ZCHESS

TRS-80 Level II/16k and 32K/DISK

from CREATIVE COMPUTING SOFTWARE

Loading Instructions

DISK VERSION – Put the disk in drive 0 and hit RESET.
    Z-Chess will automatically load and execute

TAPE VERSION – Put the tape into PLAY mode ; type SYSTEM,
    then ZCHESS. When the tape has loaded – hit ENTER.

Z-Chess

Z-Chess for the TRS-80 microcomputer has seven levels of
ability, which contains all standard moves, including
Castling and En Passant captures. It can play either
black or white, and its versatile board set-up mode
allows specific positions to be played as desired.

Note: Although a graphic display of the chess board is
provided, it is recommended that an actual chess board be
used during play, until you become proficient.

Entering Moves

The chess board will appear of the screen with squares
numbered from 1 to 64. The player's pieces are on
squares 40 through 64; the computer's pieces are on
squares 1 thorough 16.

The computer will display "COLOUR? (W OR B)"; you should
then type the appropriate letter for white or black. If
black is selected the computer will make the first move.
When the "FROM" appears, type the square number from

which you wish to move, followed by the ENTER key, the prompt "TO" will appear, type the number of the square you wish to move to, again followed by ENTER. If the move is legal, the piece will be moved to the new square and there will be a short pause while the program computes its move. If the move entered is illegal, the entry will be erased and a new "FROM:" prompt will appear.

Castling is accomplished by typing "CK" for the King side or "CQ" for Queen side, as a response to the "FROM:" prompt. En Passant captures are performed as in any other move, by typing a "FROM:" and "TO:" response.

Editing erroneous moves

If an error is made in typing a response to a "FROM:" or "TO:" prompt, prior to pressing the ENTER key, the number may be altered simply by typing more digits. If the error was already ENTERed for the "FROM:" prompt, type "99" as the response to the "TO:" prompt. ; this will cancel the move entirely.

Board Set-up mode

This mode allows you to preset the board to any condition prior to starting the game, or change the board at any time during the game. This feature allows the solving of mate-in-two problems. The enter the board set-up mode, type "BS" after the "FROM:" prompt. The computer will respond with "SQUARE:". If a square number is the response, the computer will then respond with the prompt "PIECE:". Indicate the piece to be placed on that square by typing "P" for player or "C" for computer followed by the letter representation of that piece. For example, "PP" would represent Player Pawn. A response of "0" (zero) for the piece will zero the square. To zero the board, type "ZB" to the prompt, "SQUARE:". To end the board set-up mode, type "EN" after "SQUARE:".

Special Instructions

To restart the game at any time, type "!" as the response to the "FROM:" prompt. Typing a "*" will return to BASIC. From BASIC, Z-Chess may be restarted by typing "/17488" under the SYSTEM command (providing the program has not been overwritten).

<u>Difficulty levels</u>

<u>Difficulty Code</u>	<u>Depth of Move Search</u>	<u>Timing</u>
D1 – Examines all moves to ply 3 (Blitz mode)		10 Sec
D2 – Examines all moves to ply 3 and six best moves to ply 4		21 sec
D3 – Examines all moves to ply 4		48 sec
D4 – Examines all moves to ply 4 and six best moves to ply 5		3 min
D5 – Examines all moves to ply 4 and six best Moves to ply 6		16 min
D6 – Examines all moves to ply 5 (solves mate-in-two problems)		7 min
D7 – Examines all moves to ply>6		30 min

Note: these times are approximate and may vary widely
    depending on the board positions and complexity.

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