

- Note 1: if the selected command requires numeric input, and you are viewing the secondary text screen, then the program will automatically switch back to the primary graphics screen.
- Note 2: if a command is entered, then any 'thinking on the opponents time' will be aborted.

**Alter-position-Type <CTRL> 'A'**

Any legal chess position can be set-up with this command. When selected, the program displays the message:-

'Alter position:SSSSS:Command?' (where SSSSS is the side to move) When in 'Alter-position' mode, a further subset of commands, allow you to adjust the board thus:-

Get initial data: Type 'G'

If after changing part of the position, you decide you've made a mistake, the initial position can be retrieved with this command.

Move-number: Type 'M'

The program asks 'Move number?', thus allowing you to enter the new move number required. (See section 4.b for details on how to enter numeric data.)

Side-to-move: Type 'S'

This toggles the side to move between white and black. When pieces are added to the board, their colour is determined by the current side to move.

Clear,Pawn,Knight,Bishop,Rook,Queen,King: Type 'C', 'P', 'N', 'B', 'R', 'Q' or 'K'. To change a particular square, place the cursor over it and enter one of the above, to determine the new status of that square. (Note that algebraic control of the cursor is not available in 'Alter-position'.) When a square is changed the cursor will move one square to the right to make the setting up of complete rows of pieces very easy.

Wipe: Type 'W'

This removes all pieces from the board, thus allowing positions with very few pieces, to be set-up more quickly.

New-game: Type <CTRL> 'N'

The 'New-game' command is still available when in 'Alter-position' mode. (See full description later.)

Exit: Type 'E'

This allows you to exit from 'Alter-position', when the required position has been achieved. (Remember to set the correct side-to-move before exiting). If the position is illegal for any reason, the message 'Illegal' is displayed and 'Alter-position' will not be exited. You must then correct the error before exiting.