"Select 2" means that on the last 2 plies of the given search the computer will only look at moves which are forcing or better than what has been found so far.

"Select 3" means the computer will operate it's selective search on the last 3 plies of the given search depth.

"Select 4", the last 4 plies, etc.

"Select 0" means the computer will look at all moves up to the given ply depth. When set for "Select 0" the computer will not overlook any combination which falls within its current search depth.

Recommended choices are "Select 3" for time controls of less than 3 minutes per move and "Select 4" for the time controls of 3 minutes or more per move.

Solve Mate always uses "Select 0" to make sure no mate is overlooked.

Select level may also be used for "Infinite" time control. Probably the best settings are "Select 3" and "Select 4".

If you are using level 16 the " --> " key has a different meaning (see SECTION 3). It is necessary to change, momentarily, to a level other than 16 to change the level of selectivity and then change back to level 16 once the level of selectivity has been chosen. This will not alter the time controls which you have programmed for level 16 and the select level may be chosen before or after the level has been chosen.

The Degree of selectivity may be set independently for Black and White. Press "Set Level" than choose the level and Select level for white as explained above. Then press "Change Colour" - you will notice the dash at the bottom of the screen, the first character on the display, which indicates "White", will move to the top of the screen, which indicates "Black". You can then set the level and Select level for black. Then press "Go".

The computer will always assume you wish to have the same level for black and white unless you tell it otherwise.

2. USER SETTABLE SPEED CHESS

See SECTION 3: Set Level procedure for setting time controls with level 16. If m is set to 00 the computer will interpret this to mean all the moves of the game within the time set for parameter t. After setting m and t use of the "Flip Display/Time Control" key will give game in hh:mm where hh:mm are the hours and minutes that you have instructed the computer to complete the game in.

3. VERIFY WHILST THINKING

Press "Verify" whilst the computer is thinking and then follow instructions in SECTION 4. If the computer finds a move whilst you are verifying it will wait until you press "Go" at the end of the verification sequence and then announce its move. You may not access Set-Up mode whilst the computer is thinking. Pressing the "Verify" key more than once whilst the computer is thinking will result in an error message and you will be left in Verify mode (as distinct from the procedure described in SECTION 5).

4. DISPLAYING LEVEL AND SELECTIVITY DEGREE

See SECTION 3. Whilst the computer is thinking pressing the "Level" key will give the display level nn sel m where nn is the current level number for White and m is the select level for White. Pressing the "Change Colour" key will give the same information for Black. Pressing the "Flip Display/Time Control" key will give the actual time control, fixed depth of search or novice level for the side being displayed. To exit the display level press "Go".

If the computer is ready to make a move whilst you are displaying level it will wait until you are finished then it will announce its move when you press "Go" to exit display level.

You may not change level whilst the computer is thinking. Pressing "Level" when you are in display level will result in a brief display of error and then the display will return to displaying the level.

5. SCROLLING

When it is your turn or whilst the computer is thinking use of the " --> " and " <-- " keys will cause the display to show the moves of the game 2 ply at a time in the usual format. You may go back through the game by using the " <-- " key and forward from the apparent move number to the current move by using the " --> " key. This operation does not affect the internal memory of the computer or the board. If this procedure is followed whilst the computer is thinking it will be interrupted immediately the computer has prepared its move.

To exit scrolling mode whilst the computer is not thinking either make your move or use any of the other permitted keys. To exit scrolling mode whilst the computer is thinking and prior to its announcing a move, as mentioned above, press any or the other keys permitted whilst thinking, as desired.

6. START OF GAME & END OF GAME

Pressing the "Start of Game" or "End of Game" keys will not affect the memory but it will reset the scrolling process correspondingly to the beginning of the game or the current move.