



# 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.

### 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.

### 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.

### 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.

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After following these instructions,  
The Chessmaster 2000 will load.

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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.

## 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 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 minutes.

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 are contained on the games disk included in the package (flip side of the program disk for Apple users).

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 @.



# 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, COFFEEHOUSE, 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 SET-UP (Control X) and continue playing chess.

The following are some hints on using SET-UP 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 SET-UP**

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 SET-UP BOARD menu screen.

### **Control N NORMAL SET-UP**

Sets the board up for a normal game of play.

### **RETURN Key**

Moves the cursor down to the next line in the SET-UP BOARD menu.

### **LEFT ARROW Key ←**

Moves the cursor up to the next line in the SET-UP 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!!!**