

# ARB 4.0 – 50S Program

## User Manual

Special functions:

|   |   |   |   |              |                   |   |   |   |
|---|---|---|---|--------------|-------------------|---|---|---|
| 8 |   |   |   | New game     | Easy Model        |   |   |   |
| 7 |   |   |   | Clear Board  | Opening training  |   |   |   |
| 6 |   |   |   | Book off     | Monitor           |   |   |   |
| 5 |   |   |   | Change board | Auto-play         |   |   |   |
| 4 |   |   |   |              | Sound Off         |   |   |   |
| 3 |   |   |   |              | Less Sounds       |   |   |   |
| 2 |   |   |   |              | Resign Enabled    |   |   |   |
| 1 |   |   |   |              | Black from bottom |   |   |   |
|   | A | B | C | D            | E                 | F | G | H |

Buttons overrides:

RESET ●

HALT ●

RESET  
Both at once!

0 ●  ● **OPTIONS**  
New Game

1 ●  ● Change Level

2 ●  ● Change Color

3 ●  ● Change Board

4 ●  ● **Verify**  
Self Play

5 ●  ● **Take Back**  
Monitor

6 ● **Clear**  
White ● Variable

● Black ● Hint

● Your Move

● Sargon's Move

● Check

● Change Board

# User manual for ARB Module 4.0 50S

- 1. Installation** Unplug the power supply, pull the old module out of the slot on the left side of the device with a gentle rocking motion. Then insert the new module into the slot
- 2. Powering on** Plug in the power supply after having set up the pieces in the start position. The device is now automatically set at level 0, with its special functions disabled. You can now start playing with White.
- 3. Game levels** Set with the CHANGE LEVEL button. Press repeatedly until the red light next to the desired level is lit. Level 8 is indicated by lights 7 and 0. Setting is memorized by pressing the CLEAR button.

| Level | Average response time | # moves in | Hrs : Min |
|-------|-----------------------|------------|-----------|
| 0     | 5 Seconds             | 60         | 5         |
| 1     | 15 Seconds            | 60         | 15        |
| 2     | 30 Seconds            | 60         | 30        |
| 3     | 1 Minute              | 60         | 1 : 00    |
| 4     | 2 Minutes             | 30         | 1 : 00    |
| 5     | 3 Minutes             | 40         | 2 : 00    |
| 6     | 3 Minutes 45 Seconds  | 40         | 2 : 30    |
| 7     | 6 Minutes             | 30         | 3 : 00    |
| 8     | Infinite              |            |           |

- 4. Position verification** Press VERIFY button to enter position verification mode. Press a button with the desired piece symbol: squares with this piece will be lit on the board. White = steady light, Black = blinking light. Return to the game with CLEAR button.
- 5. Check and mate** Check is indicated by CHECK light. Mate is announced by the lights on the board forming an X, with additional light next to the number of moves in which mate will occur. A stalemate is indicated by the lights on the board forming an \_. Resume play by pressing CLEAR button.
- 6. Openings** More than 4500 opening positions are included. The computer will respond immediately when following the stored variants.
- 7. Takeback** When it is the player's turn, it is possible to take moves back using the TAKEBACK button. Each press will take one half-move back.
- 8. Change color** Press CHANGE COLOR button when it is the player's turn and the computer will make a move, and sides will be switched. Each time CHANGE COLOR is pressed, the computer makes a move for each side alternately, thus playing a game against itself.
- 9. HINT button** Pressed once when it is the player's turn, shows a suggested move. Press several times to see the main variant considered by the computer, as far as it thinks ahead. Exit with CLEAR button.  
Pressed when it is the computer's turn, displays the move the computer is considering, along with a light next to the number showing the current calculation depth. The computer will display each considered move until this display is turned off with CLEAR.

## 10. Setup Position

Positions can be entered or changed with the CHANGE BOARD button when it is the player's turn. Press the symbol of the desired piece and then place (or remove) the piece on the board. To place a black piece, put the piece on the target square briefly, lift it up and then finally put it down again. The square lamp blinks for the black pieces, while it remains steady for white pieces. Game resumes after pressing CLEAR.

## 11. Opening Selection

When the computer displays its move, don't execute it but press CHANGE COLOR button: repeated presses of this button cycle through the available response moves (there might be only one response available though); execute the desired one.

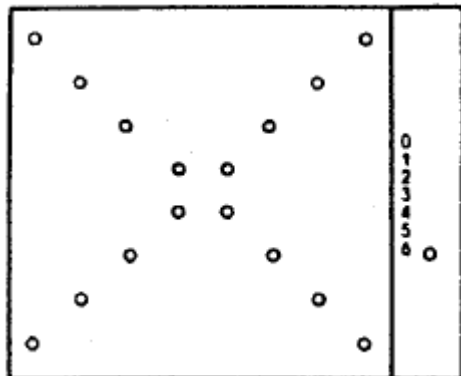
## 12. Move Selection

Once the computer has exhausted its opening library and displays its move, CHANGE COLOR button allows to display its second-best move, or even further alternatives. Execute the desired move.

## 13. New Game

Unplug the power supply unit and plug it in again. Computer confirms its readiness to play with green light.

## 14. Mate announcement



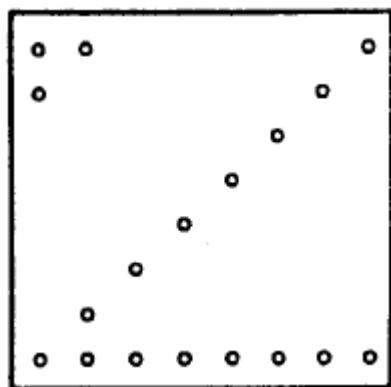
Steady light = computer wins

Blinking light = player wins

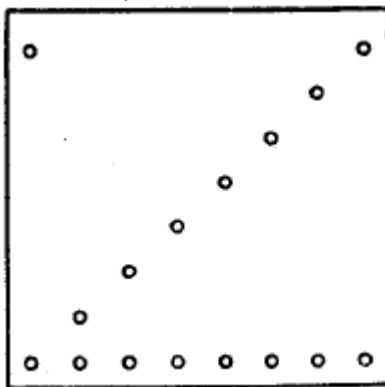
The number of moves required is indicated by the light on near a number.

## 15. Draw indication

50 moves rule

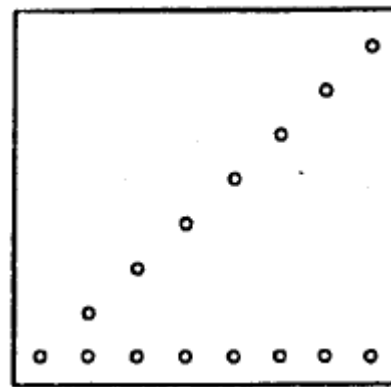


Threefold repetition



Player = Steady light  
Computer = Blinking light  
CLEAR = Move is displayed

## 16. Stalemate indication



(Steady)

### 17. Draw Offer

On their turn, the player can offer the computer a draw: lift the player's king, lift then put back the computer's king, put the player's king back.

If computer accepts the offer, the bottom bar is lit.

If computer rejects the offer, the top bar is lit.

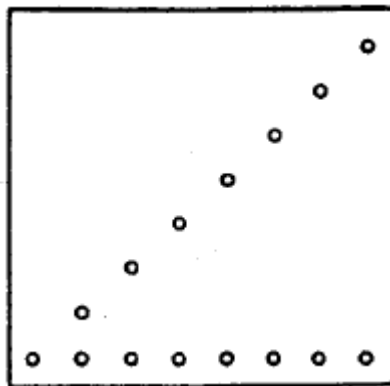
CLEAR = Resume play

Computer offers draw by blinking the lower line of lights.

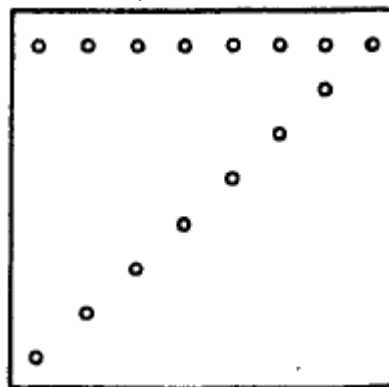
CLEAR = Reject Offer

CHANGE COLOR = Accept Offer

From the computer (Blinking)



To the computer:



### 18. Special functions

Press OPTIONS button and place a piece on one of the Special Functions squares to enable / disable the function.

Press CLEAR button to return to game mode.