



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-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 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)