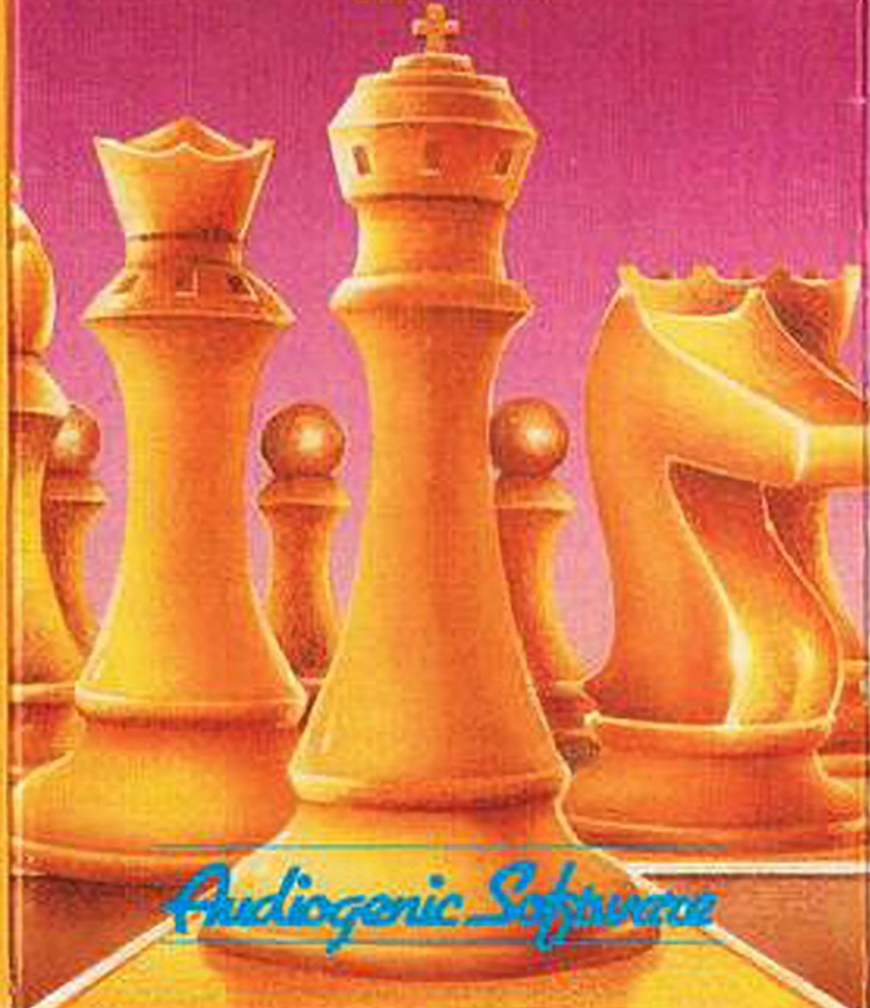


16
+4THE WORLD'S FINEST
COMMODORE CHESS PROGRAM

GRANDMASTER CHESS


Audiogenic Software


GRANDMASTER

COMMODORE
64 and C16/+4

ASL7CA

Grandmaster beats the lot! In an independent test carried out in Germany, Grandmaster beat all the other Commodore 64 chess programs. But Grandmaster is not just a supremely powerful chess opponent; it also includes some very advanced features to help you to analyse and improve your game:

- 10 levels of play
- Take back moves
- Square playing board
- Change level
- Automatic queening, castling, en passant
- Hurry Up! function
- Automatic self-play
- Choice of colour scheme
- Hint function

This package contains two versions of Grandmaster Chess, one for the Commodore 64 and the other for the C16. The 64 version can also be used on the 128 in 64 mode and the C16 version will also run on the Plus 4.

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INTRODUCTION

Welcome to GRANDMASTER, one of the most powerful chess programs available on any home computer. In independent tests in Germany, GRANDMASTER played a series of matches against the other three leading micro chess programs and beat the lot!

This cassette contains the Commodore 64 version of GRANDMASTER on one side, and the Commodore C16 version on the other. The 64 version can be used on the Commodore 128 in 64 mode, and the C16 version will run on the Commodore Plus 4.

LOADING INSTRUCTIONS - 64 VERSION

This can also be used on the 128 if the 128 is put into 64 mode first. Place the cassette in the tape deck with the 64 side uppermost and rewind it if necessary. Then load the program in the normal way by pressing SHIFT and RUN/STOP simultaneously. Press PLAY on the tape deck and the program will load and run automatically.

LOADING THE PROGRAM - C16/PLUS 4 VERSION

Place the cassette into your tape deck with the C16 side uppermost, rewind the tape if necessary, and then type....

LOAD [RETURN]

Then press the PLAY key on the cassette deck. The program will load and autorun. The chess board will appear and you can start playing.

BASIC OPERATION

At the beginning you'll see a chessboard with your (white) pieces standing on the bottom. In order to enter a move, it is necessary first to locate the square FROM which a piece is to move (e.g. E2) and then the square TO which that piece is to move (e.g. E4). In order to enter this move press the keys E2 E4. If you have checked again that it is the move which you wish to make, you should press RETURN. The move will now be displayed on the screen. GRANDMASTER will respond with his own move, either immediately from his own openings library or after computing his best reply.

While GRANDMASTER is computing he will display his current thoughts. If you look to the letter P (or the letter H on the C16 version) you can see how many plys deep the analysis. A ply is one move for one side (e.g. P3 means that GRANDMASTER has

analysed one move from himself, one move from you and again one from himself). You can also see the best move which GRANDMASTER has found so far in his search.

If at any time you key in and enter an illegal move, GRANDMASTER will refuse to make the move on the screen and clear the input area. You should simply key in and enter a new, legal move.

The DEL key is used to clear incorrect characters from the input area. Pressing the DEL key will clear the last character displayed. This will be necessary, for example when a move or part of a move has been keyed in incorrectly. The DEL key will not erase a legal move which has been entered into the computer by means of the RETURN key. If you wish to correct a move after pressing RETURN, interrupt GRANDMASTER from thinking and take back one complete move (see SPECIAL FUNCTIONS).

At the start of the game it is White's turn to move. If you wish to play White, enter your first move in the manner described above. If you prefer to play Black, simply press the keys CTRL and 0 together. GRANDMASTER will flip the board and make his first move as White. Anytime you press these keys together, a new game with reversed colours will begin.

There are some special moves in the game of chess which you need to know how to deal with. These are castling, en passant captures and pawn promotions.

- Castling.** This move is made simply by entering the King's move only:
Press E 1 G 1 when you wish to castle King's side as White
Press E 1 C 1 when you wish to castle Queen's side as White
Press E 8 G 8 when you wish to castle King's side as Black
Press E 8 C 8 when you wish to castle Queen's side as Black
- En Passant.** When you wish to capture en passant, you should simply enter the move of your capturing pawn. GRANDMASTER will automatically remove his captured pawn.
- Promotion.** When you are playing against GRANDMASTER, he will automatically promote your pawn to a queen when it reaches the promoting square.
You need not worry when GRANDMASTER promotes a pawn - he will choose whatever he thinks best!

SPECIAL FUNCTIONS

GRANDMASTER has a lot of additional commands for your convenience and comfort. These are the appropriate keys:

64 C16

F2 F7

Puts GRANDMASTER into automatic play mode. He will play himself until he finds a mate or stalemate, and then start over again. This mode is ideal for the beginner to learn from GRANDMASTER's strategy, or as an attractive demonstration of computer chess. Press RUN/STOP key to exit this mode.

F3 F1

Chooses one of 8 foreground colours.

F5 F2

Chooses one of 16 background colours.

F7 F3

Chooses one of 8 border colours.

HELP

(C16 version only) Resets the foreground, background and border to the original colours.

← ←

(Top left hand key on the 64, SHIFTed = on the C16) This key allows you to take back the last move (=two plys). Although technically this is cheating, it can be very instructive. This function always works, even when GRANDMASTER is in his opening library. If he chooses an opening variant you don't like, press this key and try again. Probably GRANDMASTER will now play another move. This function is disabled after MATE & STALEMATE.

? ?

You can use GRANDMASTER as a chess tutor, to see what he would do in your place. When it is your turn to move, press ? and GRANDMASTER gives you a hint for your next move. If you want to play the suggested move, press RETURN. If you want to play a different move, you may simply enter it in the usual way. This function is available when GRANDMASTER is playing from his openings library, and during normal play. It is disabled after ← and at the time when GRANDMASTER is leaving his openings library.

CTRL-0

(64 and C16) Begins new game with reversed colours.

RUN/STOP

(64 and C16) While GRANDMASTER is thinking you can see the best move he has found so far. You can halt his thinking and force him to make that move by pressing RUN/STOP. The stop feature is useful if you have set GRANDMASTER on a high level and are now tired of waiting for his move, or if you discover that you have just made an error.

L S GRANDMASTER has several levels of play designed to challenge players of various strengths and patience. Each time you begin a new game, the level is set to 1. To set the desired level press L (or S on the C16) and a number from 0 to 9. The new level will be displayed on the screen by L0-L9. GRANDMASTER level of play may be changed whenever it is your move in the game. The levels and their average response times are as follows:

Level:	Response Time:	Description:
0	Hours/Days	Special level for analysis of postal chess.
1	5 sec	Beginner's level or used for speed chess.
2	15 sec	Fast paced game.
3	35 sec	The whole game should last about 1 hour (if you move at GRANDMASTER's pace).
4	1 min	
5	1.5 min	
6	3 min	GRANDMASTER's tournament level, where it should make 40 moves in 2 hours.
7	5 min	Interesting level for those who are not challenged by level 1-6.
8	30 min	For the patient player.
9	2 h	For the very patient player.