

**OWNER'S MANUAL**  
**INSTRUCTION BOOKLET**

**MODEL UCC10**  
**CHES CHALLENGER®**

**TEN LEVELS OF PLAY**

# **CHES**

## **CHALLENGER®**



**QUALITY MADE IN U.S.A.**

## SELECTING CHESS LEVEL

Plug in the game. The designation **CL1** (CHALLENGER® Level 1) will appear in the display windows.

To play one of CHESS CHALLENGER'S® more advanced programs, press the CL Key (CHALLENGER® Level), and **CL2** will appear in the windows. By continuing to press the CL Key, the windows will display **CL3**, **CL4**, **CL5**, **CL6**, **CL7**, **CL8**, **CL9**, **CL10**, and then **CL1** again, thus indicating the level of difficulty that CHESS CHALLENGER® is ready to play.

CHESS LEVEL	AVERAGE RESPONSE TIME
<b>CL1</b> - Beginner	3 seconds
<b>CL2</b> - Intermediate	10 seconds
<b>CL3</b> - Experienced	50 seconds
<b>CL4</b> - Advanced	1:20 minutes
<b>CL5</b> - Tournament Level	3 minutes
<b>CL6</b> - Tournament Practice	6 minutes
<b>CL7</b> - Superior	12 minutes
<b>CL8</b> - Expert	20 minutes
<b>CL9</b> - Postal Chess	1:10 hours
<b>CL10</b> - Mate in Two	15 minutes

The CL Key can be used at any time, either before or during the game, to change the level of difficulty. When the CL Key is used during the game, the windows will display the level currently being played. By continuously pressing the CL Key, the desired level of difficulty can be selected.

## SELECTING OFFENSE OR DEFENSE

Set up all the chess pieces according to the rules of chess. Since the light pieces have the first move, CHESS CHALLENGER® presumes you will choose the light pieces, and thus you are ready to make the first move and commence playing.

To play the dark pieces press the EN Key (enter), and CHESS CHALLENGER® will display the first move.

To change sides and play from the top of the board, press the DM/PB Key (Double Move/Problem Mode), and the windows will display **do ub**. Then press the EN Key. CHESS CHALLENGER® will then display the first move for the light pieces from the bottom of the game board.

## THE GAME BOARD

Each of the squares of the chess board is designated in accordance with international chess notation by a letter of the alphabet and a number, which must be conveyed to the computer when chess moves are made. The vertical (the file) squares are lettered A to H; the horizontal squares (the rank) are numbered 1 to 8. Therefore, when the game begins, the white King's pawn is on square E2; the black King's pawn is on square E7.

## THE PLAY

ALWAYS ENTER THE ALPHABETICAL LETTER FIRST, AND THEN, ENTER THE NUMBER.

EXAMPLE: To move the white King's pawn two squares forward.

1. Press Key E5. The FROM window will display **E**.
2. Press Key b2. The FROM window will display **E2**.
3. Press Key E5. The TO window will display **E**.
4. Press Key d4. The TO window will display **E4**.
5. Manually move white King's pawn from square E2 to Square E4.
6. Press EN Key, which registers the move in the computer.
7. The computer will respond with its randomly chosen countermove.
8. Manually move the computer's piece according to the instructions in the display windows. (As the computer is considering board position and choice of available moves, the lights in the display windows will tend to flash. This movement indicates that the computer is "thinking".)

To erase a move before it is entered into the computer, press the CL Key (clear).

**CHECK**

Lights when the computer has you in check.

**FROM WINDOW**

Displays the position of the piece you want to move (your starting position).

**RESET**

Starts the game — will cancel memory.

**DOUBLE MOVE/ PROBLEM MODE**

Override Key to enter multiple moves; to set up chess problems or replace lost pieces.

**KEYS**

Designate rank and file board moves.

# CHESS CHALLENGER®

FIDELITY ELECTRONICS

CHECK TO LOSE

FROM

TO

RE

DM  
PB

CL

EN

A1

B2

C3

D4

E5

F6

G7

H8

**I LOSE**

Lights when computer admits defeat and is in checkmate.

**TO WINDOW**

Displays the new position to which you have chosen to move your piece.

**CLEAR/CHALLENGER® LEVEL**

To clear an unwanted move before pressing ENTER, to determine level of difficulty (choose from 10 different levels).

**ENTER/ POSITION VERIFICATION**

To enter your move into the computer; displays the board position of each piece.

## SPECIAL FEATURES

**CASTLING**

CHESS CHALLENGER® is programmed to castle when it decides such a move is advantageous. The computer informs you that it has castled when its King moves two spaces across the last rank. **FROM E8 TO g8** indicates a castle to the King side, and **FROM E8 TO C8** indicates a castle to the Queen side. If you, the player should elect to castle, the procedure is the same. For King side castle enter FROM E1 TO g1; for Queen side castle, enter FROM E1 TO C1. Castling can only be performed when the rules of chess permit this maneuver.

**EN PASSANT**

The computer will execute the En Passant maneuver when it deems such a move to be beneficial.

If you, the player, choose to execute an En Passant maneuver, simply enter the move in accordance with the rules of chess.

EXAMPLE: From d5 TO C6 would capture the computer's pawn which had just moved to space C5 from space C7.

**BOOK OPENINGS**

CHESS CHALLENGER® has been programmed to initiate and follow the opening lines of a broad vocabulary of book openings (e.g. French Defense, Ruy Lopez, Guico Piano, Sicilian, Queen's Gambit Declined).

**SOLID STATE**

Turning the game OFF or pressing the RE Key (reset) automatically resets the program. For lengthy games, leave the game ON, as CHESS CHALLENGER® is all solid state and is designed to be left ON for days or weeks, as desired.

**ILLEGAL MOVES**

The computer will always respond with a legal move. Moreover, CHESS CHALLENGER® expects the human player to do likewise. If you make an illegal move, the computer will stop you by immediately displaying **---** in the display windows. Enter a legal move to continue with game play.

**POSITION VERIFICATION**

CHESS CHALLENGER® possesses the ability to display the exact position of each of the pieces on the board at any time during the course of the game. By pressing the EN Key, the FROM window will display the position of each piece starting from Rank 1 and File A. The digit displayed in the TO window will display the code which defines each piece, as described in the table below. An **E** (enemy) will appear in front of the digit in the TO window to indicate that the piece belongs to you, the human player. By pressing the EN Key, the computer will continue to display the chess pieces for each Rank, reading from left to right. To stop the position verification at any time, continue the game by pressing the CL Key and entering the next move.

Code as represented in the TO windows:

PAWN - 2	ROOK - 8
KNIGHT - 4	QUEEN - A
BISHOP - 6	KING - C

EXAMPLE: To verify the position of chess pieces at the beginning of a game, press the EN Key, and **A1E8** will appear in the windows to verify that there is an enemy's (human) rook on square A1. Press EN again and **B1E4** will appear to verify that there is an enemy's knight on square B1. Continue to press the EN Key to verify the position of as many pieces as desired.



## PAWN PROMOTION

As in a normal game of chess, when a pawn reaches the "8th Rank", the computer will automatically promote the pawn to a Queen. However, if you choose to promote a pawn to some piece other than a Queen, simply use the DM/PB Key (explained later in Problem Mode instructions) to substitute any other piece desired.

## CHECK AND MATE

Whenever CHESS CHALLENGER® places your King in check, the "CHECK" light will be activated. If CHESS CHALLENGER® should checkmate your King, the display windows and "CHECK" light will flash to designate that the computer has been victorious. If the computer's King has been checkmated, the display windows and "I LOSE" light will flash to signal your victory.

In a stalemate situation (not stalemate by repetition), the display windows will flash to indicate that the game has ended in a draw.

In the higher levels of play, if CHESS CHALLENGER® determines that you are mated in two moves, it may start to flash a victory even before the actual checkmate. This feature alerts you that it has set up a "Mate in Two" situation from which you cannot escape.

## OVERRIDE

The DM Key (double move) can be used at any time during the game to instruct the computer not to respond as you move pieces. Press the DM Key, and the display windows will exhibit **do ub**. Enter a move (in this mode, the computer will accept any move, whether legal or illegal) and the windows will again display **do ub**, indicating that your move has been effectively registered and CHESS CHALLENGER® will not respond with a countermove. Press the CL Key, and enter your next move to continue the game.

## RANDOM PLAY

When a choice of advantageous moves are available, CHESS CHALLENGER® will choose a move at random, so that each and every game will be different. With the combination of random play and selected moves, you should enjoy many hours of exciting chess play.

## PROBLEM MODE

CHESS CHALLENGER® is a most extraordinary, versatile device, which will permit you, the player, to perform numerous special moves at any time either before or during game play. It is possible to set up chess problems before a game has begun, or to alter the position of pieces during game play, or even to "resurrect" any pieces which were previously captured by either side.

The Problem Mode feature may be used before starting the game by pressing the DM/PB Key twice. The windows will then exhibit **Prob**. If you desire to place a chess piece such as a white pawn on space F2, press the F Key and **F** will appear in the display window. Then press the 2 Key and **F2** will appear in display, press E for enemy and then 2 for the pawn. The display window will now exhibit **F2E2**, indicating that an enemy's pawn is ready to be placed on space F2. Enter this information into the computer by pressing the EN Key. By continuing this process, you can decide to place pieces wherever you wish. If you wish to place the black Queen on g7, press g7, 1, and EN. If you wish to remove the black Queen press g, 7, and EN. Note that, when in the Problem Mode, a queen is represented by **Q** and King is represented by **K**. By using the Problem Mode before starting the game, it is possible to set up various chess problems and "Mate in Two" puzzles as desired. Moreover, by using the Problem Mode during game play, it is possible to alter the direction of the game; strengthen your side or the computer's side, resurrect lost pieces, or even to move your King out of an imminent checkmate situation.

If you wish the computer to solve a "Mate in Two" situation for a particular chess problem, set up the pieces in the Problem Mode. Press the DM/PB Key to disengage the Problem Mode. Enter a move to arrive at the "Mate in Two" position, and CHESS CHALLENGER® will respond with the first move of the solution.

If you elect to use the Problem Mode during game play, the same procedure may be used at any time after the first move is entered, except that the pieces already on the board will be displayed. It is then up to you if you wish to eliminate or add certain pieces by using the method described above.

## TEST PROGRAM

By means of the science of microprocessors, a miniaturized computer implanted in a solid state system within the game analyzes each position. After considering all possible chess moves, the computer makes a decision which it has determined to be the best available move.

Since the sophisticated program used in this decision-making process is thoroughly tested, the possibility of computer error is remote. If you suspect that your game is responding improperly, we would ask that you write down the series of moves and forward the same to our customer service department.

The following is a test program that indicates correct functioning within the microprocessor unit:

- |   | COMPUTER RESPONSE |
|---|-------------------|
| 1. Press RE Key   | <b>CL 1</b>       |
| 2. Enter FROM E2 TO E4  | <b>E7 E5</b>      |
| Because of the random feature of CHESS CHALLENGER® the computer may respond with a different move (i.e. <b>E7 E6</b> or <b>C7 C5</b> ). Repeat steps 1 and 2 as necessary until the computer responds with <b>E7 E5</b> . |                   |
| 3. Enter FROM G1 TO F3  | <b>B8 C8</b>      |
| 4. Enter FROM F1 TO C4  | <b>F8 C5</b>      |
| 5. Enter FROM F3 TO H4  | <b>D8 H4</b>      |
| 6. Enter FROM A2 TO A3  | Checkmate         |



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