



# THE CHESSMASTER 2000

## INSTRUCTIONS

### Running the program...

1. Turn the AMIGA on.
2. Insert Kickstart Version 1.1 disk at the Kickstart prompt.
3. Insert The Chessmaster 2000 disk at the Workbench prompt. The Chessmaster 2000 will load and run in a few moments.

**NOTE:** To maintain the value of your investment, The Chessmaster 2000 has been copy-protected.

Backup disks are available through the Software Toolworks. Send \$5.00 and proof of purchase.

If you have further questions regarding steps 1-3 consult your AMIGA manual or computer dealer.

### COMPUTER REQUIREMENTS

The Chessmaster 2000 requires the AMIGA with 512K of memory. Kickstart Version 1.1 must be used.

## HOW TO USE THE CHESSMASTER 2000

All features of The Chessmaster 2000 are activated through AMIGA style menus. Menus are available from the Menu Bar, at the top of the screen, when the right mouse button is depressed.

To select a choice from a menu, point to a menu title and, while keeping the right mouse button depressed, move to one of the available menu items. As you do this, the item will be highlighted. Select the command or option by releasing the right mouse button when the command or option is displayed. For some items, sub-menus will appear. Consult the Introducing Your Amiga manual included with your computer or your computer dealer for further information on how to operate the mouse and select commands or options from AMIGA menus.

### DIRECT ACCESS TO FEATURES

Some menu items allow keyboard shortcuts. If this is the case, a shortcut keystroke will be shown next to the menu item. Use these shortcut commands by pressing the right Amiga key (A) down (like a shift key) and then pressing the appropriate letter key. By typing these selection-shortcut-keys you may activate the function of your choice without using the menus.



## TO MOVE A PIECE

To move the chess pieces, position the mouse cursor “hand” over the piece and “grab” it by depressing the left mouse button. Move the piece to its new location and release the mouse button.

If you are familiar with algebraic chess notation (i.e. ‘e2-e4’) you may type your moves in that notation.

## CASTLING

When legal, move your king to his destination square. The rook will move into place automatically.

## EN PASSANT

When legal, capture an opposing pawn, with your pawn, after it moves out 2 squares on its first play, by moving your pawn ahead and diagonally behind it. The pawn will be captured “in passing.”

## PAWN PROMOTION

If you move a pawn to the eighth rank, The Chessmaster 2000 will show you the pieces to which you can promote your pawn. Click on your choice to promote the pawn.

# THE FEATURES

## PLAYING

### **Begin New Game**

Resets Chessmaster and starts a new game.

### **Choose Your Opponent**

#### **Chessmaster/Human/Autoplay**

Select your opponent as:

The Chessmaster, Human (The Chessmaster 2000 referees the game), or Autoplay (The Chessmaster 2000 plays itself.)

### **Choose Play Level**

This feature allows you to select game difficulty. The Chessmaster 2000 has 12 levels of play numbered 1 through 12. Level 1 is the easiest. See also Newcomer and Easy Mode.

### **Choose Side**

Allows you to change sides with The Chessmaster 2000.

### **Easy Mode On/Off**

Select this feature to turn on or off The Chessmaster 2000’s ability to “think ahead” while it waits for you to make a move.

### **Newcomer Style On/Off**

Select to have The Chessmaster 2000 play its easiest game.

### **The Style of Play is Normal/Best/Coffeehouse**

Select The Chessmaster 2000’s style of play to be:

Normal—mixes best and random moves.

Best—always makes its best move.

Coffeehouse—makes more random moves.

### **Opening Book On/Off**

Selecting the opening book On allows The Chessmaster 2000 to consult its extensive library of proven opening moves and tactics.

### **Force Computer Move (A f)**

Makes the Chessmaster 2000 move immediately at your command.

### **Take Back Last Move (Backspace)**

This feature takes back the last move made by either you or The Chessmaster 2000.

**NOTE:** If a move is taken back, it may be replayed by selecting Replay The Move (A r). If you take back The Chessmaster 2000’s last move it will start thinking of a new move, but will make no move until you force it to move by pressing A f. This is because it does not know whether you want to continue to take back moves.

### **Replay The Move (A r)**

If any moves have been taken back, and no new move made, you may select this to replay the taken-back moves.



### **Load A Saved Game**

The Drawer called ClassicGames contains the 100 classic games described in the accompanying booklet. The Drawer called MySavedGames will contain games you have previously saved. Select the appropriate Drawer from the menu using the mouse.

When the appropriate Drawer has been selected, all the games in that Drawer will be displayed on the screen. Select, with the mouse again, the desired game and then select LOAD on the menu.

Once a game is Loaded, you may continue playing it from the point at which it was saved. Or you may select Replay (A r) to replay the game. You may stop this sequence at any point and continue the game yourself.

The classic games begin at the initial game position. To see each move, press A r repeatedly.

### **Save This Game**

Use this command to save the game in progress to the disk. Select, with the mouse, the Drawer titled MySavedGames. Next, select inside the black line entitled FILE: and type the name you wish to give your saved game. Select SAVE, using the mouse, to save the game to disk.

There is room on The Chessmaster 2000 program diskette for you to save about 50 games. You may, however, remove the program diskette and save over 500 games on each freshly formatted disk that you choose to insert.

### **Erase a Saved Game**

Use this command to erase any games previously saved to disk whenever you no longer wish to preserve the games or you want to recover disk space so new games can be saved.

### **Quit**

Exits the program.

## **BOARD**

### **The Board is now 2D/3D.**

Switches back and forth between a 2 and 3 dimensional graphic display of the chessboard.

### **Board Coordinates On/Off**

Switches the border display on and off.

### **Chess Clocks On/Off**

Switches the clock on and off.

### **Change Piece Colors for Black/White**

Allows you to change the piece colors of The Chessmaster 2000's display. (See Save These Settings for information on how to preserve the color combinations you select for the next time you play The Chessmaster 2000.)

### **Change Square Colors for Black/White**

Allows you to change the square colors of The Chessmaster 2000's display. (See Save These Settings for information on how to preserve the color combinations you select for the next time you play The Chessmaster 2000.)

### **Restore Colors to Wood/Metal**

Changes the board and piece colors to simulate either a wood or metal chess set.

### **Rotate the Board**

Rotates the board 90 degrees clockwise, 90 degrees counterclockwise or completely around, as selected.

### **Set Up a Position**

Selecting this will allow you to set up the chessboard to play out classic strategies or chess problems. Pieces may be placed on the board by "grabbing" them with the hand pointer and placing them on the board. Pressing the right mouse button will show the setup menu bar labeled Setup Options.

### **Set Up the Initial Position**

Sets up the standard starting position for a new game.



### **Clear the Board**

Clears the board of all pieces.

### **Choose Side to Move First**

Select to choose which side will make the first move, after setting up is complete.

### **Leave Setup Mode**

Returns you to the playing board.

## **DISPLAY**

### **Show Captured Pieces (A c)**

Select to view all captured pieces.

### **Show Moves So Far (A q)**

Displays a list of all moves made. Use scroll bars on right side of the window to move through the list.

### **Show Chessmaster Thinking (A s)**

Select to view the Chessmaster's Thinking process.

**NOTE:** The Chessmaster 2000 may not be thinking deeply, or at all, if the Play Level is set low, or the present game is following opening book moves.

Three "lines of play" are displayed. First is the "Best" line, which is the best The Chessmaster 2000 has come up with in its thinking so far. If you force The Chessmaster 2000 to move by pressing the Af key, it will make the first move in its Best line.

The "Current" line is the line it is considering at this instant. Because this line is a "snapshot" of an incomplete thought, the moves and score for the Current line will not always make sense.

The "Previous" line is the line from the previous move made by The Chessmaster 2000. This is the same as the "Best Variation" displayed by A v. It has nothing to do with The Chessmaster's thinking for its next move.

The lines of play are displayed as a sequence of moves, a Score, and a search Depth.

In the sequence of moves, the first move is the one The Chessmaster 2000 might make next, followed

by your reply, and its answer to your reply, and so on. Of course, you might not make the predicted reply, and even if you do, The Chessmaster 2000 might think of a better answer in the meantime, so the further you go down the moves, the less likely it is that those exact moves will actually be made.

The Score reflects how far The Chessmaster 2000 thinks it will be ahead or behind if the line of play is played out to the last move shown. The score is computed in pawns and fractions, so a score of 1.00 means The Chessmaster 2000 will be ahead one pawn (or the equivalent), and -3.00 means it will be down the equivalent of one piece. Fractional scores come from The Chessmaster 2000's evaluation of positional considerations.

The search Depth is the minimum number of plies, or half moves, The Chessmaster 2000 will look ahead. A depth of 3, for example, means it will look at its move, your reply, and its answer: three half moves. It may look farther if it sees something interesting, like a check or capture. When The Chessmaster 2000 has looked at all the moves at the current search depth, it will start a new search one ply deeper if it thinks it has time to finish.

### **Show Best Variation (A v)**

This displays the line of play predicted by The Chessmaster 2000 when it made its last move. Also shown are the Score, which indicates how far The Chessmaster 2000 thinks it is ahead or behind, and the Depth of search, which shows how many half moves ahead it looked when planning that move.

The first move in the line of play is the best move it made. The next move is what it thinks your best reply would be. If you ask for a hint, this is the first move The Chessmaster 2000 will suggest.

For more about the display of a line of play, see "Show Chessmaster Thinking," above.



### **Suggest a Move (A h)**

Provides a hint for your next move by moving the suggested piece and then replacing it in its original location. The first hint offered is what The Chessmaster 2000 considers to be your strongest move possible. Other suggested moves may provide you with an unexpected strategy but are not likely to be as good.

### **Teaching On/Off**

When on, and a piece is selected to move, a shadow of that piece appears to show you all squares to which it may legally move.

### **The Sound is Now Voice/Music/Bell/Silence**

This feature lets you change the sound from the Chessmaster voice to music to a bell sound, or to shut it off entirely. Sound is heard when a piece is moved, a mistake is made, a piece is captured, a king is in Check, a mate occurs, on piece promotion, checkmate, stalemate, or when a New Game is begun.

### **Notation Algebraic/Abbreviated Algebraic**

This feature switches the format of the move list from Algebraic to Abbreviated Algebraic.

When typing in moves, however, you must always use the Algebraic format.

### **Enter Your Name**

Select to enter your name on-screen. You may enter a name up to 11 characters, including spaces and punctuation.

### **If the Boss Wanders By (A p)**

A panic button for tight situations. Be prepared, however, to speak knowledgeably on the subject of real estate investment analysis.

## **EXTRAS**

### **Analyze a Game (A a)**

The purpose of "Analyze a Game" is to play a game with The Chessmaster 2000, or another person, and then have The Chessmaster 2000 analyze each

move made, and the strength of each player's position. You can analyze a game played with another person by selecting a "human" opponent (see Choose Your Opponent) and entering the moves of the game into The Chessmaster 2000.

### **Begin Analysis**

Select this feature after a game has been played, partly played, or loaded from disk, and some or all moves have been taken back. (See Take Back All Moves below.)

For each move analyzed, The Chessmaster 2000 will show the best move (with score and best line of play), and then play the actual move. (If a move is made from The Chessmaster's opening book, no line of play is shown.) For more about the line of play, see "Show Chessmaster Thinking" above. Analysis is displayed on the screen, and on The Chessmaster 2000 program disk in the text file CM.ANL (if Disk file CM.ANL output is selected ON from the Analysis sub-menu).

**NOTE:** The higher the level of play you have selected (see Choose Play Level) the deeper The Chessmaster 2000's analysis will be. You may want to let your computer run for hours, or overnight, to get a better analysis.

### **Save Analysis in CM.ANL**

Select to send analysis to The Chessmaster 2000 program disk in a file called CM.ANL. Each time this feature is selected CM.ANL is overwritten with new analysis. The format of CM.ANL is standard ASCII, and may be read at the AmigaDOS level with your word processor, or the AmigaDOS command TYPE CM.ANL.

### **Choose Side to Analyze: Both/Black/White**

Selects analysis for both sides, or one, or the other.

### **Take Back LAST Move (Backspace)**

Takes back the last move made by either you or The Chessmaster 2000.

### **Take Back ALL Moves**

Takes back all moves, to the beginning of the game. You are then ready to start Analysis.