

Illegal positions occur with any of the following:

either side has no king

either side has more than one king

the side not to move is in check

either side has a pawn on the first or eighth rank

either side has more than eight pawns or promoted pieces.

When you exit 'Alter-position', if you have made any changes, the current game-record is cleared of all previous moves, so that you cannot 'Back-step' through these (now possibly illegal) moves. (Note that changing the side-to-move or the move-number is also considered as a change.)

**Back-step** - Type <CTRL> 'B' & **For-step** - Type <CTRL> 'F'

All the moves in the game are stored in the programs memory. This allows you to step backwards or forwards through the game record, to get to any required position. This can be used for several reasons:-

- e.g. after you accidentally lose a piece, you can recover your error by using Back-step.
- e.g. if you wish to try a different line earlier in the game, you can Back-step to the required position and then carry on playing the different line.

Stepping through the game record only does one move at a time so you must do an even number of steps if you still want to play for the same side.

Note: In fact the program only has room in memory for about the most recent 120 moves. This should be enough to store most games completely.

If however the game goes on for more than 120 moves, the game record is automatically updated to store the most recent 120. You cannot then Back-step right to the beginning of the game.

**Choose next best** -Type <CTRL> 'C'

After the program has made a move, you can instruct it to choose a different move from those remaining. You can use this repeatedly until all the moves have been used up. When no more moves are available, it prints the message '\*NO MORE MOVES\*' and starts again choosing from the whole movelist. If the program is still