label, a long thin key) cycles through them, its label names the current one, and CZUBATRONIC remembers your choice. `DISPLAY` is a dot-matrix LCD like those of the classic chess computers, 20 columns of 5x7 dots that grow with the panel, with as many rows as the box has room for (drag the grip for more). Its top rows are the computer's own: the engine and the side it plays, whose move it is, and the opening. Below them it shows the numbers of the latest depth (`DEPTH` with the selective depth after the slash, `SCORE` from the side to move, `+0.32` being a third of a pawn and `MATE +3` a mate in three, `TIME`, `NODES` and `NPS`), then the main line the engine expects, numbered from the position it searched and wrapped to the box, page by page. The readout rotates every two seconds and carries on after the move, so the main line is always readable however narrow the panel; a box tall enough for

everything shows it all at once. Two more keys beside it, their LEDs lit while on: ROTATE (off, the readout is static: the numbers on the first line and the main line below it, cut where the box ends) and LIGHT, which lights the LCD in the scheme's colour: amber on WALNUT, green on GREEN, white dots on bright blue on BLUE and GRAPHITE. Both are remembered. COACH, YES and NO complete the row (see Coach). TABLE shows the search the way Arena does, one aligned line per depth with the newest at the bottom; a long main line wraps under the MAIN LINE column and the box scrolls, so nothing runs off the edge. RAW LOG is the engine's own text, its last sixty lines.

UCI OPTIONS in the same dialog lists everything the running engine offers as settings (check boxes, numbers, choice lists, text fields, buttons), for example the Knoch switches of a newer Capa or the Hash size of a Stockfish. APPLY sends your changes to the engine and remembers them for that engine file, so they are back the next time it starts; DEFAULTS restores the engine's own defaults. Options can only be changed between moves.

Engine Thinking Time

In Human vs Engine games the computer answers like a human opponent would, whatever engine and control you use: book moves, forced moves and recaptures come quickly, quiet positions take a few seconds, complicated middlegames longer, and now and then it thinks for a long time. With a game clock the computer never spends more than its share of the clock on this. Press MOVE NOW or F to have it move at once: during the thinking delay the ready move is played immediately, during a running search the engine is stopped and plays the best move it has found so far. CAPA96 cannot be stopped mid-search; it is restarted and asked for a quick move instead. On your own turn the button reads ENGINE MOVE: the engine plays your move and you take the other colour; press it again after the reply and the engine plays on, which is the quick way to switch sides or to let the engine make several moves in a row. Engine matches, hints and analysis are not delayed.

Time Controls

Available time modes include:

- No Clock
- 30 seconds per move
- 15 seconds per move
- 3 minutes plus 2 seconds increment
- 5 minutes per game
- 15 minutes per game
- 30 minutes per game
- 40 moves / 120 minutes + 60 minutes for the rest of the game
- CUSTOM . . . : X moves in Y minutes (0 moves = the whole game), an increment per move, then A moves in B minutes more (0 = the rest of the game); unused time carries over. For example 40 moves in 5 minutes then 20 moves in 2, or 60 moves in 60 minutes. The clock panel shows the control and, for both sides, the moves to the next time control.

The chess clock panel is always shown. Without a game clock it shows move times: the side to move counts up from 00:00 (so you can see how long the engine needs at each depth), the other side shows how long its last move took, and under TIME / ENGINE MOVE the engine's display counts down from its time per move. When a timed mode is active, the panel shows the game clock. The clock for the side to move counts down while that side is thinking, including while the computer is calculating; nothing runs before White's first move, as in the club, so the first move of the game costs no time. The digits are a fluorescent display whose colour follows the scheme: amber on WALNUT, red on GRAPHITE, green on GREEN and BLUE; both times sit on one sheet of black glass behind a metal bezel, and the engine output's LCD sits behind the same kind of window.

The 15-second and 30-second per-move modes reproduce traditional chess-computer test controls. Reaching zero does not forfeit the game; make the move when ready and the display resets for the next move. Whole-game clocks, including 3+2, retain normal flag-fall behavior.

Moving Pieces

1. Click the piece you want to move.
2. Click a legal destination square.
3. The move is made if it is legal.

The selected square is marked with the chosen move indicator. A short beep confirms a completed move; a move that gives check gets a double beep. Its volume is set in **OPTIONS** under **BEEP** (**OFF**, **QUIET**, **NORMAL**, **LOUD**); a sample plays when you change it.

Illegal moves do not change the position.

Promotion

When a pawn reaches the last rank, choose:

- Queen
- Rook
- Bishop
- Knight

Move Indicators

Click **OPTIONS** and use **MOVE INDICATOR** to choose:

LED

Small dots of the brightest red light on the grid crossings around the selected square and around the squares a move came from and went to, one dot per crossing as on a modern electronic board (a crossing shared by two squares has one dot), with no glow, clear of the pieces. Completed-move LEDs go out after a few seconds. **BOARD LEDS** in **OPTIONS** sets them **BRIGHT** or **DIM**.

SQUARE

The departure and destination squares are highlighted with the traditional full-square indication.

Board Orientation

Click **FLIP** or press **B** to turn the board around. This changes only the visual orientation. It does not change whose turn it is.

Taking Back a Move

Click **TAKEBACK** or press **T** to undo the most recent move.

Hints and Immediate Moves

- **HINT** or **H**: ask the engine for a suggested move without playing it. The move flashes on the board for a few seconds, on the move indicator's LEDs (or squares) of its from and to squares, and stands in **SYSTEM STATUS** as **HINT: Nf3**. During an analysis it is the first move of the line on the display.
- **MOVE NOW** or **F**: request an engine move immediately.

- **ANALYZE**: continuous analysis of whatever position is on the board. The engine's line stays on the engine display and follows every step through the move list, every move made and every takeback; the key reads **STOP ANALYSIS** while it runs, press it again to stop. While the analysis runs the engine does not play: **HINT** shows the first move of its line, and **MOVE NOW** ends the analysis and lets the engine play the move. A new game, **OPEN**, **SETUP** and a match end it.

The analysis area can show the engine's evaluation, depth, nodes, time, and principal variation when the engine provides them.

Coach

COACH, the fourth key under the engine display (the row reads **DISPLAY**, **ROTATE**, **LIGHT**, **COACH**, **YES**, **NO**), has an LED that is lit while the coach watches your moves in a game against the engine. When you make a move that costs 1.7 pawns or more against the move the engine expected of you, the engine display says so with the better move (**COACH: BAD MOVE, Qh4 LOSES 2.3, BETTER: Nf3**) and **SYSTEM STATUS** asks **TAKE IT BACK? YES / NO**. While the question stands the **COACH** key's LED flashes green and the better move flashes as green dots on the board, so you see from the board that the coach has something to say. The engine holds its reply until you answer with the **YES** or **NO** key under the display: **YES** takes your move back and it is your move again; **NO** lets your move stand and the engine answers it. **TAKEBACK** and **MOVE NOW** answer the same way. The coach judges by the engine's own search: after a book move, or before the engine's first search, it stays silent. The setting is remembered.

Saving a Game

Games are not saved automatically when the application closes.

To save a game:

1. Click **SAVE**.
2. Choose a folder.
3. Enter a filename.
4. Save it as a **.pgn** file.

Keep the PGN file if you want to reopen the game later.

A custom setup position is saved with the game, so it can be restored correctly.

Opening a Saved Game

1. Click **OPEN**.
2. Select a **.pgn** file, or a **.fen** or **.epd** file holding a position.
3. A game opens at its saved final position; a position becomes the start position of a new game, with whoever is to move to move.

The move list, starting position, and game history of a game are restored. Of a position file the first FEN or EPD line counts: a FEN with fewer than six fields is completed, an EPD's operations (bm, id and so on) are ignored.

Replaying a Game

After opening a PGN game:

- Click a move in the move list to jump to that position.
- Under the move list sit four keys like a CD player's: **■** to the start of the game, **■** one move back, **■** one move forward, **■** to the end. The move indicator shows each replayed move. They work during a replay (after **OPEN**, or

a click on a move in the list) and on a finished game; a game in progress is left alone.

- Press the Left Arrow key to go back.
- Press the Right Arrow key to go forward.

The status bar shows the replay position, for example:

```
REPLAY 12/38
```

Setting Up a Position

Click **SETUP** to open the setup tools.

The setup palette allows you to:

- Choose a white or black piece from the two rows of pieces, white above black.
- Place it on an empty square.
- Erase pieces.
- Clear the entire board.
- Load a position from a .fen or .epd file (**LOAD FEN / EPD FILE**), or use the FEN field: it shows the setup board's FEN, you can paste or type one into it and press **SET** (or Return), **PASTE** takes the clipboard's FEN straight to the board, and **COPY** puts the board's FEN on the clipboard.
- Restore the standard starting position.
- Choose the side to move.
- Set the castling rights with the four **CASTLING** switches. A pasted or loaded FEN brings its own rights (its third field, KQkq); a position built by hand has none until you switch them on, and a switch is offered only while that king and rook stand on their own squares.
- Choose which side you play.
- Choose a calibrated Pioneer level or explicit CAPA96/Tacticon/Zukertort control.
- Choose a game clock.
- Start playing from the custom position.

Side to Move and Play As

These are separate choices.

Example:

```
SIDE TO MOVE: Black  
PLAY AS: White
```

Black moves first automatically, and then you respond as White.

Or:

```
SIDE TO MOVE: Black  
PLAY AS: Black
```

You move as Black immediately.

After arranging the board, click **START PLAYING THIS POSITION**. The application switches to Human versus Engine mode. If the selected side to move belongs to the engine, it moves immediately; if it belongs to you, the board is ready for your move.

The position must contain exactly one king for each side and must be legally playable. Invalid positions remain in setup with an error message so they can be corrected.

Right-clicking a piece on the board removes it during setup.

Chess Clock

The clock is shown inside the application when a timed game is active.

- White and Black times are shown separately.
- Only the side to move counts down.
- The clock keeps running while the engine thinks.
- Selecting No Clock hides the chess clock.

Move Notation

The move list shows figurine notation: the piece letters are chess glyphs. Click OPTIONS and use NOTATION to choose FIGURINES or LETTERS; the choice is remembered. Saved PGN files use letters either way.

Selecting Chess Pieces

Click OPTIONS and use PIECES to choose between:

- 2D GLOSSY: glossy Staunton pieces with a dark outline; the set the program starts with
- 2D CURRENT
- 2D ORIGINAL
- 2D WOOD
- 2D WOOD TRADITIONAL

The board position and game state remain unchanged when changing the piece set.

Changing the Application Colors

Click OPTIONS and use SCHEME to change the application interface colors:

- WALNUT
- BLUE
- GREEN
- GRAPHITE

This changes the casing, buttons, panels, frames, application background, and dark board squares. It does not change the selected piece set or game position.

Selecting Another Chess Engine

CAPA96 is the bundled standard engine and is loaded automatically when CZUBATRONIC starts, unless you have chosen a different standard engine (see below).

Click ENGINE to choose bundled PIONEER, bundled CAPA96, bundled TACTICON, bundled ZUKERTORT, or browse for another local UCI-compatible chess engine. The dialog shows which engine is currently the standard engine.

The selected engine must support the UCI protocol. CZUBATRONIC checks that it responds correctly before switching to it. If the check fails, the message shows what the engine reported.

Newer Capa builds from Thorsten Czub need their opening book `ENGOPEN.TXT` in the same folder as the engine file; without it Capa stops immediately with "runtime error 2 (file not found)". The builds published on playchessgate.com/czubatronic contain the book; CZUBATRONIC also offers to copy its own bundled book next to a Capa engine that lacks one.

Remembering a Standard Engine

Tick `Set` as standard engine (remember for next launch) before choosing an engine, and CZUBATRONIC loads that engine at every start instead of `CAPA96`. The choice is stored in your Windows user profile as `%LOCALAPPDATA%\CZUBATRONIC\engine_config.json`.

At startup the remembered engine is checked again. If its file has been moved or deleted, or it no longer answers the UCI handshake, CZUBATRONIC falls back to `CAPA96` and tells you why. `RESET STANDARD ENGINE TO CAPA96` removes the remembered choice.

Pioneer uses its calibrated level ladder. `CAPA96`, `Tacticon`, `Zukertort`, and other engines use the explicit depth or time-per-move setting from `ENGINE SETTINGS`. `Zukertort`, one of playchessgate.com's historical personality engines, also has its own `Skill Level` (800 to 3000) and `Style Weight` options, set in `UCI OPTIONS`. `Tacticon` has a built-in maximum of 7 plies, which it reaches in under two seconds: depth settings up to 7 change its play, a higher depth or a longer time per move does not.

Saved Engines (Expert)

Readers who run emulated chess computers or several settings of one engine asked for the way `Arena` and `Shredder` keep engines: an engine file with its UCI options saved under a name of your own, as many as you like from one file, for example `MM5 [level13]` and `MM5 [level16]`.

- Set the options you want in `ENGINE SETTINGS`, `UCI OPTIONS`, then press `SAVE AS ENGINE` and give the engine a name. It becomes the engine in use, and its name appears on the engine display, in the notation and in saved games.
- `SAVED ENGINES`, behind `OPTIONS` and in the `ENGINE` chooser, lists them. `USE` starts one; `NEW` takes an engine file (set its options afterwards in `UCI OPTIONS`, where `APPLY` saves them to the engine in use); `RENAME`, `REMOVE`; `SET AS STANDARD` remembers one for the next start.
- In `ENGINE MATCH SETUP`, `SAVED` beside `BROWSE` picks a saved engine for either side, so a series can pit `Tacticon` against `MM5` at level 3.
- **Chess computers.** `CHES COMPUTERS` in the `ENGINE` chooser lists thirteen emulated classics by name: `Mephisto III-S` `Glasgow`, `MM V` and `Milano`, `Novag Constellation Expert`, `Saitek Analyst D++`, the `Fidelity Designer 2000`, `2100`, `2265` and `2325 Display models`, the `Conchess Plymate Victoria`, `Amsterdam` and `Glasgow`, and the `Tasc R30`. They run in Franz Huber's `CB-Emu (MessChess)`, which you install yourself; the first time, CZUBATRONIC asks for your `CB-Emu` folder and remembers it. `USE` starts a computer: it plays at its own level and pace, shows only its move (the emulation reports no search), and `MOVE NOW` makes it move at once. `ADD TO SAVED ENGINES` keeps computers for matches; set a computer's level in `UCI OPTIONS` and `SAVE AS ENGINE` under a name like `MM5 [level 3]`. The Chess Computers edition, a test build for readers, includes the emulator and the thirteen machines, so it asks for no folder: pick a computer and it plays. The emulator shows no window of its own; the computer's own display appears on the first rows of the LCD, as the machine shows it: the `MM V`'s `PLAY`, then your move as it goes in and its answer; the `Milano`'s two rows of text, the move it considers, the opening's name and its clocks, through a small plugin of CZUBATRONIC's own that runs inside the emulator. Below a computer's display the remaining rows always rotate through CZUBATRONIC's own lines, whatever `ROTATE` says, so the machine's output comes first and the rest still comes by. `TABLE` logs every text the computer's display held, with the time since power-on it appeared, and `RAW LOG` shows the same lines between the computer's moves, in plain characters. The `Mephisto Milano` goes further: after its move CZUBATRONIC presses its `INFO` key for it, and the machine's own evaluation, depth, expected line and positions searched appear as the engine display's numbers, a few seconds after the move.

- **Every other emulated computer (MessChess, CB-Emu).** `IMPORT MESSCHESS` in `SAVED ENGINES` asks for the `MessChess.lst` in your CB-Emu folder (`MessChess\Hiarcs`), lists the emulated computers by name in alphabetical order, MessNew machines included, and adds the ones you choose as saved engines; CZUBATRONIC writes the batch file that starts each one into its own settings folder, with the emulator's full path, so nothing in the CB-Emu folder is changed; the emulator is told not to save its options either (`-nowc`), so your own MessChess keeps its settings. Set a computer's level in `UCI OPTIONS` (its `Level` option) and `SAVE AS ENGINE` under a name like `MM5 [level3]`; then it can play matches at that level. Engines that start through a batch file appear in the file dialogs too (`Engines (exe, bat, cmd)`).

Nothing of this is needed for the bundled engines; the everyday keys are unchanged.

Opening Books

Click `BOOK` to choose an external opening-book file for the active engine.

Common file types include:

- `.bin`
- `.txt`
- `.book`

Opening-book support depends on the selected engine. Some engines accept an external book file. Other engines use a built-in book and do not allow an external file to be selected.

About CZUBATRONIC 2400

Rest the pointer on the DCS Chess logo at the right of the deck (or tap it): the logo greys out and a key `BUY US A COFFEE` appears in the middle of it. It opens the Buy Me a Coffee page where you can support DCS Chess. Click `OPTIONS`, then `ABOUT`, to view:

- DCS Analytics & Digital Consultancy Services
- Universe Connect KG business division information
- Address and contact details
- Team information
- Arne Baillière's concept, design, implementation, and product-direction credit
- The complete engine history
- The full Thorsten Czub interview with portrait
- The separate Story of Capa article
- Copyright, beta license, warranty, and distribution restrictions
- The DCS Chess supporter link
- Custom software services
- The tribute to the chess computers and programmers of the 1980s and 1990s

CZUBATRONIC 2400 pays tribute to the people and companies who helped shape computer chess and computer history, including:

- Mephisto / Hegener + Glaser
- Fidelity Electronics
- Novag
- SciSys

- Saitek
- TASC
- CXG / Newcrest
- Applied Concepts / Chafitz
- Conchess
- Excalibur Electronics
- RadioShack / Tandy
- Milton Bradley
- Mattel Electronics
- Avalon Hill

Keyboard Shortcuts

Key	Action
N	New game
T	Take back
H	Hint
F	Move now
B	Flip board
Left Arrow	Previous replay position
Right Arrow	Next replay position

Important Saving Reminder

A game is kept only in memory until you click SAVE and create a PGN file. Closing the executable without saving loses the current unsaved game. When you close CZUBATRONIC it shows a short closing card for two seconds, the shutdown sequence and the DCS Chess logo; any key or click ends it at once.

If Something Goes Wrong

CZUBATRONIC 2400 writes a short diagnostic log with startup, shutdown and error information:

- Installed edition: %LOCALAPPDATA%\CZUBATRONIC\czubatronic.log (paste that path into the Explorer address bar)
- Portable edition: config\czubatronic.log next to CZUBATRONIC.exe

When you report a problem, attach that file and say which version the ABOUT dialog (behind OPTIONS) shows. If Setup reports that CZUBATRONIC is still running although you see no window, let Setup close it: versions before 0.9.1 could leave an invisible process behind.

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Beta License

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Piece Artwork Credits

The 2D WOOD piece set is based on **Staunton-Pieces** by James Clarke ([clarkerubber](https://github.com/clarkerubber)):

<https://github.com/clarkerubber/Staunton-Pieces>

The artwork is distributed under the MIT License. The complete license text is included with the piece assets in the application distribution.