| DECUS NO.  | 10-110 |
| TITLE      | CHESS |
| AUTHOR     | Anonymous |
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| SOURCE LANGUAGE | FORTRAN |

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THIS COPY COMES TO YOU FROM TYMSHARE, INTERGALACTIC COMPUTER OPERATIONS, CALIFORNIA, USA RPG.

THE FOLLOWING COMMANDS ARE RELEVANT:

PB   PLAY BLACK - INSTRUCTS MACHACK TO PLAY ON BEHALF OF BLACK
PW   PLAY WHITE - SAME FOR WHITE
PS   PLAY SELF - MACHACK WILL MAKE ALTERNATE WHITE AND BLACK MOVES
PG   PRINT GAME - PRINT THE ENTIRE GAME ON TTY
BD   PRINT BOARD - DISPLAY THE CURRENT BOARD POSITION ON TTY

SETW= PRINT THE CURRENT WIDTH OF MOVE EXAMINATION ON TTY
THE FIRST NUMBER IS THE NUMBER OF PLAUSIBLE MOVES CONSIDERED ON THE FIRST PLY, THE SECOND NUMBER IS THE NUMBER OF PLAUSIBLE MOVES CONSIDERED ON THE SECOND PLY, ETC. THE LAST NUMBER APPLYS TO THE CORRESPONDING PLY AND ALL SUCCEEDING PLYES.

SETO ARG1 ARG2 ARG3 ..., SETS THE DEPTH OF MOVE EXAMINATION
SETO 4 IS THE USUAL (HACKER MODE) SETTING; SETO 6 IS THE TOURNAMENT MODE SETTING

M   MOVE - MACHACK MAKES ONE MOVE. IF IN ONE OF THE AUTOMATIC PLAY MODES (PB,PW), MACHACK WILL THEN MAKE ITS OWN MOVE.
U   UNMOVE - TAKE BACK THE LAST MOVE (EITHER MACHACK'S OR THE OPPONENT'S)
RESET RESET THE GAME TO THE BEGINNING POSITION
MOVES ARE TYPED USING THE PSEUDO-STANDARD CHESS NOTATION. THE FULL FORM OF A MOVE MIGHT BE:

KNP/KN2-KN4  KING'S KNIGHT'S PAWN ON KING'S KNIGHT 2 MOVES TO KING'S KNIGHT 4

IN ALL MOVES, -(MINUS SIGN) OR (SPACE) MEANS AN ORDINARY MOVE, WHILE x OR * INDICATES A CAPTURE.

MOVES MAY BE ABBREVIATED TO ANY PORTION OF THE ABOVE NOTATION WHICH IS SUFFICIENT TO SPECIFY THE MOVE WITHOUT AMBIGUITY. FOR EXAMPLE, THE ABOVE MOVE COULD BE:

KNP/KN4
KNP-N4
P/KN2-KN4
P/KN2-N4
P/N2-KN4
P-N4
P/N2-N4

BUT COULD NOT USUALLY BE:

P-N4
P/N2-N4

SINCE THESE LATTER TWO COULD APPLY TO EITHER KING'S KNIGHT'S PAWN OR QUEEN'S KNIGHT'S PAWN. NOTE THAT THESE TWO WOULD BE ADEQUATE IF THE QUEEN'S KNIGHT'S PAWN HAD PREVIOUSLY BEEN MOVED TO OR PAST QN4.

TO CASTLE TO KING-SIDE, TYPE 0-0
TO CASTLE TO QUEEN-SIDE, TYPE 0-0-0

GAMES TYPED OUT BY MACHACK PREFACE EACH MOVE WITH THE LETTER B (BLACK) OR THE LETTER W (WHITE)! THIS NOTATION SHOULD NOT BE USED FOR TYPEIN, MACHACK USES ONLY A PORTION OF THE FULL FORMAT FOR ITS OWN TYPEOUT.

PIECES ARE DESIGNATED AS FOLLOWS:

KING-K, QUEEN-Q, BISHOP-B, KNIGHT-N, CASTLE OR ROOK-R, PAWN-P

AS AN EXAMPLE, SUPPOSE YOU WANTED TO PLAY WHITE, AND PLAY PAWN TO KING FOUR AS YOUR FIRST MOVE, PROCEED AS FOLLOWS:

[R CHESS]  (RUN THE CHESS PROGRAM)
[B]  (THIS TELLS MACHACK TO PLAY BLACK)
+P K4  (YOUR MOVE)
B KP/K2-K4  (MACHACK'S RESPONSE)
+  (MACHACK IS READY FOR YOUR NEXT MOVE)