



# THE CHESSMASTER 2000

## INSTRUCTIONS

### Installation...

#### **Apple II series**

- Place The Chessmaster 2000 disk in the first disk drive.
- Turn the computer on.
- The Library of Classic Games is on the flip side of The Chessmaster 2000 program disk.
- After the program loads, type the letter "Y" at the Joystick Y/N prompt, if you wish to use a Joystick. Otherwise type "N" and begin play. For Joystick use, adjust the trim buttons on the device until the words CENTERED appear in the lower right hand corner of the screen and press the Joystick button.

#### **Commodore 64**

- Turn your computer, and the first disk drive on.
- Place The Chessmaster 2000 in the drive.
- Type LOAD "0:\*", 8, 1
- Function Key One (F1) is referred to as the Escape Key.
- The Library of Classic Games is on side A of the Classic Games Disk.
- If you plan to use a Joystick, make sure it is plugged into Joystick port #2.

#### **Commodore 128**

- Turn the computer off, and the first disk drive on.
- Place The Chessmaster 2000 disk in the first disk drive.
- Turn the computer on.
- Function Key One (F1) is referred to as the Escape Key.
- The Library of Classic Games is on side A of the Classic Games Disk.
- If you plan to use a Joystick, make sure it is plugged into Joystick port #2.

#### **Atari 800/ 800XL/ 1200XL/ 65XE/ 130XE**

- Turn your computer off, and disk drive 1 on.
- Place The Chessmaster 2000 in disk drive 1.
- Turn your computer on.
- The Library of Classic Games is on side B of the Classic Games Disk.
- If you plan to use a Joystick, make sure it is plugged into Joystick port #2.

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After following these instructions,  
The Chessmaster 2000 will load.

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To maintain the value of your investment this program has been copy-protected.

All of The Chessmaster 2000's commands are available on-screen through a help window.

To learn about all the possible moves, and rules of chess, read *Let's Play Chess* by the U.S. Chess Federation, reprinted with permission in the accompanying booklet.

#### **What You See...**

There are two types of display available. Menus, which include help screens, and chess boards.

To switch between these screens, press the Escape Key (ESC), (function key F1 for the Commodore.)

#### **Using The Features...**

The Chessmaster 2000 has many powerful features, such as teaching, replaying games, and more. Program features are activated by holding the Control Key (CTRL) down, and then typing another key.

For example, to type a Control A:

Depress the CTRL key (just as you would the shift key) and then depress the A key (with the CTRL key still held down).

**NOTE: Do not use the Control Key when using the features in the EXTRAS menu, SOLVE MATE, MATE LEVEL, PRINT GAME.**

## CHOICES...

In the upper left hand window of the screen is the *CHOICES* display. Every feature is available through one of the Choices in this window.

By pressing a Control-Keyed Letter, from the *CHOICES* display, a menu will appear in the lower left hand window.

Press the appropriate Control-Keyed Letter from the lower left hand window to use the desired feature.

## CURRENTLY...

Some menu selections display specific information about the program in progress.

This information is displayed under the *CURRENTLY* window in the lower right hand corner.

## WHITE-BLACK...

As the game progresses, the upper right hand window displays all the piece movement information. This is the "Move List."

Under each player's heading, the move list is displayed in the algebraic format: Square moved *FROM* — and square moved *TO* (XX—XX).

If the dash is replaced with an asterisk (\*), then the moving piece has just captured the piece occupying the square where it has landed.

If a plus sign (+) appears to the right of a square, then the piece which occupies that square has placed his opponent's king in check.

The player whose turn it is, is displayed at the bottom of this window.

## TO MAKE A MOVE...

The Chessmaster 2000 uses the standard algebraic notation method for piece movement. Type the letter and number of the square you wish to move from, followed by the letter and number of the square you wish to move to.

(When typing in the letters for piece movement, do not use the Control Key as The Chessmaster 2000 will activate the menus.)

With the 2D display active you will see numbers displayed along the sides of the board and letters along the top and bottom. Use these as a reference guide while making moves.

For Joystick use (2D only), press the Joystick button and wait for a cursor to appear. With the Joystick, move the cursor to the desired piece and select it by pressing the button. Next move the cursor to the desired destination square and push the button.

## TAKING BACK MOVES...

Press the Left Arrow Key, ←, and the last move made by either side will be taken back. This may be repeated until you reach the beginning of the game.

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

## NEWCOMERS...

To have The Chessmaster 2000 play its easiest game, select EASY MODE ON (Control Key E), and a PLAY LEVEL of 0 (Control Key D).

## 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 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 wait for you to type a letter indicating to which piece you want the pawn promoted.

To indicate the level of promotion, type the following: Q for Queen, R for Rook, B for Bishop and N for Knight.

## CHANGING SIDES...

You may change sides at any point in the game by pressing RETURN when it is your turn to move. The Chessmaster 2000 will then make your move, and wait

for you to make a move, since you are now effectively playing black.

(Pressing RETURN at any point in the play cycle will force The Chessmaster 2000 to make the next move. Therefore, pressing return at the onset of the game creates a Chessmaster playing the white pieces scenario.)

## **LEVEL OF PLAY...**

The following is a list of how many moves — and how long, approximately, The Chessmaster 2000 takes to make them, at different levels of play. The higher the level, the longer The Chessmaster 2000 has for its “thinking time,” and the stronger its play will be.

Level 0 makes 60 moves in 5 minutes. 1 move every 5 seconds.

Level 1 makes 40 moves in 5 minutes. 1 move every 7 seconds.

Level 2 makes 60 moves in 10 minutes. 1 move every 10 seconds.

Level 3 makes 60 moves in 30 minutes. 1 move every 30 seconds.

Level 4 makes 60 moves in 45 minutes. 1 move every 45 seconds.

Level 5 makes 60 moves in 60 minutes. 1 move every 1 minute.

Level 6 makes 30 moves in 45 minutes. 1 move every 1.5 minutes.

Level 7 makes 30 moves in 60 minutes. 1 move every 2 minutes.

Level 8 makes 40 moves in 90 minutes. 1 move every 2.25 minutes.

Level 9 makes 40 moves in 100 minutes. 1 move every 2.5 minutes.

Level 10 makes 40 moves in 2 hours. 1 move every 3 minutes.

Level 11 makes 40 moves in 2.5 hours. 1 move every 3.75 minutes.

Levels 12 through 14 take 3 times as long as levels 8 through 10.

Levels 15 through 18 take 10 times as long as levels 8 through 11.

Level 19, the indefinite level, will make no move until the RETURN key is pressed or a checking sequence has been found.

## **CLASSIC GAMES...**

The 100 Classic Games of Chess are contained on the games disk included in the package (flip side of the program disk for Apple users). They are named ‘CGI’ through ‘CG100’.

To replay these games, or any which you have stored, simply load the game you desire, from disk, with the LOAD A GAME feature (Control Y). Once loaded, you may select the REPLAY feature. NOTE: In the Atari library of classic games, game nos. 26, 36, 37, 59 and 60 are not available.

## **SAVING GAMES...**

To save games, you must first create a game diskette by using your system's DOS to initialize the disk. When you insert the disk to save a game, answer Yes to the FORMAT DIRECTORY Y/N question.

## **QUIT PROGRAM...**

Press Control @.

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