

DO NOT REMOVE FROM ROOM

PDS-1 CHECKERS

There are several options to the game which can be indicated by the data switch settings when the program is started or restarted:

<u>BIT(S)</u>	<u>FUNCTION</u>
0	stop program if down
7-12	determine level of recursion when computer is figuring out a move
13	computer plays itself
14	input a game state
15	display moves which computer is thinking about

The keyboard is the only other source of input to the program. The cursor is controlled via the cursor control keys. (Think of the arrows on these keys as if they were rotated 45° counter-clockwise.) To make a move the operator must point the cursor at the checker he wishes to move and type a C; then he must move the cursor to where he wants to move that checker and type an M. In order to jump, the operator must type the C while pointing at his checker, then move the cursor to his landing spot and type a J, then move his cursor to his next landing spot (if it is more than a single jump) and type another J, etc...., and finally when he has specified his entire path, he must type a capital J.

The operator may abort a game most of the time by typing CR.

The computer asks the operator if he wants white or black. Black always starts at the top of the screen and always moves first.

To input a game state, the operator must have data switch 14 up when the program is started or restarted. This is how he can input the state he wants.

<u>KEY</u>	<u>FUNCTION</u>
CR	start over
D	done-start playing
2	white checker
3	white king
4	black checker
5	black king

NOTE: A level of recursion setting on bits 7-12 of over 25_8 may bomb the program in a 4K machine. (Aside from taking over 10^{10} minutes per move).