

A solid red silhouette of a horse's head and neck, facing left, positioned behind the title text.

Super Chess

FOR USE WITH OTATING Einstein COLOUR MICRO COMPUTER

KUMA

SUPERCHESS
FOR
THE
TATUNG EINSTEIN MICRO-COMPUTER

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SUPERCHESS

1. About the program.

This implementation of Chess has seven levels of play from easy to downright difficult.

The first four levels play within tournament time limits, and level zero responds immediately.

Graphic screen display of board and pieces.

Sizeable library of opening moves.

Recommended move option in case you get stuck.

Analyse mode, allows you to set up any position.

Beats most other computer chess programs, and gives you a challenging and interesting game of chess.

2. Loading from a disc.

First boot up your system in the usual manner. Superchess is held on the disc as file CHESS.COM, so you will now need to type <<CHESS>> and hit the 'enter' key. If all goes well the program will load and start execution.

3. Before you start to play.

You will be asked some questions:

(i) PLAY, ANALYSE OR HELP ?....type P for play or A for analyse. We will deal with Analyse mode later, so type P now.

(ii) DO YOU WANT WHITE OR BLACK?....type W for white or B for black.

(iii) SELECT LOOK-AHEAD (0-6) ?.... type a number from 0 to 6, this will set the programs playing level. The average time of response per move will depend on the level you choose.

Level 0 is fastest (3 seconds) and is for beginners.

Level 1 takes 15 seconds and plays an easy game

Level 2 takes 30 seconds and plays a strong game

Level 3 takes 3 minutes and is the tournament level

Level 4 takes 30 minutes and is for dedicated players

Level 5 takes 3 hours and is for correspondence games

Level 6 takes 12 hours and is for correspondence games

In practice, as in a normal game against a human opponent, the times will vary with the complexity of the position and should be taken as a rough guide only. Please note that the times given assume a 4 MHz clock rate.

4. Screen display.

At this stage the board and pieces will be displayed on the terminal.

The squares of the chessboard are identified in the usual algebraic manner with the files (a-h) and the ranks (1-8) shown next to the board for ease of use.

5. Entering moves.

Moves are entered in the normal algebraic format. First type the 'origin' square, then the 'destination' square.

Examples:

To move the white king pawn two squares forward from its original position type << E2E4 >>.

To capture a knight on D5 by a pawn on E4, type << E4D5 >>.

To capture a castle, just enter the king's move - the rook will tag along. E.g. for white castle to king's side type << E1 G1 >>.

Promotions are entered like normal pawn moves, promotion is automatic to a queen.

En passant captures are entered like normal pawn captures, you enter the origin square of the pawn followed by its destination square.

6. Recommended move.

If you wish the program to recommend a move for you to play, type 'R' before entering your move. The program will respond with:

E5D6 (for example)

Please note that this option is not available when the program is still in its opening book.

7. Analyse mode.

You may enter this either by responding with 'A' to the 'PLAY OR ANALYSE ?' message earlier or by typing 'X' before entering your move.

You will now be able to change the position, change sides or change the level of play. (Please note that entering analyse mode will disable the program's opening book).

First you will be asked some questions:

(i) SQUARE TO CHANGE ?

Type 'X' to exit analyse mode

'CL' to clear the board

'I' to get help

'T' for technical information - this explains the computer's method of playing chess

'V' to alter display - this allows piece colours and board colours to be changed.

OR: Type in the algebraic coordinates of the square on which you wish to insert or delete a piece.

(ii) PIECE TYPE ? (0PNBRQK)

Select the piece type desired where:

0 = empty square

P = pawn

N = knight

B = bishop

R = rook

Q = queen

K = king

(iii) PIECE COLOUR ?

Select either 'W' or 'B' for white or black.

(iv) PIECE MOVED YET ?

Respond either 'YES' or 'NO'

Your response here is especially important for the king's right to castle. If the king is on its original square and you still wish it to be able to castle, answer 'NO' to the question, i.e. the program will now think that the king has not moved and that castling is therefore still legal.

8.

On exit from analyse mode you will be asked some further questions:

(i) DO YOU WANT WHITE OR BLACK ?

Select 'W' or 'B', this option allows you to change sides during the game, should you so wish.

(ii) SELECT LOOK AHEAD (0-6) ?

Choose level 0,1,2,3,4,5 or 6.

(iii) WHOSE MOVE IS IT ?

Select 'W' or 'B', this option will force the program to play the next move instead of yourself and may also be used to force the program to play the entire game by itself.

You will now be returned to the game.

9. HELP MODE.

Can be selected at the end of a game by pressing 'H' or in the Analyse mode by pressing 'I'. This mode gives information on how to enter moves, or summon other playing functions. It also gives some information about some of the functions available in the analyse mode.