

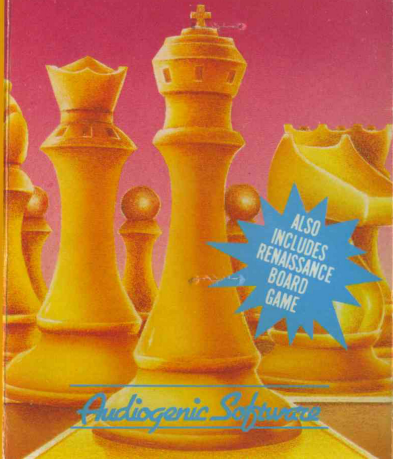
ASL

GRANDMASTER — CHESS
RENAISSANCE — OTHELLO
COMMODORE 64

ASL17CA

THE WORLD'S FINEST 64
COMMODORE CHESS PROGRAM

GRANDMASTER CHESS



ALSO
INCLUDES
RENAISSANCE
BOARD
GAME

AudioGenic Software

GRANDMASTER CHESS

LOADING INSTRUCTIONS

Place tape in cassette deck with Grandmaster side uppermost and rewind if necessary. Press SHIFT and RUN/STOP simultaneously, then the PLAY key on the cassette deck. The program will load and autorun.

BASIC OPERATION

Moves are entered simply by typing the grid reference of the square to move from, followed by the square to move to, then RETURN, e.g. E2E4 RETURN. You can correct wrongly typed moves before pressing RETURN by using the DEL key.

SCREEN DISPLAY

The number next to the letter P indicates Grandmaster's current depth of analysis; e.g. P3 means that Grandmaster has analysed one move for himself, one for you, and another for himself. The best move that he has found so far is displayed below.

The number next to the letter L indicates the playing level. This can be changed at any time by pressing L followed by a number 0 — 9. Of the two clocks the top one is Grandmaster's and the lower one is yours.

SPECIAL FACILITIES

- F2 — Puts Grandmaster into automatic play mode in which it plays a game against itself. Press RUN/STOP to exit from this mode.
- F3 — Toggle through 8 foreground colours.
- F5 — Toggle through 16 background colours.
- F7 — Toggle through 8 border colours.
- ← — Take back move; i.e. one of his and one of yours. (Disabled after Mate or Stalemate).
- ? — Hint function. Press on your turn and Grandmaster will suggest a move. Press RETURN to accept it or override it by typing another move in.
- CTRL 0 — Start new game with reversed colours.
- RUN/STOP — This cuts short Grandmaster's thinking and forces him to play the move that he is currently considering.

LEVELS AND AVERAGE RESPONSE TIMES

0 — 4 hours/Days	5 — 1.5 minutes
1 — 5 seconds	6 — 3 minutes
2 — 15 seconds	7 — 5 minutes
3 — 35 seconds	8 — 30 minutes
4 — 1 minute	9 — 2 hours

Level 0 is a special level for analysis or postal chess.

CASTLING

Enter the King's move only....

Press E1G1 to castle King's side as White.

Press E1C1 to castle Queen's side as White.

Press E8G8 to castle King's side as Black.

Press E8C8 to castle Queen's side as Black.

EN PASSANT

Just enter the move of the Pawn as normal. The captured Pawn will be automatically removed.

PROMOTION

Grandmaster will automatically promote your Pawn to a Queen when it reaches the promoting square.

When Grandmaster promotes its own Pawn it will choose whatever it thinks best.

GRANDMASTER — CHESS
RENAISSANCE — OTHELLO

Two brain-straining board
games for your 64!

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RENAISSANCE

LOADING INSTRUCTIONS

Place tape in cassette deck with Renaissance side uppermost and rewind if necessary. Press SHIFT and RUN/STOP simultaneously, then the PLAY key on the cassette deck. The program will load and autorun.

BASIC OPERATION

On loading the program goes into auto demo mode until you press F1 to start. Enter your name, then choose whether you want to play Black or White (Black always starts), and finally choose the level from 1 — 8. Beginners should choose 1. The flashing Cursor is moved by using the Cursor keys or the Joystick (in port 2). Move the Cursor to desired square and press RETURN or FIRE button. Illegal moves are disallowed. When it is the computer's turn to move, the PL option (on the right of the screen) flashes. Just press RETURN or FIRE to make it play its move. (Watch the Your Turn/My Turn indicator at the bottom of the screen). A red dot appearing on the screen at higher levels means that the computer is considering its best move.

SPECIAL FACILITIES

These are selected from the menu on the right. Just move the cursor off the board onto the one you want and press RETURN or FIRE.

- PL — Play. You should not normally need to select this as the program selects it automatically. The cursor must be on PL for the computer to make its move.
- CH — Change sides. You and the computer switch colours and Your Turn becomes My Turn, or vice versa.
- TA — Take back moves. Take back as many moves as you like by pressing Cursor Down, or moving the joystick DOWN. You put the moves back on by pressing Cursor Up or moving the joystick UP.
- SE — Set board. Move round the board as normal, pressing B to enter a black piece on a square, or W to enter a white one, or SPACE to empty a square. Press X to exit to Play mode.
- HE — Help. This cannot be used on level 1. The computer will suggest your next move.
- LE — Level. Just enter the number of the level you want. The number is displayed below.
- F1 — Press F1 to abort game and start a new one.

The Game of Othello - The game is played on an 8 x 8 board by two players, one has white pieces and the other has black. At the start of the game each player has two pieces arranged in the centre of the board like so...



Black always has first go. He must place one of his pieces in such a position that it traps one or more white pieces between it and a black piece that is already there. Trapping can be horizontal, vertical or diagonal. If Black moves like this...



...then the white piece in the middle is trapped and changes to black. The board now looks like this...



It is now White's turn. There are three places, marked with an X, where White could place his piece...



Supposing White chooses the lower right square, then the trapped black piece changes into a white one and the board will look like this...



It is now Black's move again, and he must again place his piece in a position where it traps a white piece. (Watching the program playing itself in auto demo will help you to understand the principles of "trapping"). The game continues with each player placing one piece at a time on the board. It may happen that one player cannot make a legal move. In that case his opponent keeps on adding pieces until the first player can make a legal move. Renaissance automatically takes care of this situation - keep your eye on the YOUR TURN/MY TURN indicator. The game ends either when every square on the board is filled up, or if neither player can make a legal move. At the end, the pieces are counted and the person with the most pieces on the board is the winner.

The facilities of Renaissance make it ideal for learning the game, and provide all the control for analysis that an expert needs. Have fun playing!

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