

OWNER'S MANUAL
INSTRUCTION BOOKLET
UPGRADED VERSION

CHESS CHALLENGER™



MADE IN U.S.A.

SELECTING CHESS LEVEL

Plug in the game and turn on the switch. The designation CL 1 should appear in the display windows. Press and release REset; two red lights should appear momentarily. If you want to play the basic game, you are ready to begin, since CL 1 indicates "Chess Level 1", which is the basic level of play.

Should you decide to play one of CHESS CHALLENGER'S upgraded programs, press the CLear key, which is designated as the "Chess Level" key when used immediately after pressing the REset key before starting game play. By pressing the CL (Chess Level) key, the windows will display CL 2, which is the next higher level of play; and if the CL (Chess Level) key is pressed once more, the windows will display CL 3, which is the highest level of play. By continuing to press the CL (Chess Level) key, the window will either exhibit CL 1, CL 2, or CL 3 to indicate the level of difficulty that CHESS CHALLENGER is ready to play.

SELECTING OFFENSE OR DEFENSE

Next, after deciding whether you choose the light pieces or the dark pieces, set up all the chess pieces according to the rules of chess. If you chose the light pieces, you are now ready to commence playing, since CHESS CHALLENGER presumes you will choose the white pieces and take the first move.

If you chose the dark pieces, press the DM (Double Move) key twice; first the designation "doub" will appear in the windows, and then CC L (CHESS CHALLENGER has the LIGHT pieces) will appear; in which case you have the dark pieces and are ready to commence playing. Since the computer has the light pieces, it goes first, so simply press the ENter key and CHESS CHALLENGER will exhibit the first move.

If you happen to press the DM (Double Move) key again before any moves are made in the game, the designation CC d (CHESS CHALLENGER has the DARK pieces) will appear; and if the DM (Double Move) key is pressed once more, it will display "doub" again. However, during game play, the DM (Double Move) key can only be used for double moves or special entries as explained later in these instructions, and the windows will only display "doub" when the DM (Double Move) key is pressed.

THE GAME BOARD

Each of the squares of the chess board is designated in accordance with the 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 squares (the File) 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, for example (if the player has chosen the light pieces), is on square E2; the black king's pawn, square E7.

THE PLAY

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

The windows will always display a letter and then a number. For example (assuming again that the player has chosen the light pieces), to move the white king's pawn two squares forward, press E2, and the FROM window will display E2; then press E4, and the TO window will display E4. Then manually move the white king's pawn FROM square E2 TO square E4. This move is now ready to be stored in the computer's memory. Now, press ENter, which effectively registers the move in the computer. If you are playing at Chess Level CL 1, the computer will display its counter move almost immediately, which should be FROM E7 TO E5. If you are playing at Chess Level CL 2, on all subsequent moves the windows will lightly flash the move entered to indicate that it is thinking, and should indicate the counter move in 11 to 16 seconds. If you are playing at Chess Level CL 3, the windows will also lightly flash the move entered, and the computer's counter move should be displayed in 24 to 34 seconds.

Whenever the computer indicates its response move, manually move the computer's piece in accordance with the instructions in the display windows. In the above example, you would move the computer's black king's pawn two spaces forward FROM space E7 TO space E5.

If you decide not to use the above example as your opening move, so long as you have not pressed ENter, simply press CLear; this erases the FROM E2 TO E4 before it is entered into the computer. You may always erase a move before it is entered into the computer. 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, the computer will stop you by immediately displaying "----" in its display windows; in which case you need only enter a legal move in order to continue with game play.

As in a normal game of chess, when your pawn reaches the "8th" Rank, the computer automatically converts the pawn to a queen. Conversely, if the computer's pawn reaches the "8th" Rank, it will automatically convert its pawn to a queen.

You, as the player, have the objective to checkmate the computer's king. In the basic program (CL 1), the computer will be satisfied with a draw. However, in the upgraded programs, the computer will be more inclined to seek a checkmate. Moreover, if you should happen to move your piece into check, the computer will simply take your king rather than alerting you of your blunder. Also, after 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 commence a new game, 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 (Also, to determine if game has light or dark pieces at beginning of game)

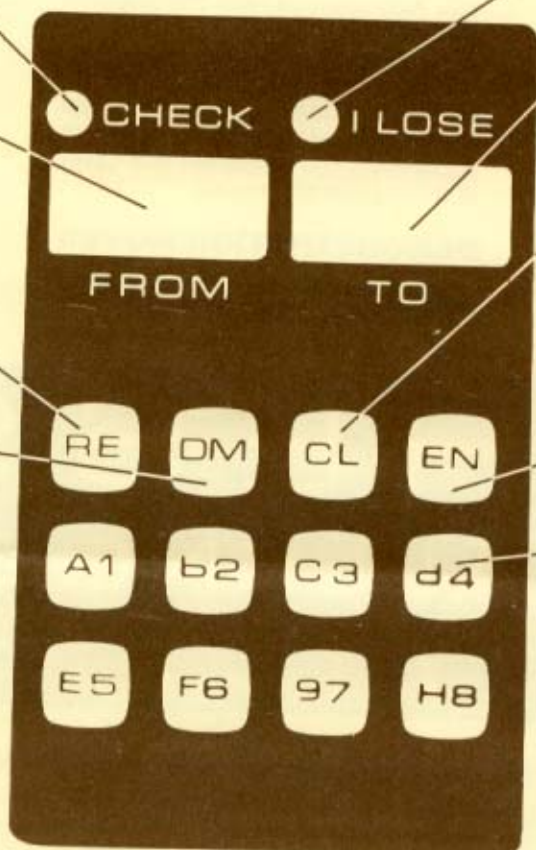
CASTLING

The computer is programmed to castle at the first opportunity. When the computer castles to the right side (i.e. king side if it has the dark pieces, or queen side if it has the light pieces), the FROM window will display two zeros, and the TO window will be blank. When it castles to the left 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) key. To castle on the right side (i.e. king side if you have the light pieces), press DM and the designation "doub" will appear in the windows. Then press FROM E1 TO g1, press ENTER; next press FROM H1 TO F1 to complete the castling. Finally, press ENTER again. The computer has now recorded your castling election. The left side castling (i.e. queen side if you have the light pieces) follows the same procedure using the appropriate squares.

It should be noted that 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 DM (Double Move) key 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.

CHESS CHALLENGER™ FIDELITY ELECTRONICS



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. (Also chess level key to determine difficulty at beginning of play)

ENTER

To enter your move into the computer.

KEYS

Designates Rank and File board moves.

EN PASSANT

You may elect to make this move by pressing the DM (Double Move) key, 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.

SPECIAL ENTRIES

CHESS CHALLENGER is an extremely versatile device, and numerous special moves can be entered into its memory at any time during the course of a game. If you wish to change the computer's opening response move, simply press the DM (Double Move) key, instruct the computer to return its piece FROM the square it had moved to back TO the square it had originally occupied. Then press ENTER, and this special move will be displayed again in the windows. Then press DM again, and instruct the computer to move any other piece you choose for an opening counter move, and press ENTER. Finally, ENTER your next move and

the computer will then respond with a counter move based upon the new board positions.

If you decide to commence in mid-game and set up a chess problem or to move around the board or capture pieces, simply use the DM (Double Move) key (after the computer has responded with its first move). For each entry, press DM (Double Move), then press the move desired, and then press ENTER. You can use the DM (Double Move) key in a continuous succession of moves until you are ready to proceed with game play. On the last move to be entered, don't press DM (Double Move), and the computer will respond with a counter move based upon the new board positions. If you happen to press DM (Double Move) on the final entry, simply instruct the computer to move any piece FROM and TO the same square, and the computer will then respond with its move.

So long as you have pressed the DM (Double Move) key, you can enter any moves that you desire, whether illegal or not, and the computer will accept the entries. However, once the computer responds with its next move, any illegal entries will thereafter be rejected.

As DM (Double Move) special entries are made, any pieces captured

will cease to exist. Of course, if you would like to remove all the pieces except possibly the king and queen of both sides, it might take quite some time to enter all the moves and capture all the pieces.

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 1 and File A. The first digit of the TO window will display E (enemy) for the player's pieces (e.g. all the light pieces) and nothing for the computer's pieces (e.g. all the dark pieces), and the final digit of the TO window will display the code which describes each piece. Each time you press ENTER, the next oc-

cupied 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.

CODE FOR PIECES

The final 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 A1. The computer will never display an empty square.

DEMONSTRATION MOVES

To demonstrate that your Upgraded CHESS CHALLENGER is operating properly, the computer has been

programmed to allow a simple checkmate in Chess Level 1 (CL 1) and in Chess Level 2 (CL 2) for test purposes, when the human player has the light pieces. Please note however, that the move sequence in Chess Level 3 (CL 3) will not achieve this simple checkmate.

PLAYER Enters	COMPUTER Responds
FROM E2 TO E4	FROM E7 TO E5
FROM F1 TO C4	FROM g8 TO F6
FROM b1 TO C3	FROM b8 TO C6
FROM d2 TO d3	FROM F8 TO C5
	or
	FROM F8 TO b4 (in CL 2)
FROM g1 TO H3	00 (castle king side)
FROM d1 TO F3	FROM C6 TO d4
FROM F3 TO g3	FROM d4 TO C2 (CHECK)
FROM E1 TO d1	FROM C2 TO A1
FROM C1 TO H6	FROM F6 TO H5
FROM g3 TO g4	FROM H5 TO F6
FROM g4 TO g7	I LOSE

CHESS CHALLENGER™

LIMITED TWELVE MONTH WARRANTY

Spectrum Marketing, warrants to the original consumer purchaser that Chess Challenger is free from any electrical or mechanical defects for a period of twelve months from the date of purchase. If any such defect is discovered within the warranty period, Spectrum Marketing will repair or replace the unit free of charge upon receipt of the unit which has been sent via insured, postage prepaid mail to:

Spectrum Marketing, 12 The Shrubberies, George Lane, South Woodford, London E18

The warranty does not apply to defects resulting from abuse, accident, alteration, neglect, wear and tear, inadequate maintenance or unreasonable use of the unit. YOU MUST COMPLETE AND RETURN THE WARRANTY REGISTRATION CARD WITHIN TEN (10) DAYS AFTER DATE OF PURCHASE TO VALIDATE THIS WARRANTY.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to twelve months from date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of Spectrum Marketing.

SERVICE AGREEMENT

If after the twelve month limited warranty period, your Chess Challenger requires service, Spectrum Marketing will service the unit upon its receipt, which has been sent via insured, postage prepaid mail, together with a money order in the sum of \$25 made payable to Spectrum Marketing, to:

Spectrum Marketing, 12 The Shrubberies, George Lane, South Woodford, London E18

This service agreement does not apply to defects resulting from abuse, alteration or unreasonable use of the unit, and does not apply if repairs are attempted outside of Spectrum Marketing. Also, this service agreement does not apply to units which require service three years after date of purchase.

Manufactured by:



FIDELITY ELECTRONICS, LTD.

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