

Legal moves - Type <CTRL> 'L'

All the legal moves by any piece of the side to move can be shown. First position the cursor on the subject piece and type <CTRL> 'L'. The legal moves will be shown in sequence by flashing the cursor on the target squares. The cursor is then returned to the subject square. If no legal moves exist the cursor will not move. This can be used as a tutorial aid for learners.

New-game - Type <CTRL> 'N'

A new game can be started with this command. If you have not used 'Alter-position' since the last 'New-game', then the game record is left intact until the first move of the new game is entered. This allows you to replay through the whole of the last game, by using the 'For-step' or 'Replay' commands.

Orientation - Type <CTRL> 'O'

The orientation of the board printout can be reversed, so that you can play the black pieces up the board. The algebraic notation around the board is also reversed. This is most useful when you wish to play black against the program.

Play-self - Type <CTRL> 'P'

This makes the program play a game against itself, by moving for both sides. When a game is completed, the program pauses for a few seconds, to allow you to study the final position, and then starts a new game automatically. This command is ignored if the program is in 'problem' or 'infinite' mode (see later), or the game is over. Pressing the <ESCAPE> key, whilst the program is thinking about its move (but not while it is indicating its move on the board) or after the game is over, will stop the program playing against itself and allow you to resume play for the current side to move. When playing itself, both player names are displayed as 'Col-ossus'.

Quantify parameters - Type <CTRL> 'Q'

This allows you to adjust some of the programs internal parameters to make it function in different ways. (See section 4.b for details on how to enter numeric data.) The program first asks 'Book?'. The parameter value can be 0 or 1. If it is set to 0 the program will not search its 'openings book' for moves (effectively making the openings easier for you). If it is set to 1 the program will use its book in the normal manner. The program then asks 'Prediction?'. The parameter value can be 0 or 1. If it is set to 0 the program will not predict your move or think ahead on your time (effectively making the whole game easier for you). If it is set to 1 the program will predict your move in the normal manner. The program then asks 'Line depth?'. The number of moves in the