

### **3.c - Colossus move**

When the program computes its move it displays the message 'Let me think. . .' below the board. The technical information on the secondary screen is updated as the search progresses. When the program has finished its search, it prints the selected move in the move-record to the right of the board, and also indicates it on the board (in the same way as your moves are indicated). Pressing the <ESCAPE> key, whilst the program is thinking about its move, will cause it to abort its search, display the message 'Escape' and make the best move it has found so far. If the program has found that its move leads to checkmate, it announces the move with the message 'Mate in N' where N is the number of moves till the mate.

### **3.d - Game over**

When a game is completed, the clocks are stopped and the program displays a message, to the right of the board, to indicate the final state of the game. The messages are:-

'Drawn'

-the game has been drawn by 3-fold repetition of position, the 50-move rule or by neither side having enough material to mate the opponent. This occurs in the cases of King, King and Bishop or King and Knight versus a lone King.

'Checkmate'

-the side which moved last delivered checkmate.

'Stalemate'

-the side to move is in stalemate.

'Time-up'

-the side to move lost 'on time'. This occurs only if you are playing an 'All-the-moves' game. (See 'Type' command described later).

The program then asks 'What now?' and waits for you to enter one of the program commands.

Type <CTRL>'N' to start a new game (for further details see the 'New-game' command described later).

## **SECTION 4 - KEYBOARD ENTRIES**

### **4.a - Cursor movement**

The cursor is indicated by an inverse line, drawn through the middle of the current square. It can be moved in two ways.