

INSTRUCTIONS

3~D VOICE CHESS

Amstrad CPC 464 and CPC 664

Before loading from either tape or disc please ensure that the computer is reset (PRESS CTRL-SHIFT-ESC)

TO LOAD from tape (CPC 664 users should type **TAPE** (enter) as described in the Amstrad handbook).. Place tape in your deck and ensure it is rewound. Press the small **ENTER** key while holding down the **CTRL** key. You will soon see the confirmation 'Loading 3-D Voice Chess'. This tape gives you two versions; on one side is the normal loading program, on the other the fast loading one.

TO LOAD from disc insert disc into discdrive. Type RUN "DISC".

AFTER LOADING you will be invited to save the program to CPC 664 disc. To continue you will get the options screen asking you to type:-

N to start new game

A to use the Analyse mode, or

H for the help menu. (It's a good idea to look at the help menu when you first play the game as it gives you the complete list of options.)

For **NEW GAME** you will first be asked to initialise the game by choosing your piece colour and setting the level in response to full on-screen prompts. If you should at this stage select a level that is too hard or too easy for you, this can later be changed by going through the **ANALYSE MODE** (leave the board the same and work through the prompts till you get to the change level prompt).

VOICE You have the option here to choose whether or not the Program speaks the moves.

DURING PLAY moves are entered using the standard chess notation e.g. E2E4.

To Castle – enter only the King's move

En Passant – enter only your pawn's move

TO EDIT A MOVE make a deliberate mistake in your next coordinate and you will get another chance.

TO RESIGN (or enter **ANALYSE** mode) type **X CHECK** or **CHECKMATE** will be announced both audibly and on-screen.

Z will display the board's coordinates on screen (useful when entering your move)

- R** for recommended move will give you a suggestion for your next move, after the opening library routines have been completed. Either overtype this, or overtype your own choice to ignore the advice.
- S** for selfplay will prompt the program to play your move for you as well as its own.
- O** enables you to view the board from different angles.

If you press the **ESC** key whilst the program is calculating its move, the move is aborted and you are returned to the options screen.

ANALYSE MODE enables you to change games in progress or set up new games or positions from scratch. It asks you in a series of prompts what positions you wish to change or create. Please note that the program does not allow illegal positioning of the pieces (e.g. 3 kings on the board.)

OTHER OPTIONS IN ANALYSE MODE:-

- CL** clears the board of pieces
- X** exit back to the game, and allows you to change levels etc.
- I** exits to the help menu
- V** allows you to modify screen shades and colours as follows:-

Using the cursor keys you can step through the grey scale on a monochrome monitor, or the colours if you have colour, until you have the exact shade of board squares and pieces you require. Change the dark squares first, followed by light squares, then dark pieces and finally light pieces. Press **X** to return to the game.

WE VERY MUCH HOPE THAT YOU ENJOY THIS PROGRAM. IT WAS WRITTEN BY CHRIS WHITTINGTON, PRODUCED BY DEEP THOUGHT SOFTWARE AND DISTRIBUTED BY CP SOFTWARE 10 ALEXANDRA ROAD, HARROGATE HG1 5JS. © C. Whittington, July 1985. All rights Deep Thought Software. May not be copied, loaned or hired in any part by any person or organisation. Every care has been taken in production but the author, producers and distributors can accept no liability for errors or any damages arising from its use. This information card and the packaging design are also copyright. GUARANTEED to load. If you should have any difficulty with loading this program, please return it direct to CP Software for our immediate attention.

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