



# DECUS

## PROGRAM LIBRARY

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TITLE	CHES
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COMPANY	
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SOURCE LANGUAGE	FORTRAN



THE GREENBLATT CHESS PROGRAM (MACHACK) RUNS UNDER CONTROL OF THE DEC TIME-SHARING MONITOR FOR THE PDP-6/10.

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 PLIES,

SETD=    PRINT THE CURRENT DEPTH OF MOVE EXAMINATION  
SETW ARG1 ARG2 ARG3 . . . SETS THE WIDTH OF PLAUSIBLE MOVES AS EXPLAINED ABOVE,  
          SETW 7 7 6 IS THE USUAL (HACKER MODE) SETTING;  
          SETW 15 15 9 9 7 IS THE TOURNAMENT MODE SETTING

SETD ARG        SETS THE DEPTH OF MOVE EXAMINATION  
          SETD 4 IS THE USUAL (HACKER MODE) SETTING;  
          SETD 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-KN4

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 O-O  
TO CASTLE TO QUEEN-SIDE, TYPE O-O=O

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)  
+PB                ;(THIS TELLS MACHACK TO PLAY BLACK)  
+P K4              ;(YOUR MOVE)  
B KP/K2-K4        ;(MACHACK'S RESPONSE)  
+                  ;(MACHACK IS READY FOR YOUR NEXT MOVE)