

SCREEN INFORMATION

Superchess 3.5 has a comprehensive factual display to enhance your enjoyment and study of the game. At the top of the screen is a clock that tells you the **TOTAL TIME** so far taken in the whole game for both **PLAYER** and program, as well as the **MOVE TIME** elapsing on this particular move.

I like ... is the computer telling you the best move it has found for itself so far and may change as it searches.

Score ... is how the computer thinks you are doing, based on pieces lost and general position. A + sign means it is winning; a - sign means you are ahead. In simple terms it uses a scale on which a pawn is worth 16 and a Queen 144.

Nodes ... This increasing figure tells you how many lines of play the program has analysed so far this move.

My move ... is the program's move.

Move ... is the stage the overall game has reached.

Plymax ... is the depth of search, the number of steps ahead it is looking.

Beneath that is the current best line of play in which the program is **predicting its next moves on the left and yours in the right hand column.**

Set at ... is the time you have determined in option 1 to set the level of play.

Trying time ... is the time the program is now trying to work to **Your last move remains displayed** at the bottom of the screen while the program thinks.

TO CASTLE you enter only the King's move.

FOR EN PASSANT you enter only your pawn's move.

TO EDIT A MOVE YOU HAVE BEGUN make a deliberate mistake in the next co-ordinate and you will get another chance.

TO RESIGN OR QUIT a game press X to return to main menu.

CHECK ... when either your move or the program's results in check this will be indicated by the + sign after the move description. Checkmate, when it comes, will be written on-screen.

INSTRUCTION 1985 VERSION MANUAL

SUPERCHES

3-5 48K SPECTRUM

LOAD "chess" (ENTER) (takes 5 mins. from cassette) X (ENTER)
returns you to the main menu after options (to continue play)

TRANSFER TO MICRODRIVE

You need a microdrive with interface 1 and a blank formatted cartridge. Follow on-screen instructions and note down the variables you will need. The loading program ("bootstrap" CODE) which is after "chess" on the tape should also have been transferred to m/drive.

INTRODUCTION

This program plays an amazingly strong game of chess using a unique method of setting levels described under option 1. It keeps you totally informed (see SCREEN INFORMATION) and it can be saved, program plus game, to microdrive (Option 5)

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SEE SINCLAIR USER FOR DETAILS.

THE OPTIONS

The options which appear straight after loading

Option 1 "New Game"

This is how you set the levels, by giving the computer a time limit to play to (which does not affect the time you take to play).

IF YOU TYPE:

a number from **5-999 (ENTER)** this will give the computer a time in seconds to which it must keep its average length of move. The greater the time you allow the higher will be its level of play.

M will tell the computer to make its average move time match yours.

A (followed by a number from 5-999) will give the computer a time limit in seconds that it will try to play to on every move it makes (no matter how long it took on previous turns).

P (followed by 1,2,3 or 4 sets the problem mode up to mate in 4 moves. You use the analyse mode (OPTION 2) to set the board up.

Option 2 "Analyse Position"

This is used to set up problems or to handicap a game by removing a piece for example. You will be asked on-screen what pieces you want to move and if you want to change the time or sequence of play. After that the game will start again.

Type Z (ENTER) to clear the board.

Type I (ENTER) to reset a full board.

Type X (ENTER) to return to the main menu for play (after setting/resetting time, position, next move).

Option 3 "Change display colours"

This is how you will the colours of the pieces or the board squares and you will find full prompts come up on the screen.

Option 4 "Options at your move"

You move your pieces by entering co-ordinates in the standard manner. Typing d2d3 at the start of the game will move the Queen's Pawn forward one square. Instead of moving you can choose any of these options:

L to reset the time (level) of the game

X go back to main menu

P make program play next move
(instead of your turn)

R ask program to recommend your next move

V display previous moves (up to 62)

O inverts board (changes player positions)

FORCED MOVES on the computer's turn you can **force** it to move before time and play its best move found so far by pressing **BREAK** and holding the key down.

Option 5

This option will save both the program and the current game to **Microdrive** with full instructions on screen. You must have the proper hardware as asked or the program will crash.

Option 6

Takes you back to the current game after using another option.

Option 7

Lists for you the game so far up to the 62 previous moves.