for you to decide. (Note - The opponents clock is only updated if the program is thinking on the opponents time.) If you play a different move from the one assumed, the time is wasted, but the program will correctly predict about one third of your moves.

SECTION 3 - PLAYING A GAME

3.a - New game
When a new game is started, the pieces are set-up in their initial positions, the clocks are reset to '00:00:00', the move display is cleared and you are given the option of moving first. Typing (CTRL)'G' will make the program take the white pieces and move first (for further details see the 'Go' command described later).

3.b. - Your move
Whenever it is your turn to move, the program asks 'Your move?' at the bottom of the main screen. You enter moves by the following cursor positioning method (see the later section 'Cursor movement' for further details).

1) Move the cursor to the square of the piece you wish to move, and press the <RETURN> key. This causes the from-square to be displayed. If you accidentally enter the wrong from-square it can be cancelled by pressing the <ESCAPE> key or the <DELETE> key (APPLE IIe only). (The cursor is shown as an inverse line drawn through the current square).

2) Move the cursor to the square you wish to move to and again press <RETURN>. This causes the 'to-square' to be displayed.

   If the move is illegal, the message 'Illegal' is displayed and the move entry cleared. You must then return to step-1 above and try again.

3) If the move is a pawn promotion the program then asks 'Promote to?'. You must then specify the piece you want to promote to by typing one of the following : 'N'-knight, 'B'-bishop, 'R'-rook or 'Q'-queen. If you press any other key, the program assumes you promote to a queen.

Note: If you wish to enter a castling move, you should move the king two squares either way. If you wish to enter an en-passant capture, you should move the pawn as in a normal capture.

The legal move is now indicated on the board, by flashing the cursor on the from-square, then moving the piece and flashing the cursor on the to-square.