CHESS
CHALLENGER™

MADE IN U.S.A.

THE PLAY

Plug in the game and turn on the switch. Four zeros should appear in the display window. Press and release REset; two red lights should appear momentarily. Set up all the chess pieces according to the rules of chess. You always have the white pieces, and the computer always has the black pieces.

Each square of the chess board is designated by a number and a letter of the alphabet, which must be conveyed to the computer when chess moves are made. The vertical squares (the File) are numbered 1 to 8; the horizontal squares (the Rank) are lettered A to H. Therefore, when the game begins, the white king's pawn, for example, is on square 5b; the black king's pawn is on square 5g.

> ALWAYS ENTER THE NUMBER (the File) FIRST,
> AND THEN, ENTER THE LETTER (the Rank).

The windows will always display a number and then a letter. For example, to move the white king's pawn two squares forward, press 5b, and the FROM window will display 5b; then press 5d, and the TO window will display 5d. Then, manually move the white king's pawn from square 5b to 5d. This move is now ready to be stored in the computer's memory. Now, press ENter, which effectively registers the move in the computer. Almost immediately the window will display the computer's counter move, which should be FROM 5g TO 5E. Now, manually move the designated black piece in accordance with the computer's instruction.

If you choose not to use the above example as your opening move, press CLear; this erases the FROM 5b TO 5d before it is entered into the computer. You may always erase a move before pressing ENter. You cannot erase a move after pressing ENter.

Whenever you enter a move, the computer will respond with its best counter move. Furthermore, the computer will always make a move according to the rules of chess, and assumes the player will do likewise. If you inadvertently make an illegal move TO an empty square, the computer will accept your move. It will not, however, allow you to make an illegal move FROM an empty square. In that instance, four zeros will appear in the windows. As in a normal game of chess, when your pawn reaches the "H" Rank, the computer automatically converts the pawn to a queen.

You, as the player, have the objective to checkmate the computer's king. The computer, however, will be satisfied with a draw. Additionally, if the computer captures your king, it will continue to play until every piece is removed from the board.

NOTE: Turning the game OFF or pressing REset automatically resets the program to the first move, and you will be compelled to start again.

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
To be used for Castling and for En Passant

THE DOUBLE MOVE

Castling—The computer is programmed to castle at the first opportunity. When the computer castles to the king side, the FROM window will display two zeros, and the TO window will be blank. When it castles to the queen side, the FROM window will display two zeros, and the TO window will display a single zero. If you, the player, should elect to castle either king or queen side, you must employ the double move (DM). To castle on the king side, press DM, then FROM 5A TO 7A, press ENter; next, press FROM 8A TO 6A to complete the castling. Finally, press ENter again. The computer has now recorded your castling election. The queen side castling follows the same procedure using the appropriate squares.

En Passant—You may elect to make this move by pressing DM, making the appropriate FROM-TO horizontal capture move; pressing ENter, making the appropriate FROM-TO one-square-forward move; and pressing ENter, which records the En Passant move.

POSITION VERIFICATION

An outstanding feature of CHESS CHALLENGER is its ability to inform you, the player, of the exact position of each of the pieces on the board during the course of the game at any time after completing a move. By pressing ENter, the FROM window will display the position of each piece starting from the Rank A and File 1. The first digit of the TO window will display the code which describes each piece, and the final digit will display E (enemy) for the white piece and nothing for the black piece. Each time you press ENter, the next occupied square to the right in the Rank row will appear in the windows. The computer will continue to display the piece positions for each Rank row reading from left to right.

CHESS
CHALLENGER™
FIDELITY ELECTRONICS

○ CHECK   ○ I LOSE

FROM   TO

[RE] [DM] [CL] [EN]
[1A] [2b] [3C] [4d]
[5E] [6F] [79] [8H]
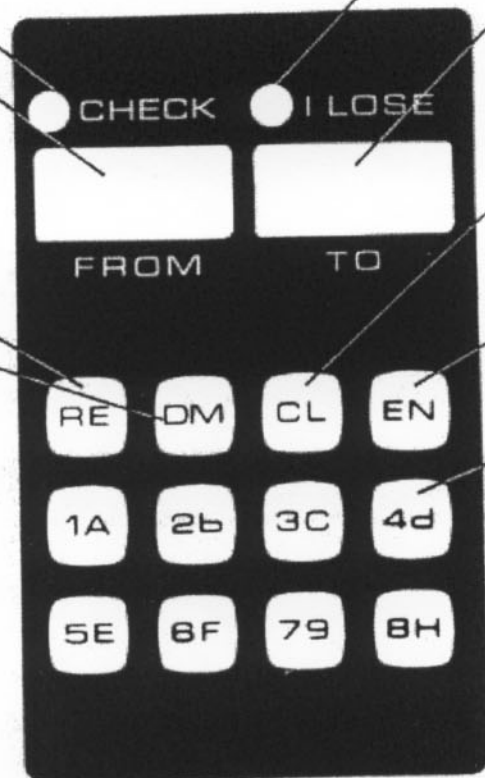
I LOSE
Lights when computer
admits defeat and
is in checkmate

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

CLEAR
To clear an unwanted
move before pressing
ENter

ENTER
To enter your move
into the computer

KEYS
Designates Rank
and File board moves

CODE FOR PIECES

The first digit in the TO window represents the
piece code as follows:

2—Pawn	6—Bishop	A—Queen
4—Knight	8—Rook	C—King

You may elect to stop the position verification at
any time, continuing the game by making your next
move; or you may choose to go through all the
positions and continue the verification starting
over again in square 1A. The computer will never
display an empty square.

DEMONSTRATION MOVES

To demonstrate computer strategy, press FROM
1A TO 1A, and ENter; the computer will respond
with its opening move. Again press FROM 1A TO
1A and ENter, and the computer will continue to
play an unopposed game. You will be able to ob-
serve the computer strategy, the queen side casti-
ing (0-0-0), and the check light.

To demonstrate the "I LOSE" light, which indicates
that you have defeated the computer, the computer

has been programmed to allow a simple checkmate
for test purposes:

PLAYER ENters:	COMPUTER Responds:
5b to 5d	5g to 5E
4A to 8E	7g to 7E
7A to 6C	8g to 8F
6C to 5E	7H to 6F
8E to 6g	I LOSE

CHESS NOTES

Castling—Since the Computer will castle at the
first available opportunity, it may castle itself out
of "Check". Should this occur, it can be corrected
by "uncastling". Simply press the Double Move
(DM) and instruct the Computer to return the King
and Rook to their original positions (i.e. the reverse
of Castling). Since the Computer will only Castle
once, it will then respond with the proper move.

Locking—Should the Computer fail to respond af-
ter pressing ENter, simply make a special entry to
move any of your pieces FROM the square it is on
TO the very same square (e.g. FROM 1A TO 1A),
and again press ENter. The Computer should then
proceed with the game.

CHESS CHALLENGER™

HOW TO UPGRADE YOUR CHESS CHALLENGER

Once you have mastered Chess Challenger, and you are able to win most of the time, you may desire to upgrade your Chess Challenger with a more difficult program. After June 1, 1977, you may upgrade the program by shipping your Chess Challenger via <u>insured</u>, postage prepaid mail, with a money order in the sum of $75 made payable to Fidelity Electronics, Ltd., 5245 West Diversey Avenue, Chicago, Illinois 60639.

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