



CHESS MATE

MODEL 6136

A V A N T I

MODEL 6137

INSTRUCTIONS

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HANDLEIDING

DEAR CHESS FRIENDS!

Congratulations on the purchase of your FIDELITY CHESS GAME! Your new chess computer is truly a giant step in technological advancement. It has been designed to be both simple to use and strong-playing. All of us here at FIDELITY wish you many hours of enjoyment with your new chess partner.

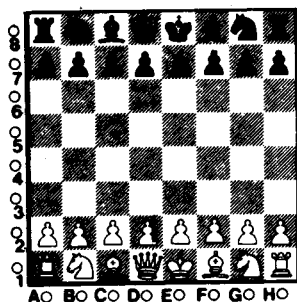
FIDELITY ELECTRONICS Miami, Florida

A.1. GETTING STARTED

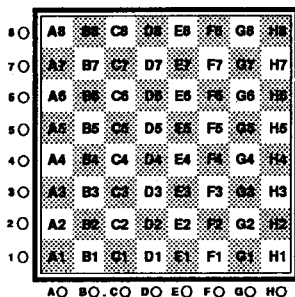
Open the battery compartment cover located on the top right hand side of your chess computer. Insert 4 "AAA" alkaline batteries into place, making sure that they are in the right way around. When changing batteries, please dispose of them properly (i.e. do not place in your household waste). Replace the battery compartment cover, press the NEW GAME key.

A.2. PREPARING FOR A GAME

In a standard game of chess, the pieces are set up with White at the bottom. Simply set up the chess pieces in the starting positions as shown below and press the NEW GAME key. (The Avanti model features the storage compartment at the top of the chessboard.)



Each square on the chess board has a rank and file designation in accordance with international chess notation. A letter of the alphabet designates the vertical rows (the files) and a number designates the horizontal rows (the ranks) which are printed along the sides of the playing surface. Horizontal squares are numbered from 1 to 8, and vertical squares are lettered from A to H (see diagram below). Thus when the game begins, the White King is on square E1, and the Black King is on square E8.



A.3. SELECTING A LEVEL

When your chess computer is "first" turned on, or when the NEW GAME key is pressed, Level One is automatically selected. The display will correspond by showing L1. To select a level simply press the LEVEL Key until the desired level appears in the display.

Average response times for each playing level are shown in the page that follows. These times refer to the average amount of time allowed your chess computer to consider various responses before it decides on its next move.

PLAYING LEVEL / AVERAGE RESPONSE TIME

Level 1 - 6 Seconds
Level 2 - 15 Seconds
Level 3 - 25 Seconds
Level 4 - 40 Seconds
Level 5 - 60 Seconds (1 Minute)
Level 6 - 90 Seconds (1.5 Minutes)
Level 7 - 120 Seconds (2 Minutes)
Level 8 - Infinite (At this level, the computer will calculate its move until you press the MOVE Key)

A.4. CHANGING A PLAYING LEVEL

The playing level may be changed at any time during a game after the chess computer's move has been completed and before you make your next move.

NOTE: Level Eight is commonly used for special problems like Mate-In-Three, Etc. (see Problem Mode Section D.1.).

B.1. PLAYING MOVES

Your chess computer is like playing with a human opponent - you make your move, and your chess computer responds with its move. The only difference, of course, is that you must make the actual physical move of the piece for your chess computer. Your computer is equipped with a sensory playing surface which senses the presence of a piece located on the square. When making a move, simply press the center of the square you are moving FROM and then press the center of the square you are moving TO. The computer will display one-half of the move at a time. Your chess computer will register your move immediately, and will begin thinking about its countermove.

NOTE: When you are entering your moves, the TO portion will not appear in the display, since your chess computer automatically senses that the move has been made.

While your chess computer is "thinking" about its move, in the display you will see the thinking symbol (segments) moving up and down. After the computer has decided on a move, the first half of its move (the FROM portion) will show in the display. Make the move for your computer by pressing down on the piece which is indicated in the display. The display will then automatically show you the TO portion of your computer's move. The display will then clear (indicated by two dashes), signifying that its move is complete, and it is now your turn to move again. In order to stop the computer's thought process in the infinite level you must press the MOVE Key.

B.2. ACCIDENTAL WRONG MOVE

If you press down on a piece and the FROM portion of the move is in the display, but you decide not to make that move (before the TO square is pressed), simply press the ON/CLEAR Key. Your chess computer will clear the display and await another move. To undo a move after the TO square has been pressed and the computer has started thinking see Section B.4..

B.3. ILLEGAL MOVE

Your chess computer will notify you of an incorrect or illegal move by flashing in the display the square to which you moved your last piece. To undo the wrong move, press the piece down first on the flashing TO square (the FROM square will then be flashing in the display), and then on the flashing FROM

square. This ensures that the incorrectly moved piece is returned to its original location. Your chess computer then waits for you to make another move.

B.4. TAKING BACK MOVES

The UNDO Key is used to take back the last move that you made and the last move that the computer made, in a case where you have already entered a complete move, but would rather make another one. In order to use the take back feature, simply press the UNDO Key, and the display will show the TO portion of the computer's last move. Press down on the indicated square, and the FROM portion will show in the display. Press this square, and the computer will display your last TO and FROM moves, which you then take back in the same manner. You can now make another move and continue the game.

NOTE: The take back feature will not work if either side's last move was a castle, or after an illegal move has been made. Always make certain that you have completed the computer's move before attempting to use the take back feature.

B.5. EN PASSANT / CASTLING / PAWN PROMOTION

En Passant

Your chess computer will perform the En Passant maneuver when it deems such a move is appropriate, and will also recognize when you choose to execute an En Passant move. Do not forget to remove the captured Pawn when making this move.

Castling

Your chess computer will castle by internally first performing a King move

and then a Rook move. Only the King move needs to be acknowledged in the usual manner by pressing the FROM square and then the TO square. Do not forget to move the computer's Rook. You may castle your King in a similar manner by pressing only the squares occupied by the King. Do not forget to move your Rook after making the King move. It is not necessary to press down on the square occupied by the Rook, as the computer recognizes the castling maneuver by the King's move.

Pawn Promotion

As in a normal game of chess, when a Pawn reaches the "8th Rank", the computer will automatically promote the Pawn to Queen. However, if you choose to promote a Pawn to some piece other than a Queen, use the Problem Mode to substitute a Knight or any other piece desired.

C.1. NEW GAME

NEW GAME performs an all clear or reset of your chess computer. This button should be used to start a new game and to initialize your computer after new batteries have been installed. If at any time your computer does not respond to any keys, due possibly to static discharge into your chess game, the NEW GAME Key will force your computer to respond.

C.2. I LOSE/CHECK/CHECK & MATE

I Lose

When your chess computer loses, "LL MATE" will appear in the display to signify the loss. In this situation, the only key that will be accepted by your computer is NEW GAME.

Check

When your chess computer places your King in check, "CHECK" will appear in the display.

Check & Mate

When your chess computer wins "CHECK MATE" will be shown in the display. To begin a new game, simply press the NEW GAME Key. Set up the pieces again, and you are ready to start playing.

D.1. PROBLEM MODE

The Problem Mode enables you to perform numerous special moves at any time before or during a game. By using the Problem Mode before starting a game, it is possible to set up various chess problems and Mate 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 move your King out of an imminent checkmate situation. You may enter Problem Mode at any time after the computer has completed one of its moves.

To set up a particular problem at the beginning of a game, proceed as follows: Enter Problem Mode by pressing the SET UP Key. The display will show E1 to indicate that the White King is on E1 (this is because the King piece type symbol is next to the SET UP Key, and thus is automatically selected when you enter Problem Mode). Pressing the King symbol again will show E8 flashing, indicating that the black King is on square E8.

To add a piece to the board, simply press the key for the particular piece type you wish to add. To put a white piece of

that type on a specific square, press that square once, and the square will be shown in the display steadily. Do this for all white pieces of that type. For black pieces, simply press down twice on the square which is to contain the black piece, and that position will be flashing in the display. To remove a specific piece from a particular square, press that square twice for a white piece and once for a black piece. Proceed to the next piece type you wish to set up and repeat the above process. When a piece type key is pushed and there are no pieces of that type on the board, A- will show in the display. To terminate Problem Mode, press the ON/CLEAR Key and continue with the game.

To add, remove, or rearrange pieces during a game, the above instructions should be followed, with the exception that all pieces will be in their actual board positions upon entering Problem Mode.

NOTE: If you wish to put a piece on a square that is already occupied by a different piece type, you do not have to go through the standard removal process. Simply push down on the piece type key you want to add, and press the occupied square once. The piece which was on the square will then be removed, and you can add your new piece as desired.

As an example of using Problem Mode during a game, suppose you want to remove the computer's Black Queen and put back a White Knight you lost:

1. When it is your turn, press the SET UP Key.
2. Press the key adjacent to the Queen symbol.
3. Press down once on the square which the Black Queen is on, and the

Black Queen will be removed from the computer's memory. Remove the Black Queen from the board.

4. Press the key adjacent to the Knight symbol.
5. Place a White Knight on the desired open square, and press down once on that square. The designation for that square will now appear in the display, indicating that a White Knight is entered in that position.
6. Press the ON/CLEAR Key to exit the Problem Mode.
7. Make your move to continue the game.

D.2. POSITION VERIFICATION

An outstanding feature of your chess computer is the ability to verify the exact position of each of the pieces - both yours and the computer's - at any time during the course of the game (after one of the computer's moves is completed) or just before making your first move of a new game. The following steps should be taken:

1. Press the VERIFY Key when it is your turn to move.
2. Press one of the keys adjacent to a picture of the piece type you are interested in. With each successive press of the key, the computer will display, in turn, all of the squares which contain that particular piece type. The Black pieces will be shown as flashing.

NOTE: When the computer has shown you all of the occupied squares for that piece type, the display will show A-. You can then cycle through all of the positions again, if desired.

3. By repeating this process for each piece type, every piece on the board can be correctly located.
4. To return to normal play, press the ON/CLEAR Key or simply make your next move.

D.3. SOUND ADJUSTMENT

The SOUND Key may be used to turn the tone On or Off. Remember that if you turn the sound off during play, when you press the SOUND Key again to resume the tone, you will not hear a sound until another key or square is activated.

D.4. REVERSE SIDES

The MOVE Key is used to change sides with the chess computer. For example, at the beginning of a game, you may decide to have the chess computer make the first move with the White pieces at the bottom of the board. Simply press the MOVE Key.

During a game, you may want to have your chess computer make your next move. Press the MOVE Key and the computer will display a move for the color you were playing. Press the MOVE Key again, and the computer will return to its original color. By pressing the MOVE Key after each move that the computer makes, you can have it first play White, then Black, then White again. You can actually watch the computer play against itself through an entire game.

D.5. RANDOM PLAY

When a choice of advantageous moves is available, the chess computer will choose a move at random, so that most games will be different. You should thus enjoy many hours of exciting chess play.