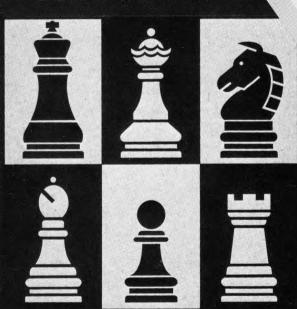
ZX Spectrum \

CHESS TUTOR 1



SOFTWARE BY



Braveline Ltd

CASSETTE 48K RAM

USER MANUAL FOR CHESS TUTOR 1

First published in 1983 by Sinclair Research Limited 25 Willis Road Cambridge CB1 2AQ England

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Introduction

CHESS TUTOR is a new way of using a microcomputer as a teacher. The system will not play a game of chess against you; what it will do is to show you, with demonstrations and text, all the essential things you need to know to be able to play chess or, if you can play already, to play it better. The CHESS TUTOR tape presents you with a set of carefully selected exercises for you to solve on your ZX Spectrum, to test your knowledge and to give you practice.

The CHESS TUTOR introductory course is intended for newcomers to the game and for those who have played a few times. It shows you the board starting positions, the moves of all the pieces (including en passant, promotion, and castling) and positions resulting in check, checkmate, stalemate, and perpetual check.

CHESS TUTOR also teaches the basic tactics - pins, forks, double attacks and skewers. By the end of this course, you will be well equipped with a sound knowledge of the essentials of the game - and some of the material may well surprise even those who have played chess before!

The introductory tape contains over 120 separate exercises, and well over 200 separate questions to answer. Moving pieces and flashing squares illustrate all the essential points and help you to understand the answers to the puzzles. If you get stuck on a problem, the computer will tell you the answer and demonstrate it for you. You can revise your answers, go back to earlier exercises, or jump forwards. If you get an answer wrong, the computer will tell you why - or give you a hint to help you answer correctly.

Loading

CHESS TUTOR is in seven sections:

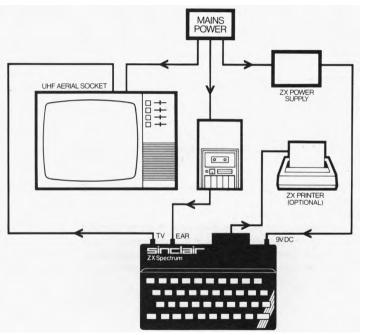
Side 1: loader, machine code, routines, master routines, part 1 and part 2 of the course material.

Side 2: parts 3, 4 and 5 of the course material.

Connect your Spectrum as shown in the diagram. Put the CHESS TUTOR tape into your tape recorder at the beginning of side 1. Type:

LOAD "LearnChess" ENTER

and start the tape. Loading takes about three minutes; when it is complete, you will see the flashing message 'Stop the tape' on your screen. Do so; then press any key. You will see the 'Menu' of the course. Select which part you want.



How to connect your ZX Spectrum

The system then tells you whereabouts the material is stored on the CHESS TUTOR tape, and how to find it. Follow the instructions carefully. When the material has been loaded, the system takes about 30 seconds to merge it with the master routines; when this is finished you are ready to go.

Moving from one part of the course to another

When you have finished with one part, and wish to go to another, make your selection from the menu. The machine will tell you how to load the next part as before.

General hints and notes

- 1 The system is structured to take you through the course step by step, showing you instructional material followed by exercises. However, if you want to jump from one part of the course to another, the system will allow you to do that as well - just follow the instructions you see on the screen.
- 2 If you want to see the answer to a question, the system will give it to you - but you must first have entered a wrong answer! The machine will then ask you to enter Y or N for yes or no.
- 3 If you're entering an answer and you want to change it, type Z. The system will delete what you have typed and allow you to enter your new choice.
- 4 If you want to give up on the longer puzzles, just type X.
- 5 If you elect to use the zero option and halt the program, the computer will clear its memory ready for you to load a new application.