

# THE CHESSMASTER 2000

## **EASY REFERENCE GUIDE**

The following is a list of all of The Chessmaster 2000's features:

Many of these features "toggle" when selected. Choose the feature once and it is active. Choose it again and it is off.

Remember, all features and menus are activated with Control Keys.

After you become familiar with the many features of The Chessmaster 2000, you will want to use them directly from the chess display or standard menu screen without first going through their related help window.

For example: If you are viewing the 2D display and wish to switch to 3D, type Control P, and the 3D screen will appear.

## **THE CHOICES**

### **A PLAYING** (Help window under CHOICES)

Displays the menus for: NEW GAME, COFFEE HOUSE, PLAY LEVEL, EASY MODE, and WHO PLAYS.

### **B NEW GAME**

Select this, and answer "Y" to start a new game.

### **C "COFFEEHOUSE"**

When selected, The Chessmaster 2000 will play a more relaxed style of play, suitable for casual, as opposed to tournament style. The moves will be more random — and perhaps easier.

### **D PLAY LEVEL**

Selecting this feature allows you to type in a new play level for either a more difficult game or an easier one. *This enhanced version of The Chessmaster 2000 has 19 levels of play.* Levels are numbered 0 through 19 with 0 being the easiest. (See also NEWCOMER.)

### **E EASY MODE**

By selecting this feature, you alternately turn on, or off, the Chessmaster 2000's ability to "think ahead" while it is your turn. When on, you will notice EASY MODE ON displayed under CURRENTLY.

## **F WHO PLAYS**

Pressing this Control Key will switch play between:

*CHESSMASTER VS. CHESSMASTER  
YOU VS. CHESSMASTER  
PLAYER VS. PLAYER (The Chessmaster referees the game.)*

## **G DISPLAY** (Help window under CHOICES)

Displays the menus for: THINKING, HINT, TEACHING, and SOUND.

## **I SHOW THINKING**

Select this to view the next move The Chessmaster 2000 is considering. As each best possibility is being analyzed, it will appear in The Chessmaster's move list, and finalized at the move. Book refers to The Chessmaster's consideration of selections from the opening library when it is applicable. Search level (SL) shows how deeply into the possibilities The Chessmaster 2000 is exploring at any given time.

## **J SHOW HINT**

Gives you a hint for your next move.

## **K TEACHING**

When a piece is selected to move, a mark appears on all squares to which that piece may legally move.

## **L SOUND**

This feature turns on or off the sounds (except for illegal moves) The Chessmaster 2000 creates to notify you of any move: Check, Checkmate, Stalemate, and a Draw.

## **N CHESSBOARD** (Help window under CHOICES)

Displays the menus for: ROTATE BOARD, CHANGE DIMENSION, COLOR, and BORDER.

## **O ROTATE BOARD**

Select this to rotate the 2D display 180 degrees, or the 3D display 90 degrees.

## **P CHANGE DIMENSION**

Select this to switch back and forth between a 2 and 3 dimensional graphic display of the chessboard.

## **Q COLOR**

This selection switches between specifically designed chess pieces for color or monochrome monitors. Select which piece-set is appropriate for your system.

## **U BORDER**

Select this to switch between an alpha-numeric border on the 2D display (denoting the algebraic notations of the squares), or a border.

## **R REPLAY GAME** (Program feature under CHOICES)

Once a game is underway, completed, or has been LOADED from a disk (see Control Y), it may be replayed from beginning to end, stopped at any point, and continued till checkmate.

A special REPLAY menu appears on the menu screen for this feature.

The Right Arrow Key, →, starts the game's replay. The Left Arrow Key, ←, takes back moves, as usual.

CONTROL R	START OVER
CONTROL S	SET REPLAY SPEED
CONTROL X	EXIT
ANY KEY TO STOP	
RETURN FOR END	

To finish a LOADED game, you may replay to any point, then EXIT REPLAY and continue playing or replay to the end, EXIT REPLAY, then take back moves and continue from that point.

Make sure to save any important games in progress to disk, before using this feature. (Use a formatted disk.)

**NOTE:** The left arrow key, ←, on the Commodore 64/128 keyboard is located above the Control Key.

**S SETUP BOARD** (Program feature under CHOICES)  
Use this feature to set pieces on the board in any legal fashion, such as the chess problems included in the accompanying Chessmaster 2000 booklet.

A separate menu screen appears to display the current chess board configuration. Simply move the cursor to the line you wish to change or delete. Type in a new piece, or square, and switch to the chess board display (Escape Key or F1.)

Once you have made the necessary changes, EXIT SETUP (Control X) and continue playing chess.

The following are some hints on using SETUP BOARD.

**ESCAPE KEY (F1 on Commodore)** Switch Screens  
This key switches between the chess board display and the set-up board display.

**Control X EXIT SETUP**

Returns to normal play with the board set up as it was last displayed.

**Control C CLEAR BOARD**

Removes all pieces from the board.

**Control D DELETE PIECE**

Deletes the piece at which the cursor is pointing in the SETUP BOARD menu screen.

**Control N NORMAL SETUP**

Sets the board up for a normal game of play.

**RETURN Key**

Moves the cursor down to the next line in the SETUP BOARD menu.

**LEFT ARROW Key ←**

Moves the cursor up to the next line in the SETUP BOARD menu.

**NOTE:** The left arrow key, ←, on the Commodore 64/128 keyboard is located above the Control Key.

**RIGHT ARROW Key →**

Moves the cursor to the next word on a line. Once you have moved to a particular line and wish to type in, or change a piece or square, simply type in that information.

Use the following keys as abbreviations of the full piece names.

K KING	Q QUEEN	R ROOK
B BISHOP	N KNIGHT	P PAWN
W WHITE		B BLACK

**NOTE:** Once you change a line, you need to retype all piece and square information, even if one part of the line remains the same.

**T GAMES ON DISK** (Help window under CHOICES)  
Displays the menus for: CATALOG, SAVE A GAME, DELETE A GAME, and LOAD A GAME.

**V CATALOG**

Lists the games on your disk.

**Y LOAD A GAME**

Loads previously saved games. Once LOADED, The Chessmaster 2000 automatically activates the REPLAY GAME feature. You may watch the game being replayed, or REPLAY it to a certain point and finish it yourself.

**W SAVE GAME**

Once a game is underway, or completed, use this feature to save it to disk.

**Z EXTRAS** (Help window under CHOICES)

Displays the menus for: MATE LEVEL, SOLVE MATE, and PRINT GAME.

**NOTE:** These features are activated by punctuation marks not letters. Do not use the Control Key.

**MATE LEVEL**

This allows adjustment of the number of moves ahead The Chessmaster 2000 looks for mate moves, when SOLVE MATE is active.

Type the number in at the prompt on the screen.

**SOLVE MATE**

Select this to have The Chessmaster 2000 search ahead for possible mate moves.

If no mate moves are found, SOLVE MATE beeps and shuts off.

**PRINT GAME**

Select this and answer "Y" to PRINTER READY, to print out the moves of a game in progress, or just played.

**HAVE FUN!!!**