

using its openings book, it will choose the next book alternative (selected at random). This can be used to examine the programs book choices to select the line you prefer. (No non-book moves are considered!) If the program is out of book, it will choose the move it considers to be its next best choice from the remaining moves.

Disc/Tape - Type <CTRL> 'D'

This allows you to save/load move-records and positions to/from disc. The program asks 'Catalog, Delete, Load or Save?'. Type 'C' to see the disc catalog on the lower half of the secondary screen, type 'D' to delete a file type 'L' to load a previously saved record, or type 'S' if you wish to save the current record. Any other keypress will abort the 'Disc' command. For deleting, loading and saving, the program asks for the file number (from 0 to 255), which is used as part of the filename on the disc. (See section 4.b for details on how to enter numeric data.) If any error occurs during loading the current move-record will be lost. Note that the program parameters, such as playing speed, elapsed time, are not saved and so may need to be reset after loading. Any disc errors are printed and the command aborted.

Elapsed-time clocks - Type <CTRL> 'E'

The elapsed time clocks for both sides can be set from 00:00:00 to 255:59:59. First the program asks for the new value for the white clock and then the new value for the black clock. (See section 4.b for details on how to enter numeric data.) This can be used to set-up reasonable values for the elapsed time clocks, if you change the playing speed in mid-game. The program makes extensive use of the elapsed time clocks to determine how quickly it should play e.g. if you increase the elapsed time on the programs clock it will then play quicker to keep within the average time it is currently set to.

Go - Type<CTRL> 'G'

This forces the program to move for the current side to move. This can be used repeatedly to make the program play several moves against itself or to force the program to resume play, for the side to move, after the 'Supervisor' command has been entered (see later). It also allows you to switch sides with the program in mid-game. After a new game has been initiated, this will make the program play for white. In this case the program automatically clears the clocks and sets the orientation for you to play the black pieces up the board.

This command is ignored if the game is over.