

**Visible** - Type <CTRL> 'V'

This allows you (if you feel confident enough) to play the equivalent of a game of 'blindfold' chess, as sometimes done by strong chess players. The program asks 'Visibility?' when you must enter a number from 0 to 3. (See section 4.b for details on how to enter numeric data.) The number entered determines which pieces on the board are made invisible. 0 is the default value where both sides pieces are displayed.

- 1 will make the white pieces invisible
- 2 will make the black pieces invisible
- 3 will make all the pieces invisible.

The moves are still indicated on the board and displayed in the move record. When 'Invisible' is selected, the word 'Invisible' appears at the top right of the board, to avoid confusion.

**Write a printer** - Type <CTRL> 'W'

You can print the current board position, the current move-record or the moves as they happen (including the technical information if required) to a printer. The program asks a 'Board, Record or Moves?' If you type 'B' the current board position will be printed. The printout is always in the normal 'white-up-the-board' orientation as found in all chess literature. The white pieces are printed as capital letters, the black pieces as lowercase letters, the empty squares as dots. If you type 'R' the current move-record will be printed. A header is printed first for clarity. Also, if you have used 'Alter-position' then the initial position is printed before the list of moves. If you type 'M' the program responds 'Moves?'. You can then enter a value from 0 to 2 to select one of the three types of continuous move printout. A value of 0 gives no continuous printout (efault). A value of 1 prints moves by both sides as they are played. A value of 2 also prints the programs technical information for each of its moves. If you start a new game with continuous printout on, then the move-record header is printed for clarity. Any other keypress will abort the 'Write' command.

Note: the printer interface card is assumed to be in slot 1.

**Zap beeper** - Type <CTRL> 'Z'

The programs 'beeps' can be turned off/on with this command. When the sound is turned off, no further beeps will be heard. When the sound is turned back on a high-pitched beep is made to signify the sound is now back on.