INSTRUCTION MANUAL

3-D CLOCK CHESS

AMSTRAD PCW 8256 and 8512

TO LOAD: Switch your PCW 8256 or 8512 off and then on again. Insert your CP/M master disc, and press a key. After CP/M has loaded you will see the prompt A>. Remove CP/M master disc and insert chess disc. Type: chess (RETURN).

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 you can save your current game to disc.

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 - unless you choose to do so.)

IF YOU TYPE: a number from **5-999 (RETURN)** 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 four moves. You use the analyse mode (Option 2) to set the board up.

C ''Play against the clock'' - Use the 3-D clock for tournament realism, or five minute blitz games. You will be asked to set a time for (1) the program and (2) yourself to play a complete game. Exceeding the time limit will lose the game.

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 (Return) to clear the board.
Type I (Return) to reset a full board.
Type X (RETURN) to return to the main menu for play (after setting/resetting time, position, next move.

Option 3
Return to CP/M

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 the following options:

K Turn ON/OFF display of predicted moves
L To reset the time (level) of play
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)
S Self play (program plays itself) until STOP key is pressed.
Z Will display the board's co-ordinates on screen. (Useful when entering your move if not familiar with chess notation).

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 STOP and holding the key down.

Option 5
With this option you can save your current game to disc, or load a saved game from disc.

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.

SCREEN INFORMATION

3-D CLOCK CHESS has a comprehensive factual display to enhance your enjoyment and study of the game. At the top left of the screen is the 3-D CHESS CLOCK that tells you the **TOTAL TIME** so far taken for both **player** and program in the whole game. This can also be set so you can 'Play against the clock' (see Option 1). There is also a digital clock display, showing you total time taken so far and **move time** elapsing on this particular move for both player and program.

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** (see Option 4).

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.