

All You Need To Know

1. **DISCONNECT ALL CARTRIDGES** and make sure that only the disk drive is using the serial bus. If you have a Commodore printer, turn it off to load the program. If you have a printer interface card that draws power from the Commodore 64, then disconnect it until it is needed to print out the moves.

2. **DISKETTE SIDE 1 IS THE PROGRAM DISK.** Insert it into the disk drive and type:

LOAD",8,1** and hit RETURN

3. **FROM HERE ON YOU CAN JUST READ THE SCREEN** and respond as directed. The screen will offer you either the Whitehead tutorial or the Coffeehouse Chess Monster (TM) opponent program. Hit 1 to choose the tutorial.

4. **THE TITLE PAGE WILL THEN COME UP AND ASK YOU TO INSERT THE DATA DISK.** Take out Side 1 (The Program Disk) and insert SIDE 2 or SIDE 3 (The Data Disks). Then hit RETURN, and Board 1 will appear. When it does, hit "i" for the complete, on-screen instructions for viewing the tutorial. If you forget them at any time, you can just hit "i" to see them again.

5. **THE COFFEEHOUSE CHESS MONSTER (TM) HAS ITS OWN INSTRUCTIONS.** You can see them by hitting "?" once you get to it. You can get to the MONSTER by choosing it at the beginning or by hitting "**" from within the Whitehead tutorial, then there is a different set of instructions. You can see them by hitting "?".

In addition to the on-screen instructions, there are two things that you need to know about making moves in the opponent program:

CASTLING--Just move the King two squares. The Rook will be moved automatically.

PAWN PROMOTION--Add a slash and the piece you want the pawn to become. For example, e7e8/q promotes the pawn to a Queen while e7e8/r promotes it to a Rook.

THIS IS ALL YOU NEED TO KNOW! For your convenience, however, we have added a printed version of the on-screen instructions on the following page.

Coffeehouse Chess Monster™

Help Menus

TO ENTER A MOVE:

Type the "from" square and the "to" square, then hit RETURN.
Example:

e2e4 <return>

moves a piece from the e2 square to the e4 square.

EXCEPTIONS:

CASTLING: When castling, just move the King two squares. The Rook will be moved automatically.

PAWN PROMOTION: When promoting a Pawn, add a slash and the piece that you wish the Pawn to become. For example, e7e8/q promotes the Pawn to a Queen, while e7e8/r promotes it to a Rook.

IF YOU MAKE A MISTAKE TYPING A MOVE:

Just hit the delete key, or hit return on an incomplete move and it will let you re-enter the move correctly.

FUNCTIONS:

?--Switches between the chessboard and the help menus, and back again.

N--STARTS A NEW GAME from the beginning.

I--GO BACK TO ENTRY POINT. This brings you back to the position you first saw upon entering the opponent program. From here you can replay the entire game you have just played.

***--GO BACK TO TUTORIAL.** This reloads the tutorial data base program and runs it. It will take you back to the same page and move that you were on when you called the opponent program.

M--MACHINE MAKES MOVE FOR YOU. Want to change places with the machine? This key tells the machine to make the current move for you, and to give you its side of the game. By repeatedly hitting this key, you can make the machine play both sides of the game. If you hit "M" while the machine is thinking about its move, then it will immediately make the best move it has found so far.

U--UN-DO PREVIOUS MOVE. This key allows you to change your most recent move. If the machine has made the most recent move, then it will un-do the machine's new move and let you enter a different one. Repeating this key lets you unravel as much of the game as you want.

L--CHANGE LEVEL OF PLAY. This key increases the machine's playing strength (and its response time) from the easy Level 1 up to Level 8. Hitting "L" at Level 8 brings you back to Level 1.

Level 1 is for the beginner (about 18 secs/move)
Levels 2-3 are intermediate (20-50 secs/move)
Levels 4-5 are tournament level (about 2 min/move)
Level 6 is Speed Chess (5 min/whole game)
Level 7 is Blitz Chess (10 sec/move)
Level 8 is Infinite (Until you hit "M")

X--FLIP THE BOARD. This turns the board around so you can see how the game looks from your opponent's viewpoint.

V--PLAYER-PLAYER, COMPUTER-COMPUTER, OR PLAYER-COMPUTER SELECTION. This key lets you switch between human-vs-human, computer-vs-computer, and human-vs-computer playing modes. The initials pvp, cvc, and pvc appear above the move number:

PVP--Humans enter moves for both sides.
PVC--Human player vs computer mode.
CVC--Computer plays both sides until you hit "V".

S--SETUP YOUR OWN BOARD POSITION. This allows you to set up your own board positions. To do it, you use these keys:

C--Changes side to move.
Z--Clears the Board.
CRSR KEYS--Position the cursor for piece placement or removal.
Ø--Clears an individual square.
P,N,B,R,Q,K--Place a piece on the cursor square.
Hyphen--Wrong piece color? Hit hyphen and hit the piece letter again. Hyphen changes the color of all following piece placements.
S--Exits Setup Mode. Now you can play out the position.

Y--PROBLEM SOLVING MODE. This reduces the computer's search to checkmate-only possibilities. This mode is useful if you are solving chess problems such as "Find the mate in three moves."

O--SWITCHES DISPLAY OF THE MACHINE'S INTENDED MOVE. Normally, this feature is ON, and you can see the move the machine is currently considering displayed on the screen. This is the move the computer would make if you hit the "M" key. To switch this display off and on, just hit "O".

P--PRINT OUT THE GAME RECORD. This will print out the Monster's game record, both on the screen and on a Commodore-compatible printer. If you started from a data base tutorial position, it begins its move count from there.

R--REPLAY THE GAME. After you un-do any number of moves with the "U" key (or return to the initial position with the "I" key), you can replay the game by hitting "R". You can stop the replay at any move by hitting any key.

To View The Tutorial

(These instructions can be called anytime by hitting "i")

At any Board there will be a flashing cursor next to the words "Hit Choice" or "Hit Cursor".

"HIT CHOICE" means that you should type a number (1-9).

"HIT CURSOR" means that you should hit the Right CRSR to go forward one move, or the Down CRSR to go back one. If you hit the Down CRSR when you are at the Board's first move, you will go up to the "parent" of that Board.

HITTING THE UP ARROW (not the Up Cursor) at any point will take you back to the previous "HIT CHOICE" point.

HIT "x" TO FLIP THE BOARD. Now you can see the pieces from your opponent's point of view.

HIT "+" TO GET TO THE EXPRESS DEPOT. From there you can jump to any Board on the disk just by typing its number.

Hit "*" TO PLAY THE COFFEEHOUSE CHESS MONSTER (TM). It will setup the tutorial position you were viewing, or offer you a new game. Once there, hit "?" for the Monster's help menu.

HIT "d" TO CHANGE DISKS. The red light on the disk drive will go out, and you can flip the data disk.

HIT "i" TO REVIEW THESE INSTRUCTIONS from any Board position.

THE MAPS: These help you to know where you are as you drive around the tutorial data base. We suggest that you make copies of the maps, and then mark off on the copies the places you have visited in the data base. This will help you to see where you have been, and where you should go next.

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