

CHESSE COMPUTER

YENO 532 XL

INSTRUCTION
MANUAL

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1. INTRODUCTION

Your **Chess computer 532 XL** is an ideal opponent. It can play wherever you want, at any time and at any level.

It is simple to use: you move pieces as you would against a human player.

The following pages include a short explanation about the game itself and the way to use your computer.

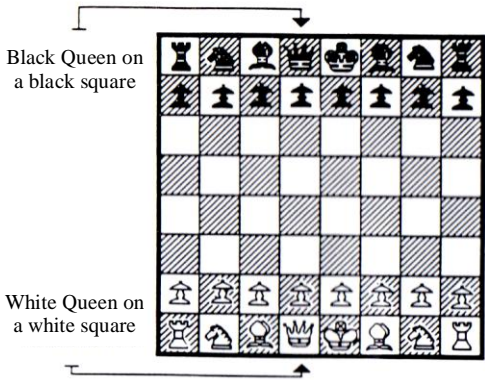
If you do not understand the meaning of some words, just read any book about the game of Chess.

We also advise you to read this leaflet before using your 532 XL to prevent unnecessary mistakes.

We hope that you will enjoy your 532 XL.

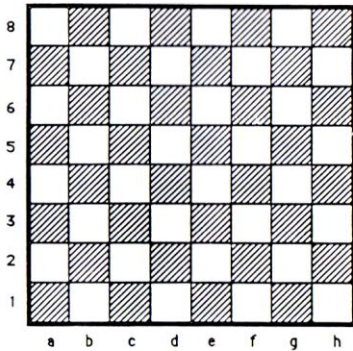
2. THE GAME OF CHESS

- The Chessboard
- Initial positions
- The King movements
- The Rook movements
- The Bishop movements
- The Queen movements
- The Knight movements
- The Pawn movements
- Castling
- En passant



The object of the game is to “make prisoner” the enemy king. This is called: a checkmate.

The white player is always starting first.



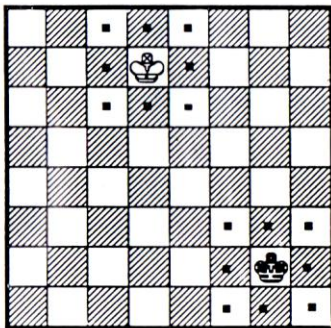
Name of the pieces:

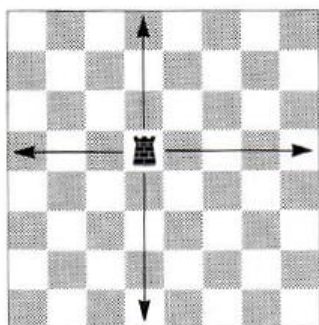


King Queen Rook Bishop Pawn Knight

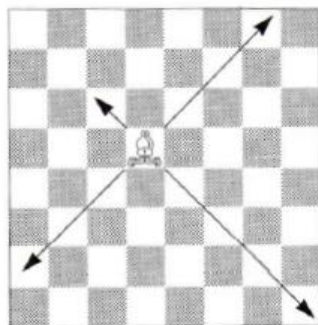
Each player begins the game with sixteen pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns, each of these types of pieces moving differently

The king moves one square in any direction.

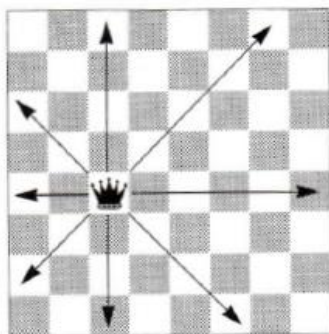




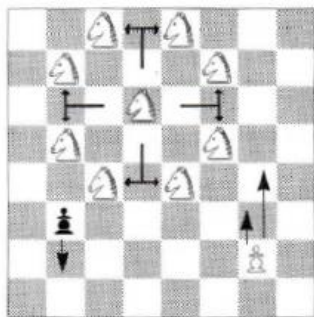
The Rook can move to any of the marked squares, along the lines that it controls. These lines are called ranks when they are horizontal, and files when they are vertical.



The Bishop can move in diagonals, as shown here. Note that a Bishop that stands on a black square, always moves to a black square. The same rule applies for white Bishops.

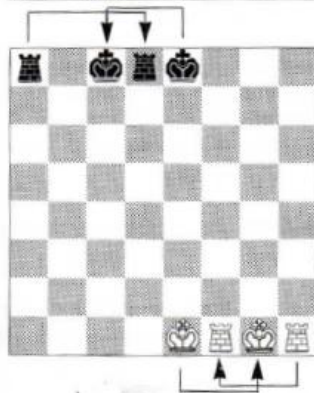


The Queen is the most powerful piece. It can move like a King, a Rook or a Bishop.

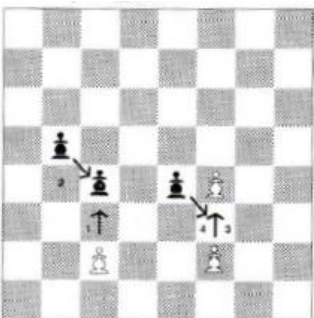


The Knight move is more difficult. It moves one or two squares (horizontal or vertical), followed by a right angle step of two or one square. It can 'jump' over any other piece.

The pawn moves only one square forward except if it is on its starting square (then, it can move one or two squares). It never moves backwards. When it reaches the last square of a file, it can be changed into any other piece (except a King).



Castling queenside: You can move the King and the Rook as shown with the black pieces, only if no other piece stands (or controls the squares) in between, if you have never moved any of these two pieces (King and Rook), and if your King is not in check. The same rules apply for castling kingside (as shown here with the white pieces).



Ordinary capture with a pawn :

1. The white pawn which was on its initial square, has moved two squares forward.
2. It has been captured by the black pawn. 'En passant' capture:
3. The white pawn which was on its initial square, has moved two squares forward.
4. It has been captured by the black pawn, as if it had moved only one square forward.

This type of capture has to occur immediately after the move of the white pawn.

3. INITIAL PREPARATIONS

3.1 Getting started

Plug the jackplug from the adapter on the right side of the computer.

Plug the adapter into the mains.

Set up the pieces in the starting position and then switch on the computer. Your 532 XL is now ready for use.

3.2 Power on

Your computer keeps the last game played stored in its memory. When you switch it on, **PLAY** and **NEWG** (new game) will appear on the two LCD screens. If you wish to continue the previous game, just press **PLAY**. The computer will display the position last played. The screen and the LEDs will indicate which side has to play and the clock will appear.

If you wish to start a new game, just press **NEWG**. The computer will display the starting position and the clocks will be reset.

If the computer has nothing stored in its memory when you switch it on you will see a clock on the two screens. You can start to move a white piece or ask the computer to do it by pressing **PLAY**.

The clocks start as soon as the first move is played.

3.3 Power off

When you switch the computer off, the moves played. The remaining time for each side and all the selected options are stored in its memory.

However, we advise you to switch the computer off when it is your move to play. If you switch it off (or in case of black out) when it is indicating its move, or when you are entering yours, the game might not be memorized

3.4 Viewing the two LCD screens

During play, the LCD screens indicate how much time the players have used. When the computer has found a move, it shows it on the left screen. As soon as it plays it, the clocks appear again.

The display in your computer uses a seven-segments LCD. For this reason, the letters look a little different. For instance, W becomes U, T has no top right bar, K looks like H without the bottom right bar and V looks like J. You have to get used to these differences.

4. PLAYING AGAINST YENO 532 XL

When white has to move, the display shows PLAY and WHITE. When black has to move, the display shows PLAY and BLACK. When the colour indicator blinks, it means the computer is playing for this colour and thinking about its move.

4.1 Your move

- a) Lift the pièce that you wish to move and press the square on which it was standing. The LED of this square will light up. If you realize that you do not want to move this pièce, press again on the square. The light will turn off.
- b) Put your pièce where you want it to go and press the square. The LED will light up. If the computer accepts this move you will hear a beep (unless you have switched the sound off), the two LEDs will switch off and your clock will stop. It is now your computer's turn to move. As soon as it starts thinking, its clock starts working. Because of the opening book stored in its memory, the computer can play the first moves very quickly. Thus its clock starts only when it really thinks over a move.
If you do not hear the beep and if your own clock is still on, the computer has not registered your move. Play it again and do not forget to press the squares.
- c) If you wish to castle, move the King first (if you move the Rook first, the computer thinks it is a rook move). Press the starting and the target squares of the King, then do the same for the Rook. The

computer will help you by lighting up the two squares of the Rook, one after the other.

- d) If you manage to reach the other side of the board with a pawn, the display will show 'Pr -'. Select the key with the symbol of the piece your pawn will become.

4.2 Computer's move

When the computer has selected a move, you can hear a beep (unless the sound has been switched off). You can stop its analysis at any time and force it to play the move it is considering by pressing PLAY.

The computer indicates the pièce it wants to move by lighting up the LED of the starting square and by showing it on the left display.

- a) Take this pièce and press the square. The LED switches off and the LED of the target square switches on. Put the pièce on this new square and press gently. Again, the LED switches off.
- b) If the move includes a capture, the target LED will blink. Put the captured pièce away without pressing the square and play the move as described above.
- c) When the computer wants to castle, it indicates the King's move first. Do not forget to press the squares each time you move a pièce.
- d) If the computer wants to promote a pawn, it will display the selected pièce.
For instance, 'Pr q' means that the pawn changes into Queen (see the table of symbols in chapter 14). Replace the pawn with the new pièce without pressing the square a second time.
- e) When the computer checks your king, you can see a dot between each character (ex: d.8.d.l). As soon as you execute the computer's move, 'CHEC' (for check) appears in the display.

When the computer's move is made, the colour sign changes to indicate which side has to play. Both clocks can be seen on the two screens (except if your king is in a check position). The computer's clock stops and yours starts again.

4.3 Impossible and illegal moves

If you play an impossible or an illegal move, the right screen will show *err' (error). The LED of the target square remains on and the LED of the starting square blinks. Just play the move backwards, press the squares and choose another move.

If you make a mistake with a pièce or square while entering the computer's move, the wrong target LED will switch off and the correct one will remain on. Simply play the move as shown.

5. CLOCKS

During the game, the two displays show the analysis time taken by each player. The left one shows time and colour for the bottom part of the board (this is where White usually stands), the right one for the top part.

In certain situations, the clocks set back to zero (they start again when you play the next move). This happens when you change the position of the pieces or the colour by using the SET UP key, or even when you deal with the MULTIMOVE or the TAKE BACK function. The SHOW MOVE mode indicates the time elapsed on the current move as well as the time spent on the previous one.

The playing time is shown in 'minutes: seconds' (ex: '04 : 53'). Once a player has used more than one hour, the time is shown in 'hours : minutes' on both screens.

When you want to continue a game after an interruption, your clock starts again with the same time that was shown after the previous move of the computer.

6. MEMORY MODE

Your computer's memory stores all the moves played since the beginning of a game. This allows you to use the TAKE BACK and FORWARD functions when you need them.

In certain situations, the game stored may disappear. This happens when you change the position of the pieces or the colour by using the SET UP function, or when more than 127 moves have been made.

7. RESULTS

Your computer recognizes the following results:

RESULT	SCREEN
Checkmate	ПАГЕ 1-0 (oder 0-1)
Loss on time	ПМЕ 1-0 (oder 0-1)
Stalemate	СГАЛ д-РАУ
3 times repetition of position	РЕПЭ д-РАУ
50 moves rule	50-П д-РАУ
Theoretical draw (insufficient material for checkmating)	ИнС .П д-РАУ

8. ANNOUNCING CHECKMATE

When your computer can checkmate your King in a certain number of moves, it announces it. You will hear several beeps (unless you have switched the sound off). The right screen will show the maximum number of moves for checkmating.

For instance: 'E5H2' 'MA 3' means checkmate in three moves (including the move e5-h2).

9. OPENING REPERTOIRE

Your computer has a built-in memory containing about 3000 positions and recognizes any transposition leading to one of them.

When several replies are stored in its memory, it chooses one at random. Certain moves might appear more often than others.

10. NEW GAME

Press the NEW GAME key. This sets all the pieces in their starting position in the computer's memory. All the options that you had selected previously will be erased except the level of play.

If you wish to interrupt a game in process to start another one (this is possible only when it is your turn to move), press the NEW GAME key. The screens display NEWG and OTHR (OTHER). Press the NEW GAME key again. Clocks are reset to zero and start to run as soon as the first move has been entered.

11. OPTIONS

Press the OPTION key. The right screen displays WHIT or BLAC (white or black) depending on the colour located on the bottom part of the board.

The left screen displays OPT (OPTION). Pressing this key several times will cause the right screen to display the following options, one after the other:

OPTION	DISPLAY
Position of the board	WHIT oder BLAC
Sound	S.on oder S.off
RANDOM MODE	BEST oder rAnd

11.1 Position of the board

Press the WHITE or the BLACK key to select the colour standing at the bottom of the board.

11.2 Sound

Press the O key to switch the sound off. Press the 1 key to switch it on.

11.3 Random generator

Press the 1 key to select the random mode, the RANDOM LED lights up. In this mode, the computer chooses a move at random out of several ones which are similar in their evaluation. In this way, your computer will play different moves in the same position.

Press the O key to switch off that mode. The random LED switches off and BEST appears. In this mode, the computer will play what it considers to be the best move. If it finds several equivalent moves, it will play the first one found.

Note that:

- a) The moves taken from its opening repertoire will be played at random, no matter what the mode is.
- b) If you play the same opening every time under the BEST mode, your computer might play a different move. This is due to the fact that it might not get the same amount of time for its search (if you play faster, the computer has less time for its search).

Press the PLAY key to exit.

12. SELECTING A PLAYING LEVEL

Press the LEVEL key. The right display shows the last type of level you have selected. Levels are divided into three types:

TYPE	DISPLAY
Set up time	Π1
Set up depth of analysis	ΠE
Problem chess	ΠΠ

Press the LEVEL key several times. Each time, the screen shows you one of the possible options. The right screen still displays LEVEL.

To change a type, press the LEVEL key again until you reach the one you wish to select. To change the strength within a level, press the keys 1 to 9 or 0 for strength 10.

Press the PLAY key to exit.

12.1 Selecting a level according to time

STRENGTH	NUMBER OF MOVES	TIME	ANSWERING TIME
1	60	5 mn	5s
2	60	10 mn	10s
3	60	15 mn	15s
4	60	20 mn	20s
5	60	30 mn	30s
6	40	30 mn	45s
7	60	1 h	1mn
8	60	2 h	2mn
9	40	2 h	3mn
10	40	2 h 30	3mn45

12.2 Selecting a level according to depth of analysis

To select a move, your computer limits its search to the number of half moves determined by strength.

When it is searching for a move on your time, it stops analysing as soon as the required depth is reached.

STRENGTH	DEPTH OF ANALYSIS
1	1
2	2
...	...
9	9
10	Up to 23 half moves

12.3 Chess problems (Mates)

STRENGTH	MATE IN X MOVES
1	1
2	2
...	...
10	10

The computer always tries to find the quickest way to mate. This is why it can display a mate in three moves (if there is one) even if you have selected 'MA 5'.

Therefore, when you select the strength, you only indicate the maximum number of moves.

NOTE: The weakest levels are DE 1, DE 2 and DE 3. In a blitz game (TI 1), you might view your constant handling of pieces as a disadvantage to you, and an advantage for your computer. However, keep in mind that your clock starts working only when you have entered the computer's move. This allows you to 'cheat' a little bit: you can think of your reply before entering the computer's move.

13. MULTIMOVE MODE

Press the MULTIMOVE key. The LED switches on.

NOTE: This mode sets the clocks back to zero.

In this mode, the computer will not move itself, so that you may enter the moves for both sides or play against another player. The computer acts as a referee, indicates the times used by each player and warns you if you have overcome the preset time when you play a blitz (TI). It also displays the result of the game (mate, stalemate).

Meanwhile, the computer analyses the game in progress and searches the best variation for the side to play. So you may use the SHOW MOVE mode at any time. The left screen displays the best move and the right one its evaluation.

Therefore, the MULTIMOVE mode is very useful for analysing existing games: it is possible to play a different move, see what happens and then try another move.

Switch off the MULTIMOVE mode by pressing the PLAY key. The computer will take the side of the colour to move (clocks will be reset to zero).

14. CHECKING A POSITION

It is possible to check the position of the pieces on the board at any time, without interrupting the analysis of the computer.

Example: You want to verify the location of each white pawn.

Press the symbol key showing a pawn: The LEDs of the squares occupied by a white pawn light up. Press the key a second time, the LEDs of the black pawns light up. Press a third time to end that mode: you are in the PLAY mode again.

In the checking mode, the left screen displays the following symbols:

P	= White King	bP	= Black King
Q	= White Queen	bQ	= Black Queen
r	= White Rook	br	= Black Rook
b	= White Bishop	bb	= Black Bishop
n	= White Knight	bn	= Black Knight
P	= White pawn	bP	= Black pawn

It is also possible to check on a position in the SET UP mode.

15. SET UP MODE

In this mode, you can set up or change a position on the board. You can also check on a position during a game.

Press the SET UP key. The LED lights up and the right screen displays an 'S': This means you are in the sub-mode 'setting a position'. If you press the SET UP key a second time, the right screen displays a 'V': You are now in the sub-mode 'verifying a position'.

Switch back to the play mode by pressing the PLAY key (this is possible only if the new position is a legal one).

You can play your move or ask the computer to do so by pressing the PLAY key.

If you forget to select which colour should play next, the screens will display the words WHIT and BLAC. Select a colour by pressing the appropriate key, then the PLAY key.

'Err' (ERROR) appears if the position is not a legal one. You may not leave the SET UP mode before correcting it.

The following situations are considered to be illegal:

- One King is missing or there are several Kings of the same colour
- There are too many pawns, Knights, Bishops, Rooks or Queens (even after promoting the pawns, there cannot be more than 10 white Knights)
- White has to move but the black King is already in check.
- More than two pieces are checking the King.
- The two Kings stand on contiguous squares.
- A pawn stands on the 1st or the 8th rank.

15.1 Entering a position

As soon as you enter into this sub-mode, the LEDs of the occupied pieces switch on. Then you can:

- Clear the board
- Remove one or several pieces
- Add or move one or several pieces
- Choose which side should play next

To clear the board:

Press the CLEAR BOARD key. The computer considers that the board is now empty. The left screen displays EMPT (EMPTY); all the LEDs are off.

NOTE: The CLEAR BOARD function is available only if you press the key as soon as you enter into the SET UP mode. This avoids accidental deletion.

To remove a piece:

Just press the square occupied by the pièce. The LED will switch off.

To add or move a piece:

- a) Place the pièce on the board and press the square. The LED starts blinking (if you change your mind press again to switch off the LED).
- b) Indicate to your computer which piece it is by pressing the appropriate symbol key once, if it is a white pièce, or twice if it is black. The LED is lit up but does not blink (if you change your mind, press another symbol key or press the square to switch off the LED). The left screen displays the kind of pièce you have selected.

To move a pièce, operate as described above. First remove it, then add it. Choose which side should play next:

Press the WHITE or the BLACK key. The appropriate LED switches on.

15.2 Checking a position

You can use this sub-mode to verify the position of the pieces before starting to play. Operate as described above. If you press the pièce symbol key several times, this will change the colour of the pièce. Once you have selected the colour, press the PLAY key to end the SET UP mode or the SET UP key to go back into the submode 'entering a position'.

16. TAKE BACK MODE

This mode allows you to take back as many moves as you want, to correct a mistake or to change your strategy. You can enter into this mode only when it is your turn to play.

NOTE: Using this function resets the clocks back to zero.

16.1 Taking back one or several moves

Press the TAKE BACK key to cancel the last half move played by the computer. The LEDs of the starting and target squares switch on. Play the move backwards and press the squares. The LEDs switch off, one after the other.

IMPORTANT: After you have cancelled the move played by the computer, you will notice that its clock is working. In fact, it expects you to play a move. Simply press the TAKE BACK key to cancel your move as well, or the PLAY key to ask the computer to play.

If the move was a capture, the LED of the target square switches on (without flashing) as soon as you play the move backwards. The right screen displays the type and colour of the captured pièce.

Replace the pièce on its square and press to switch off the LED.

If the move was a promotion, the right screen displays 'Pr -'. This indicates that the promotion has been cancelled. The LED of the starting square carries on flashing even after having played the move backwards.

Replace the pièce by the pawn and press the square once more. The LED switches off.

If the move was both a promotion and a capture, the screens display 'Pr -' (on the left) and the type of the captured pièce (on the right).

Operate as described above.

16.2 Taking back all the moves

You may want to jump back to the beginning and view the game once more.

Operate as follows:

a) Press the SET UP then the PLAY key. All the LEDs in ranks 1, 2, 7 and 8 switch on. This means you have reached the starting position. Press the PLAY key to end the SET UP mode.

b) Press the FORWARD key. The first half move of the game can be seen on the left screen. The LED of the starting square switches on. Pressing the square with the pièce to move will cause the target LED to switch on. Move the pièce to its new square and press again.

c) Repeat this procedure (b) until you reach the required position (pressing the FORWARD key becomes ineffective once you get to the last position played).

NOTE: You can play a different move at any time. Instead of pressing the FORWARD key, enter your move (or ask your computer to do so by pressing the PLAY key).

17. FORWARD MODE

This mode allows you to replay the moves cancelled through the TAKE BACK mode, to jump right to the last position played, or to force the computer to play a different move.

17.1 Re-entering the retracted moves

Press the FORWARD key. The display shows the last retracted half move (it has to be your own move). Re-enter it and press the FORWARD key again to see the computer's move. Repeat the procedure as many times as you want (pressing the FORWARD key becomes ineffective once you get to the first retracted move) and resume play.

17.2 Viewing the last position played

You may want to jump right to the last position without re-entering all the retracted moves. Operate as follows:

- a) Press the SET UP, then the FORWARD key. The LEDs will indicate the last position.
- b) Press the PLAY key to end the SET UP mode. Your computer is now ready to resume play.
- c) Check the position with the SET UP mode if necessary.
- d) Resume play.

17.3 Changing the computer's move

You may want to ask the computer to play another move. Operate as follows:

- a) Do not enter the computer's move. If you have already pressed the starting square, just replace the pi ce.
- b) Press the FORWARD key. The computer starts to consider another reply. If it cannot find any equivalent move, it will play the same one.

You can also change the computer's reply by cancelling its last move and then pressing the PLAY key. But it is quicker to do it with the FORWARD key.

18. TEACH MODE

Use this function when it is your turn to play.

Press the TEACH key and the LED will switch on. Press the TEACH key again to exit (the LED will switch off).

In this mode, the computer will show you all the legal moves you can play in a specific position.

Once you have selected the pièce you want to move, press the starting square and the LED switches on. The LEDs of all the target squares begin to flash (if you change your mind and decide to move another pièce, press again the starting square and the LEDs will switch off). Move the pièce to its new square and press gently. The game will go on.

In this mode, the computer cannot analyse on your thinking time. However, the quality of its play is unaffected.

19. SHOW MOVE MODE

Enter the SHOW MOVE mode at any time by pressing the SHOW MOVE key. Press again to exit.

Note that you leave the mode as soon as you enter a move.

The SHOW MOVE mode gives you the following information:

- Best move in the position
- Main line
- Evaluation of the position
- Computer's depth of analysis
- Number of the last move
- Analysis time for present and previous move
- Total playing time for both sides

This information is displayed on one or both screens. When it requires only one screen, it is displayed on the right-hand side.

19.1 Best move in the position

Press the pawn symbol key to see the best move in the display (note that it appears on the left screen as soon as you press the SHOW MOVE key, as well as the position evaluation displayed on the right). The best move can be

seen on the right screen while the position evaluation moves to the left. When the computer is thinking, it displays the move that it considers best at that moment. Of course, the move can change as the analysis continues. If it is your turn to play, the computer displays the move that it considers to be the best one in the position. This move will not change even if you take more time to analyse.

The computer normally displays the best move, except in these two circumstances:

- a) When it displays '----', it indicates that the position is included in its opening book, or that it has found a forced mate or seen a repetition of moves.
- b) Occasionally, the computer may indicate a bad move (often a foolish sacrifice) when set to level TI or when you interrupt its search. However, this does not alter the quality of its play.

19.2 Main Line

Press the FORWARD key to see the main line. The first two half moves appear on the displays. The best move is shown in the left screen.

If you want to read more about the variation, press the FORWARD key again to see two more half moves. At the end of the line, the display indicates '----'. Press the TAKE BACK key if you wish to see the variation backwards up to the first two half moves (they will remain on the display even if you continue to press the TAKE BACK key).

19.3 Position evaluation

Press the symbol key showing a knight. A number (between -9.99 and 9.99) appears on the display. This evaluation is based on several elements (number of pieces, King's safety etc...). Note that you can see the same information on the right hand side display as soon as you enter the SHOW MOVE mode. The value of the pawn is about 1.00. 0.00 indicates that the position is equal. A minus sign before the number means that the computer has an inferior position. If the number is positive, its position is better. In the MULTIMOVE mode, the number displayed is the evaluation of the white position. Therefore, -1.00 means that black has an advantage of one pawn.

19.4 Search Depth

Press the symbol key showing a bishop to display the Search Depth. 4 characters are then displayed: SD (Search Depth) followed by 2 numbers indicating the amount of half moves reached by the software when analysing the different move variants. So, a “SD 05” indicates that the software analysed all the possibilities within 5 half-moves.

The analysis is performed in an iterative way. The software starts to analyse the variants of the next half move then it extends its search to the following half move and so on.

Note that the number indicated is the minimum amount of half moves analysed. For many variants, especially those with a check, a capture or a pawn promotion, the software will perform a dedicated deeper analysis. You can notice it by displaying the main variant: there are often more half moves than the displayed search depth.

19.5 Move counter

Press the symbol key showing a rook to display the number of the last move performed: NR followed by the move number.

The moving numbering is done in the normal way: 01 for the first white move followed by a black move followed by 02 for the next white move.

19.6 Thinking time of the present and the previous move

Press the symbol key showing a queen to display on the first screen the time of the current move and on the other screen the time used for the previous move. The left screen is always used for the colour played on the bottom of the chessboard.

19.7 Total thinking time for both sides

Press the symbol key showing a king to display the total thinking time of each player. The left screen is used for the colour played on the bottom of the

chessboard. This displays a usual chess clock as used during tournaments. They are showed by default – except within the “SHOW MODE”.

20. SOLVING CHESS PROBLEMS

The software is able to solve chess problem: finding the good moves to reach a checkmate position.

To perform such search, you first have to choose the appropriate level. Usually, the problem is to find checkmate in a specific amount of move. So if the software has to find a mate in 3 moves, you will choose the level MA-3. If you don't know the amount of moves, just select the level MA-10. It means 10 moves maximum but the software will look for faster checkmate, whatever the level chosen.

If the software is not able to find a solution within the level limits, it will display the message “NO”.

If the software finds one solution, you can try to search other existing solutions. To perform such search, please follow the next steps:

- a) Do not play the move displayed. If you already pushed the starting square, push it again.
- b) Push the FORWARD key. The software will display the next solution.

Using this process, you can display up to 6 other solutions. After 6 solutions, the software will repeat the 6th solution even if there are other ones.

21. MAINTENANCE

Read this carefully to avoid unnecessary mistakes:

- Unplug the adapter if you do not plan to use your computer for a period of time.
- Always keep your computer in a dry and cool place (normal room temperature),
- Keep your computer away from dust and water.
- Dirt or dust can be removed with a soft damp cloth.
- Do not use any chemical solvent.
- Do not drop, knock or open the unit.

Mishandling of this nature may invalidate your warranty.

22. TECHNICAL DATA

MPU: 65C02-P4

ROM: 32 Kbyte

RAM: 8 Kbyte

CPU Clock Speed: 4 MHz

Power consumption: 9 V, 35 mA (0.32 W) when in use.

APPENDIX

Explanation of the messages appearing on screens.

Message	Meaning	Right or left screen	Display
---	Undefined (e.g. move, score)	R	----
0-1	Black wins	R	0-1
1-0	White wins	R	1-0
50M	moves rule	L	50-M
BEST	Indication of best move	R	BEST
BLAC	Black		BLAC
CHEC	King of player is in check		CHEC
DE	Depth controlled levels	R	dE
DRAWN	Draw	R	drAU
EMPT	Chessboard is emptied	L	ENPT
Err	Error	L	Errr
INS-M	Unsufficient material to mate	L	INS.M
LEV	Level	L	LEV
MA	Mate solving levels		MA
MATE	Mate	L	MATE
NEWG	New game		NEWG
NO	No alternative move	L	no
nr	Number of move		nr
OPT	Options	L	oPT
OTHR	Other keys	R	oTHR
PLAY	Player's move		PLAY
Pr	Pawn promotion	L	Pr
RAND	Random mode	R	rAnd
REP3	Three fold repetition	L	rEP3
S.OFF	Sound off	R	S.oFF
S.ON	Sound on	R	S.on