

Victoria Library Cartridge

Version 1.0

This paper describes the Victoria Library Cartridge for the Plymate Victoria Chess System.

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1 The Opening Libraries.

There are eight different libraries in your Victoria Library Cartridge.

Four of the libraries (n:o 1 - 4) contain different selections of chess opening variations.

The other four libraries (n:o 5 - 8) contain variations used to force the selection of certain opening moves from the first four libraries. Thus it is for example possible to force the computer to play 1. e2-e4 as white, or to respond to 1. e2-e4 with 1.- c7-c5 as black.

In total the Victoria Library Cartridge contains:

- 12845 variations with an average length of 11 full moves
- 109353 stored moves
- 131072 bytes of EPROM, 130019 of which are used for openings.

1.1 CHESS OPENING VARIATIONS.

1.1.1 Library N:o 1 - MASTER.

Number of variations:	6574
Average depth (full moves):	15

This is the famous MASTER Chess Openings Library by Sandro Necchi from Italy.

MASTER was used for the first time in the World Microcomputer Chess Championships in Rome 1987, and then, each time further developed, in the World Microcomputer Chess Championships in Aguadulce 1988, and Portoroz 1989 as well as in the World Computer Chess Championship in Edmonton 1989. It has now been again further developed for your Victoria Library Cartridge!

MASTER will always as white begin a game with 1. e2-e4. As black MASTER will on its first move typically select randomly between two or three moves depending on white's move. In general the alternative moves are few in each position, but the variations are often very deep.

A number of variations to take care of certain tricks used in computer tournaments have been added (like 1. e2e3 e7e6 2. e2e4 e7e5 to avoid playing 1. - e7e5 2. e3e4 !? where the computer will in effect play black, but technically being out of the opening book).

1.1.2 Library N.o 2 - Championships Collection.

Number of variations:	5438
Average depth (full moves):	7

This library was built from a collection of complete opening sets and other variations used by the Conchess software development team throughout the years and past championships. For example, the complete 16K library used in the World Microcomputer Chess Championships in Amsterdam 1985, and (further developed) in Cologne 1986 is included.

Typically there are many alternative moves in each position, but the variations are not so deep as in MASTER.

The same set of variations to take care of certain tricks as for library n:o 1 are included.

1.1.3 Library N:o 3 - Plymate Classic.

Number of variations:	536
Average depth (full moves):	6

This is exactly the opening library from previous Conchess products, like the "Plymate 5,5 MHz".

In this library there are typically many alternative moves in each position, especially in the first few moves. Gambits are played without fear. The variations are often not very deep, so the computer is often left on its own quite early in the game.

1.1.4 Library N:o 4 - Budapest Gambit Expert.

Number of variations:	262
Average depth (full moves):	12

This library is a collection of variations in the Budapest Gambit. It aims to represent a specialist's knowledge of this opening. In fact there are even several unpublished variations developed by some of the strongest Swedish chess players!

When this library is selected the computer will always play

1. d2-d4 Ng8-f6 2. c2-c4 e7-e5

as black, with the following exceptions:

- If MASTER (library 1) is also selected (but not library 6, 7, or 8), then 2. - e7-e6 will be played half of the time (or always, if "with priorities" is selected, see below).
- If library 6, 7, or 8 is selected, other openings will be played.

NOTE: When this library is used together with MASTER (library 1), the option "without priorities" should be used, otherwise MASTER will prevent the Budapest gambit by always selecting 2. - e7e6 after 1. d2d4 d7d5 2. c2c4.

1.2 FORCED SELECTIONS.

The libraries n:o 5 - 8 can be used to force the computer to play certain variations as white or black. However, this will work only if the "Without priorities" option is selected (see the manual for the main cartridge).

Typically you would select one of these libraries together with some combination of the libraries 1, 2, 3, 4 if you want to force the computer to play any specific opening.

The libraries 5, 6, 7, 8 can also be combined. For example, if you want the computer to play either 1. e2-e4 or 1. d2-d4 all the time, then include the libraries 5 and 6!

NOTE: If you force MASTER to play certain moves, please consider that this version of MASTER was prepared only to play

1. e2-e4

as white and

1. - e7-e5, 1. - e7-e6, or 1. - c7-c5

as black.

1.2.1 Library N.o 5 - 1. e2-e4.

If you select this library, and do not select any of the libraries n:o 6, 7, or 8, then the computer will always play 1. e2-e4 as white.

As white, the computer will play:

1. e2-e4 e7-e5 2.Ng1-f3 Nb8-c6 3.Bf1-b5 (Ruy Lopez)

As black the computer will play:

1. e2-e4 e7-e5 2.Ng1-f3 Nb8-c6
1. d2-d4 Ng8-f6
1. c2-c4 c7-c5
or e7-e6
1.Ng1-f3 Nb8-c6
or c7-c5
1. f2-f4 d7-d5
1. b2-b3 b7-b5
1.Nb1-c3 c7-c5

1.2.2 Library N.o 6 - 1. d2-d4.

If you select this library, and do not select any of the libraries n:o 5, 7, or 8, then the computer will always play 1. d2-d4 as white.

As white, the computer will play:

1. d2-d4 Ng8-f6 2. c2-c4

As black, the computer will play:

1. e2-e4 c7-c5
1. d2-d4 other than Ng8-f6
1. c2-c4 Ng8-f6
1.Ng1-f3 d7-d5
1. f2-f4 Nb8-c6
1. b2-b3 d7-d5
1.Nb1-c3 d7-d5

1.2.3 Library N.o 7 - 1. c2-c4.

If you select this library, and do not select any of the libraries n:o 5, 6, or 8, then the computer will always play 1. c2-c4 as white.

As white, the computer will play:

1. c2-c4 Ng8-f6 2.Nb1-c3

As black, the computer will play:

1. e2-e4 e7-e6
or c7-c6

(only if the "often => always" option is selected, G6 LED on in level mode, see the manual for the main cartridge.)

1. d2-d4 d7-d5
1. c2-c4 other than Ng8-f6
1.Ng1-f3 Ng8-f6
1. f2-f4 e7-e5
1. b2-b3 e7-e5
1.Nb1-c3 Nb8-c6

1.2.4 Library N.o 8 - 1. Ng1-f3 or 1. e2-e4.

If you select this library, and do not select any of the libraries n:o 6, 7, or 8, then the computer will play either 1. e2-e4 or 1.Ng1-f3 as white.

As white, the computer will play:

1. e2-e4 e7-e5 2.Ng1-f3 Nb8-c6 3.Bf1-c4

or

1.Ng1-f3

As black, the computer will play:

1. e2-e4 e7-e5 2.Ng1-f3 Nb8-c6

or d7-d6

or g7-g6

1. d2-d4 e7-e6

or c7-c6

(only if the "often => always" option is selected, G6 LED on in level mode, see the manual for the main cartridge.)

1. c2-c4 e7-e5

1. b2-b3 Ng8-f6

or b7-b6

or c7-c5

1.Nb1-c3 Ng8-f6

1.3 'OFTEN' AND 'SELDOM' FREQUENCIES.

The frequencies of moves to be played "often" and "seldom" (see the manual for the main cartridge) are defined in the Victoria Library Cartridge as follows:

Often: 3 times normal frequency.

Seldom: 1/5 (20%) of normal frequency.