

# Sinclair<sup>®</sup> ZX Spectrum<sup>®</sup>

## CHESS



*Retrocomputing*

SOFTWARE BY

**PSION**   
WITH MICRO GEN

ROM  
16K/48K RAM

# CHESS

The chessboard with pieces laid out for the beginning of a game will automatically appear. The program will ask you whether you want to play or set up the board differently. Pres P to play. You will then asked what colour you would like to play. Pres W for white and B for black. Finally the level of play is requested. Press a number from 0 to 9. Usually it is sufficient to play at one of the lower levels (0 to 3, say) for a rapid response to moves.

The positions of the pieces on the board are defined by using the modern algebraic notation. The columns on the board are labeled A to H and the rows 1 to 8.

White Queen's rook is always the square A11 in the initial set-up. The rows and columns on the board are labeled on the screen.

To enter your move, type the coordinates (column letter followed by row number) of the square of the piece you want to move followed by the coordinates of the square to which you wish to move it. No delimiter between coordinates "from"

and "to" is required - it will automatically be inserted. After you have typed in your move, the appropriate piece will be moved, and the computer will consider and apply its move.

All legal moves are allowed including castling and en passant. The program will not allow an invalid move on the part of the user. Castling is achieved by entering the king's move. On entering your move, if you make an error, you may always correct it by using the delete key either shifted or unshifted.

A number of commands may be applied at any stage. Typing the key R asks the computer to recommend a move to you and it will do so at the same level of search on which it is currently set. L allows you to change the level at which the computer is playing. Z will copy the complete screen to an attached printer. X exits from the game to start afresh or to set up the board.

### **Setting up the board**

You may set up the board to examine a problem as you wish. At the start of the game or after exiting, press S for set-up. The cursor keys 5, 6, 7, and 8 can be used either shifted or unshifted to move a flashing cursor around the screen. The command C clears the board of pieces completely. The delete key deletes the piece at the current cursor position. The letters K, Q, R, B, N and P are used to place the appropriate piece on the board. X exits from the set-up routine.

### **Joysticks**

You may not use joysticks with this game

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>
<b>8</b>		■		■		■		■
<b>7</b>	■		■		■		■	
<b>6</b>		■		■		■		■
<b>5</b>	■		■		■		■	
<b>4</b>		■		■		■		■
<b>3</b>	■		■		■		■	
<b>2</b>		■		■		■		■
<b>1</b>	■		■		■		■	

**White**



® Registered Trade Marks of Sinclair Research Ltd.

© Copyright 1982 Psion Ltd.

All rights reserved. No part of this program, packaging or documentation may be reproduced in any form.

Unauthorized copying, hiring, lending or sale and repurchase prohibited.

Published by Sinclair Research Ltd.  
25 Willis Road, Cambridge, CB1 2AQ

Made in UK