

**Radio Shack**

**TRS-80**

**CHECKERS-80**

**Catalog Number 26-1907**

## **User Instruction Manual**



## CHECKERS-80

Checkers-80 is a high speed machine language Checkers program designed to play the competition version of Checkers. The program will run on a 16K Level I or Level II TRS-80 microcomputer.

### LOADING ON LEVEL I MACHINE

1. Place the tape in the cassette recorder and press the "PLAY" button.
2. When "READY" appears, type **C L O A D** .  
Checkers-80 requires approximately six minutes to load. When loading is complete, a checkerboard will appear on the display screen. You are now ready to begin play.

### LOADING ON LEVEL II MACHINE

1. Place the tape in the cassette recorder and press the "PLAY" button.
2. When "MEMORY SIZE? \_" appears, press **ENTER** ,
3. When "READY" appears, type **S Y S T E M** , and press **ENTER** .
4. When "'\*? \_" appears, type **C K R S 8 0** and press **ENTER** .  
(The tape will take approximately three minutes to load.)
5. When "'\*? \_" appears, type **/** , and press **ENTER** .  
A checkerboard will appear on the display screen. You are now ready to begin play.

## ENTERING MOVES

The checkerboard will appear on the screen with squares numbered from 1 to 32. The computer's men occupy squares 1 through 12. Your men occupy squares 21 through 32. The word "FROM:" will appear (to the right of square 24). You must enter the square number **from** which you want to move, then press the **ENTER** key. The word "TO:" will then appear, and you must enter the square number **to** which you want to move, and again, press the **ENTER** key.

The computer will check to see if your move was legal, by testing whether:

1. The move was to an adjacent numbered square, or
2. The move was a jump, if available (jumps are required, if one can be made).

The computer will indicate when a jump must be taken by printing "JUMP" above the "FROM:" prompt. If the move was illegal, then the "FROM:" prompt will be repeated. If the move is legal, the computer will begin evaluating possible responses, and make its move. This will require from 4 to 90 seconds, depending on the difficulty level and current board position. Play continues until one side loses all men, or does not have a legal move. A new game may then be started by pressing any key.

## CHANGING A BAD MOVE

If a bad square number is typed as a response to a "FROM:" or "TO:" prompt, the number may be changed by simply typing more digits, prior to pressing the **ENTER** key. If an incorrect square number was typed as the "FROM:" prompt, and was already ENTERed, then typing 99 as the "TO:" position will cancel the move entirely.

## MULTIPLE JUMPS AND KINGING

If you jump, and another jump is available at the new position of the piece, the computer will continue to display the JUMP prompt. Only the next "TO:" position should be entered, to continue or complete a multiple jump.

Kinging is performed automatically, when a man is moved into the opponent's first row. Remember, it is not legal to jump into a King and immediately jump back over an opponent's man.

## SETTING THE DIFFICULTY LEVEL

Checkers-80 is capable of two levels of difficulty. Level A and Level B, corresponding to four, and six levels of "look ahead", respectively. The default level is Difficulty A. This may be changed at any time during the game by typing DA (Difficulty A) or DB (Difficulty B) after a "FROM:" prompt. If the difficulty level is changed, the computer will repeat the "FROM:" prompt, and your move can then be entered.

Level A provides a fast response time (approximately four to six seconds), whereas Level B provides a more challenging game.

## SPECIAL INSTRUCTIONS

To restart the game at any time, type **!**.

To return to BASIC, type **\***.

Level II USERS ONLY: From BASIC, Checkers-80 may be re-entered by typing **S Y S T E M**, when the "\*/\_" appears, type **/ 2 0 4 8 0**, and press **ENTER**, provided the program has not been overwritten.

### IMPORTANT NOTICE

ALL RADIO SHACK COMPUTER PROGRAMS ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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