

coordinates "from" and "to" is required — it will automatically be inserted. After you have typed in your move, the appropriate piece will be moved, and the computer will consider and apply its move.

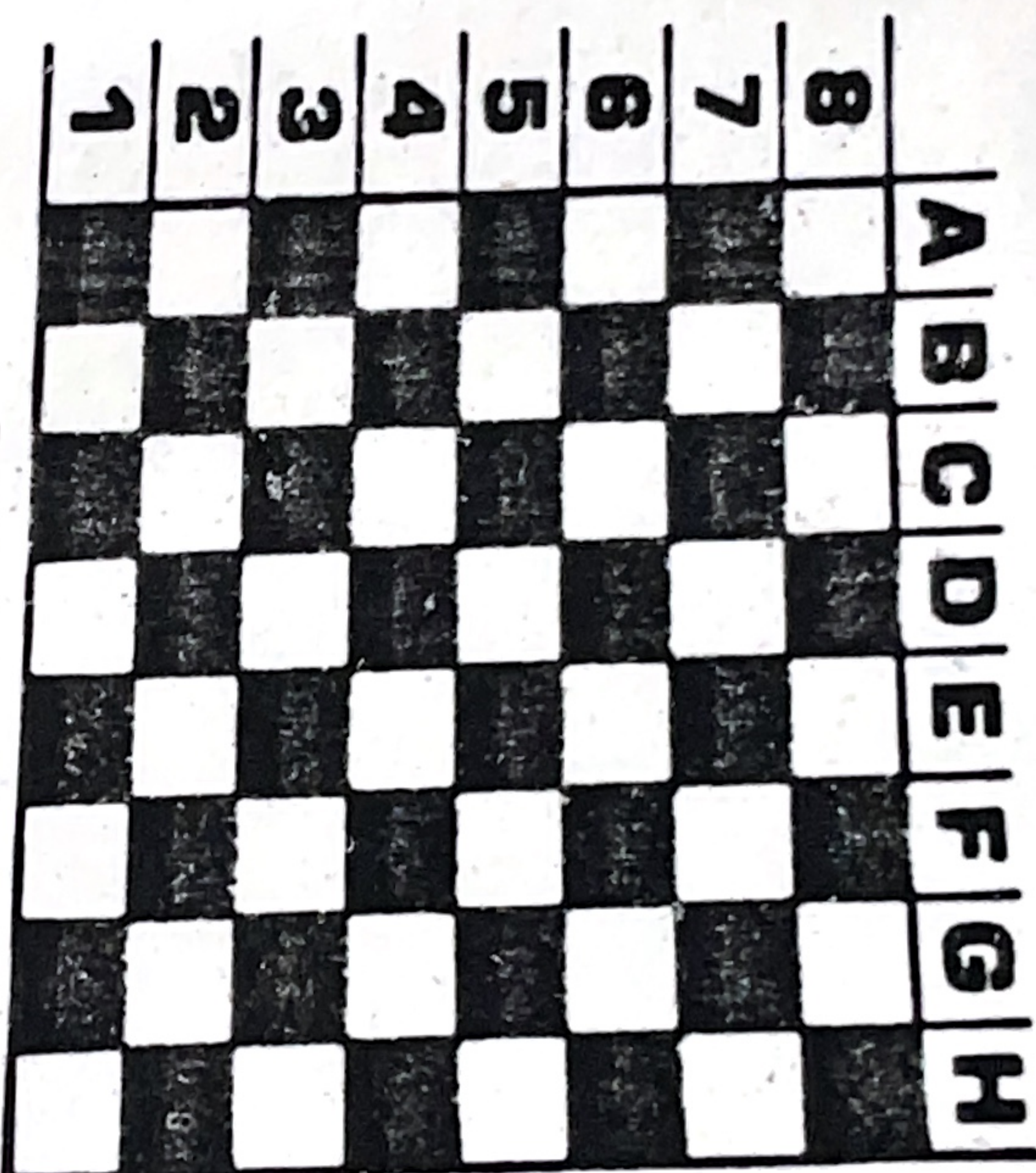
All legal moves are allowed including castling and en passant. The program will not allow an invalid move on the part of the user. Castling is achieved by entering the king's move. On entering your move, if you make an error, you may always correct it by using the delete key either shifted or unshifted.

A number of commands may be applied at any stage.

Typing the key **R** asks the computer to recommend a move to you and it will do so at the same level of search on which it is currently set. **L** allows you to change the level at which the computer is playing. **Z** will copy the complete screen to an attached printer. **T** will save the current game to cassette to enable it to be resumed later. **X** exits from the game to start afresh or to set up the board.

Setting up the board

You may set up the board to examine a problem as you wish. At the start of the game or after exiting, press **S** for set-up. The cursor keys 5, 6, 7, and 8 can be used either shifted or unshifted to move a flashing cursor around the screen. The command **C** clears the board of pieces completely. The delete key deletes the piece at the current cursor position. The letters **K, Q, R, B, N** and **P** are used to place the appropriate piece on the board. **X** exits from the set-up routine.



White

CHESS

ALGEBRAIC NOTATION

Psion software cassettes are manufactured by a fully automated process under the strictest quality control. Other Psion software cassettes for the Sinclair Spectrum include: —

VU-CALC — constructs, generates, and calculates large tables for such diverse applications as a financial analysis, budget sheets and projections. Turns the Spectrum into an immensely powerful analysis chart.

VU-FILE — a general purpose information-retrieval program for lists, names and addresses, society memberships, catalogues and files of all kinds. Features include user-definable records, packed fields for maximum storage, list by any field, string search and many others.

FLIGHT SIMULATION — a real time machine code program which simulates the piloting, motion and navigation of an aeroplane. Includes cockpit display with detailed instruments, a changing 3-dimensional view of the world through the cockpit windows and full runway feature with take-off and landing.

SPACE RAIDERS — defend the earth with your gun base from attack of successive waves of aliens — a full feature, high-resolution reactive machine-code game in colour.

PLANETOIDS — an exciting, real-time, reactive machine-code game in which you must destroy and avoid the passing planetoids. Beware of the lurking alien space ship which can destroy you with its cluster bombs.

HUNGRY HORACE — is a delightful cartoon figure with mischievous, moving eyes and a rolling gait. He loves to play cat and mouse with the guards in the park. With your help, he'll steal their lunch, eat the flowers and create panic in the park by ringing the alarm — the most amusing, colourful and exciting computer game yet devised.