

THE CHESS PLAYER

Load the cassette with LOAD""CODE.

The program loads in two blocks. Once loaded,

The Chess Player will ask you a few questions.

First, you will be asked if you want to play a game or analyse a board. Answer with P or A.

Assuming you press P (the usual response), you will be asked if you are using a black and white or colour television. Answer with B or C.

Next, you are offered the choice of whether to LOAD a previously SAVED board or not. You are finally asked for your choice of colour

(B or W) and the level of play (1 to 6). The response times are:

- 1 replies in 7 seconds and plays an easy game
- 2 replies in 50 seconds and plays a reasonable game
- 3 replies in 3 or 4 minutes and plays an above average game
- 4 replies in 6 minutes and plays a good game
- 5 and 6 reply in up to 6 hours but play very strong games

N.B. These timings are only approximate, and vary according to the game situation.

To move a piece, enter the co-ordinate of the square you wish to move from, then the co-ordinate of the square you wish to move to, e.g. E2-E4. If you make a mistake, you may rub out the offending character(s) using delete and if you make an illegal move, you will be told so. If you wish to castle, just type in the King's move and The Chess Player will know you want to castle. When he castles, he will display either O-O or O-O-O. You may use the en-passant privilege and if The Chess Player uses the privilege, it will display PXPEP.

Other commands available when you are being asked for your move are:

- M — prints all moves so far, on the screen (or printer if attached).
- Z — copies the board onto the printer (if present).
- S — saves the game currently being played onto cassette in three short blocks. You may then continue later, exactly as you left off.
- R — resign.
- X — change sides and/or level of play during a game.

If when the title page is up, you answer A to the first question, you may then analyse the board. The position of the board cursor is indicated by a flashing piece or square.

Press SPACE to move the cursor along. When you come to a piece or square you wish to alter, proceed as follows: press Ø to clear that square or (if you wish to insert or alter a piece) press PCM, where P is the piece to be inserted, C is the colour of the piece and M indicates whether the piece has moved or not.

For P, use K — King, Q — Queen, R — Rook, N — Knight, B — Bishop and P — Pawn.

For M, enter Y (has moved) or N (has not).

E.g. NBY means black knight that has moved.

When the board is set up correctly, type Y and answer the three questions according to how you wish the game to continue.

The game usually ends in checkmate, and The Chess Player will wait for you to press a key before restarting.