

"current-line" display can be set from 1 to 15 ply. The default is 2, i.e. the moves at the first two ply of the tree are displayed. If you only have 48K RAM in your machine, then the 'Quantify' command is now exited. If however you have 64K RAM then the following parameters can also be adjusted. The program then asks 'Dimensions?'. The parameter value can be 2 or 3. If it is set to 2 (the default) the graphics board printout will be the two-dimensional representation as used in chess literature. If it is set to 3 the board is displayed as 3-dimensional as though you were looking at a real board and pieces. (64K RAM MACHINES ONLY.) The program then asks 'Draw score?'. The "material" part can be set from -9 to +9 and the "positional" part from -60 to +60. The lower the draw score is set the more the program will keep trying to win. The higher the draw score is set the more the program will be happy to allow a draw (effectively making it easier for you to achieve a draw by repetition of position). (64K RAM MACHINES ONLY.)

Replay - Type <CTRL> 'R'

The whole game-record can be replayed from the start to the final position to demonstrate the game-so-far to a spectator. The program pauses between moves to allow you to follow the game. The pause time can be set from 0 to 20 seconds. (See section 4.b for details on how to enter numeric data). You can interrupt the replay by pressing the <ESCAPE> key during one of the pauses. When an action replay is in progress, the message '*Replaying*' is displayed below the board.

Supervisor - Type <CTRL> 'S'

This stops the program making any moves, and allows you to play moves for both sides. This allows you to set-up a required position by playing through a sequence of moves, or to play a friend using the programs board display. All moves entered are still checked for legality. When supervising, both player names are displayed as "Opponent".

Type of playing mode - Type <CTRL> 'T'

The program has six modes of play, to allow different speed and style games to be selected. The more time you give the program to think about its move, the better it will play. The program asks 'Type?', to allow you to select one of the following:- (See section 4.b for details on how to enter numeric data.)

1) Tournament mode

Full tournament parameters can be set-up.

First, the program asks for the move number of the first time control.