

A chess program for the Sinclair Spectrum with 48K RAM written in fast and efficient machine code. The chessboard and chess pieces are displayed in high resolution graphics. Ten levels of Spectrum ability level 2 will probably beat you!



SOFTWARE BY **PSION**  — 48K RAM with **MICRO GEN**

## LOADING A PROGRAM


The procedure for loading a program is described in chapter 20 of the Spectrum manual. The steps are summarised below.

1. Connect the ear socket on your Spectrum to the ear socket on your cassette recorder.
2. Position the tape before the beginning of the program that you wish to load.
3. Turn the volume control to 1/2 of maximum or to a level which you have found to be reliable on your recorder.
4. Type LOAD "PROGRAM NAME" and press ENTER. The program name is printed on the cassette.
5. Start the cassette recorder playing.
6. Press any key.

PSION cassettes for the Sinclair ZX Spectrum are designed to load over a very wide range of volume and tone settings on your tape recorder. If you have any difficulty, ensure that the head and pinch roller of your tape recorder are quite clean. Cleaning kits for this purpose are widely available.

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Sinclair  
ZX Spectrum  
with 48K RAM

**CHESS**  
from **PSION**   
with **Micro Gen**

CHESS is a machine code program which automatically starts executing once it is loaded.

### SIDE A: CHESS

Load and run by typing LOAD "CHESS"

After loading, the chessboard with pieces laid out for the beginning of a game will automatically appear. The program will ask the user whether he wants to play or set up the board differently. Press P to play. The user will then be asked what colour he would like to play. Press W for white and B for black. Finally the level of play is requested. Press a number from 0 to 9. Usually it is sufficient to play at one of the lower levels (0 to 3, say) for a rapid response to moves.

The positions of the pieces on the board are defined by using the modern algebraic notation. The columns on the board are labelled A to H and the rows 1 to 8.

White Queen's rook is always the square A1 in the initial set up. The rows and columns on the board are labelled on the screen.

To enter your move, type the coordinates (column letter followed by row number) of the square of the piece you want to move followed by the coordinates of the square to which you wish to move it. No delimiter between the