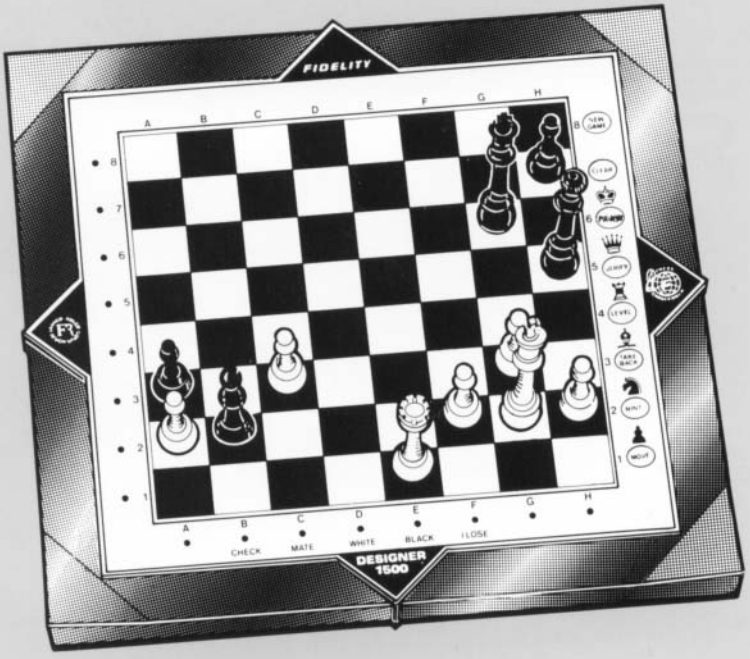
DESIGNER CHESS CHALLENGER®

OWNER'S MANUAL
INSTRUCTION BOOKLET

CHESS COACH (WITH VHS TAPE)
MODEL 6111

DESIGNER 1500 (WITHOUT TAPE)
MODEL 6104



THIS LIMITED WARRANTY APPLIES ONLY TO FIDELITY PRODUCTS PURCHASED IN THE UNITED STATES

LIMITED 90-DAY WARRANTY

Fidelity International warrants to the orginal consumer purchaser that its products are free from any electrical or mechanical defects for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Fidelity International, will repair or replace the unit free of charge upon receipt of the unit which has been sent insured and postage prepaid to the factory address shown below.

A PURCHASE RECEIPT OR OTHER PROOF OF DATE OF ORIGINAL CONSUMER PURCHASE WILL BE REQUIRED BEFORE WARRANTY PERFORMANCE IS RENDERED.

This warranty covers normal consumer use and does not cover damage which occurs in shipment or failure which results from alteration, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to ninety days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

The only authorized service center in the United States:

Fidelity International
13900 N.W. 58th Court
Miami, Florida 33014
(305) 557-9800

If you ship the unit, carefully pack and send it prepaid, adequately insured and preferably in the original carton. Include a letter, detailing the complaint inside the shipping carton with a telephone number where you may be reached during business hours.

If your warranty has expired and you want a service fee quote, write to the above address specifying the model, and requesting a service quotation. DO NOT SEND YOUR GAME with your request for quotation, as Fidelity has no provisions for holding your game for service while waiting for your reply.

DESIGNER 1500

CHESS CHALLENGER®

OWNER'S MANUAL

TABLE OF CONTENTS

INTRODUCTION

Your Chess Challenger is a sophisticated and challenging, yet patient and helpful chess computer specifically designed for both beginning and advanced chess players. Fidelity's state-of-the art technology provides you with an amazing computerized opponent that plays chess with skill and cunning, yet allows you to control the level of difficulty. The sensory playing surface enables the computer to automatically sense all game moves. Battery operation allows you to play against this chess opponent wherever you desire.

Your enjoyment of the computer will be greatly enhanced if you familiarize yourself with SECTION ONE of this Owner's Manual first before attempting to engage the special features or setting up board positions. The instructions which follow will help you understand how to operate the computer and how to play your first game.

SECTION I—BASIC OPERATION

1.1 BATTERY INSTALLATION/REPLACEMENT

Use four "AA" size alkaline batteries only.

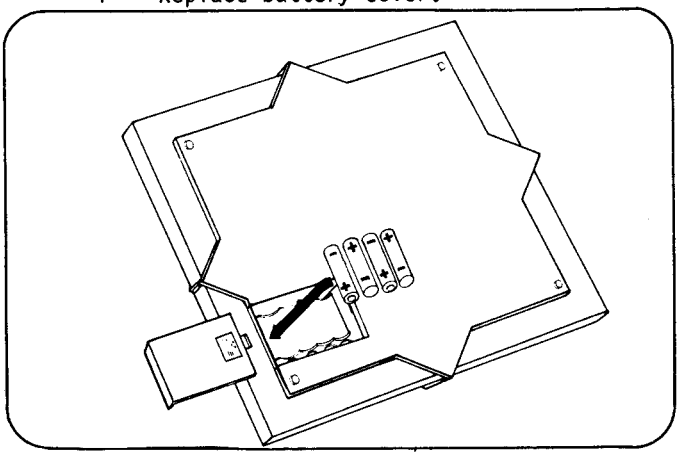
To install or replace batteries:

1- Locate the battery compartment on the underside of the unit, and gently slide the battery cover to expose the inner compartment.

2- Remove and discard old batteries.

3- Install batteries.

4- Replace battery cover.



1.2 POWER ON

Set the ON/OFF switch to ON. If optional Fidelity transformer is being used, see 1.5.

A new game is started when you first turn power on or when the NEW GAME key is pressed.

1.3 LOW BATTERIES

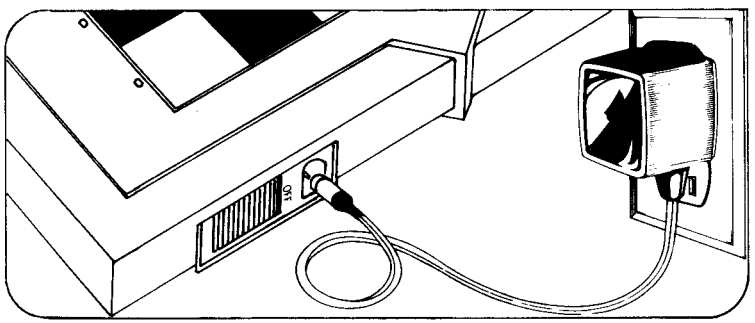
The expected useful life of a set of new batteries is approximately 100 hours depending upon how often you play and the average length of your games. If the computer appears to be behaving erratically or signalling impossible/illegal responses, this is a sign of low battery power and the batteries should be replaced.

1.4 SPECIFICATIONS

Power SOURCE: DC, Optional AC
Size: 12" X 12" X .9"
ROM (Read Only Memory): 4K BYTES
RAM (Random Access Memory): 256 BYTES

1.5 AC OPERATION

For AC operation, plug the transformer into an AC wall outlet and plug the transformer line cord into the game.

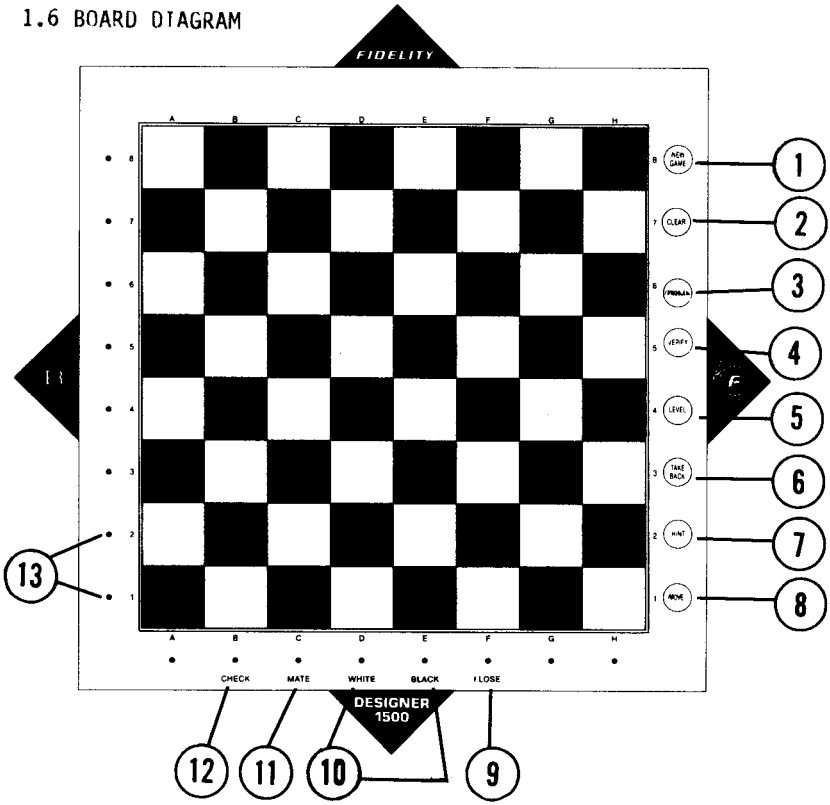


NOTE: The Fidelity transformer available for this unit has been specifically designed for use with this product. We strongly recommend against the use of any other transformer (transformer is optional and not included). If the transformer should become warm during use, this is normal and may be disregarded.

IMPORTANT:

Please note that, as the batteries begin to weaken and can no longer provide full power, the game may begin to malfunction.

1.6 BOARD DIAGRAM



FUNCTION KEYS:

1- NEW GAME: Resets computer to start a new game. This key will not work until the computer's move is completed.
2- CLEAR KEY: Used to clear unwanted FROM square or exit Problem Mode.
3- PROBLEM MODE KEY: Used to set up special board positions, or add and subtract pieces.
4- VERIFY KEY: Used to verify positions of pieces on board.
5- LEVEL KEY: Used to select levels of play (1-8).
6- TAKE BACK KEY: Used to take back moves.
7- HINT KEY: Used to display a move computer suggests for you.
8- MOVE KEY: Used to change sides with the computer; also can force computer to stop thinking and make its move.

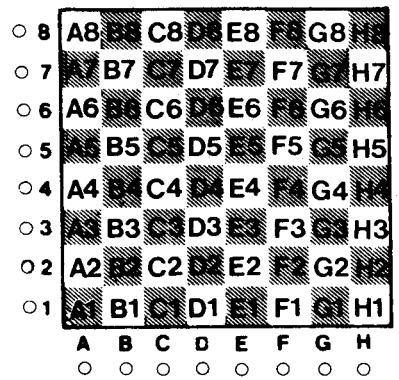
THE LIGHTS OR LED's (LIGHT EMITTING DIODES):

9- I LOSE LED: Indicates computer loss when lit.
10- COLOR LED's: (White and Black) always indicate which side is currently at play.
11- MATE LED: Will light when the computer has mated its opponent.
12- CHECK LED: Will flash whenever there is a check situation on the board.
13- NUMBERED LED's: Used in conjunction with bottom row of LED's to indicate location of piece computer wants to move and destination of that piece (See Section 1.9); also used to display play level.

1.7 SETTING UP THE BOARD

In a standard game of chess, where the chess pieces are set up with white at the bottom of the board, the computer will always presume that you are going to play white. According to the rules of chess, white has the first move, and thus you should make the first move to begin the game.

Each square on the chess board is designated, in accordance with international chess notation, by a letter of the alphabet and a number (printed along the side and the bottom of the playing surface). Horizontal rows of squares (ranks) are numbered from 1 to 8, and vertical rows of squares (files) are lettered from A to H. Thus when the game begins, the white King is on square E1; the black King is on square E8.



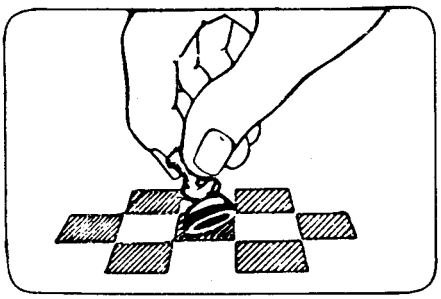
Files are vertical rows of squares. 1 - 8

Ranks are horizontal rows of squares. A - H

1.8 THE PLAY

Playing chess with your computer is like playing with a human opponent - you make your move and the computer responds with its move. The only difference, of course, is that you must make the actual physical move of the piece for the computer.

To record your moves and computer moves, tilt the piece and press down on the appropriate square using the edge of the piece.



1.9 YOUR FIRST MOVE

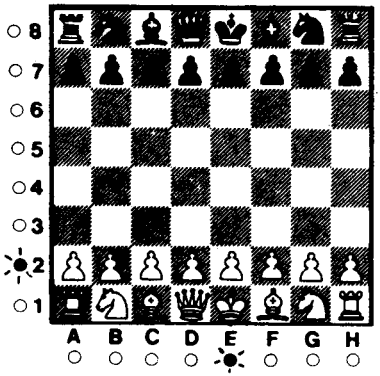
The following example will help you to start your first game with the computer. Checklist:

1.	Battery installation	(Section 1.1)
2.	Power on	(Section 1.2)
3.	Chess pieces set up	(Section 1.7)
4.	How to enter moves	(Section 1.8)

Let's say you have chosen to move your white pawn located on E2 square (at intersection of file "E" and rank "2") to the E4 square:

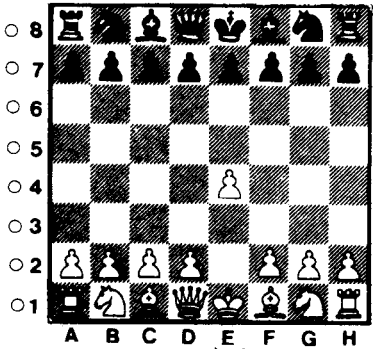
STEP #1

First tilt the pawn and press on square E2. File "E" and rank "2" will light up as shown. Therefore, the E2 square is located.



STEP #2

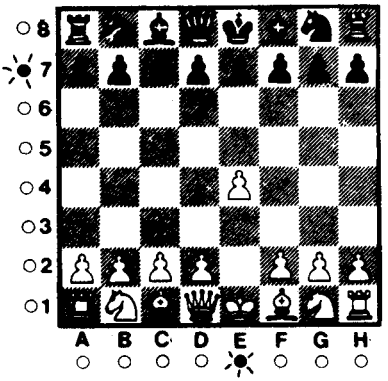
Pick up the pawn on E2, tilt the piece, and press on square E4 (the "E" and "2" lights will go out). The computer, at that instant, has recorded the move you made, and has begun to think about its move. (In this example, the computer will respond instantly, so you may not even see the "Black" LED flashing).



"Black" is thinking

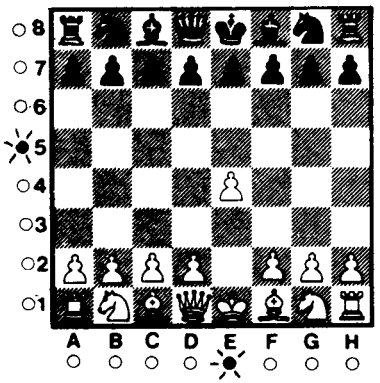
STEP #3

The computer will show you its move by lighting two LEDs for its FROM square. (We have selected the E7 square for this example - you may get a different response). The file "E" and rank "7" LEDs are lit.



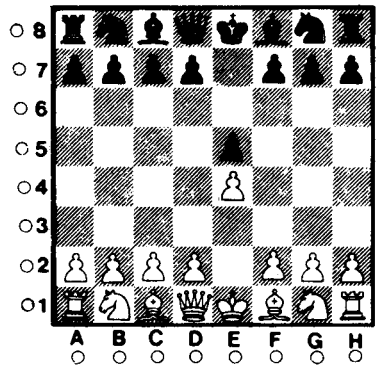
STEP #4

Press down on the black pawn at square E7. The FROM lights will go out and two different LEDs will show you the TO location for that pawn. (We have chosen the E5 square for this example).



STEP #5

Pick up the black pawn on the E7 square, tilt the piece and press down on the E5 square. The TO lights will go out, and it is time for your next move.



For each move, remember the three basic steps: press, move, and press again.

NOTE: You may notice that, when moving YOUR piece, the TO square LEDs DO NOT light, but when moving the computer's piece, the LEDs for the TO square DO light. The reason for this is that once you have moved your piece to the TO location, the computer is instantly informed of your move, and there is no need for lights. On the computer's move, the TO square is lit to show you where to place the computer's piece.

1.10 ACCIDENTAL WRONG MOVE

If you press down on a piece and the FROM square is lit, but you decide not to make that move, you can either (1) press down on that same FROM square once more, causing the LEDs for that square to go out; or (2) press the CLEAR KEY, which will also turn the LEDs off. You may now enter another move of your choice.

If you change your mind after you have entered an entire move (FROM and TO squares) then the computer has accepted your move and is already considering its countermove. The TAKE BACK feature will correct such a mistake. First wait until the computer makes its next move (or press the MOVE KEY to force the computer to stop thinking and display a move). Make the computer's move in the usual way, and then take it back (see Section 2.8). After you have taken back the computer's move, take back your move in the same way. You can now enter any move of your choice.

1.11 ILLEGAL MOVE

The computer will only allow moves that are in compliance with the rules of chess. Illegal moves are not accepted. The computer notifies you of an illegal move or error by beeping a double tone and lighting the LEDs corresponding to the FROM square which was pressed. To undo the error, you have several options:

1. Pick up that piece and press it down on the square you actually intended to move it to; or,
2. Press the piece back down on the lit FROM square (the LEDs indicating that square will go out), and then enter another move; or
3. Press the CLEAR KEY to turn the LEDs off and put the piece back down on its original FROM square. Then enter another move of your choice.

IMPORTANT NOTE: Method #3 does not insure that the incorrectly moved piece has been returned to its original location, but rather leaves it up to you to place the piece correctly.

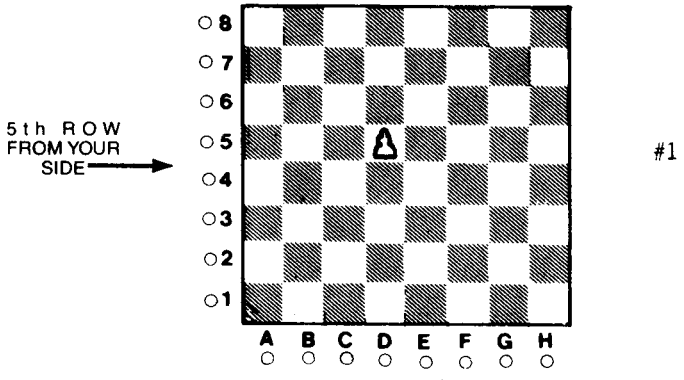
Please note the following circumstances, which will also cause the computer to beep an illegal move indication:

1. Pressing down on a piece of the wrong color (e.g., it is White's turn and you press down on a Black piece).
2. Pressing down on the wrong square when making the computer's move on the board (e.g., the computer lights the LEDs for square D8 and you inadvertently press down on the square D7).
3. Pressing down on an empty square without having first pressed down on a piece which could move to that square.

1.12 EN PASSANT

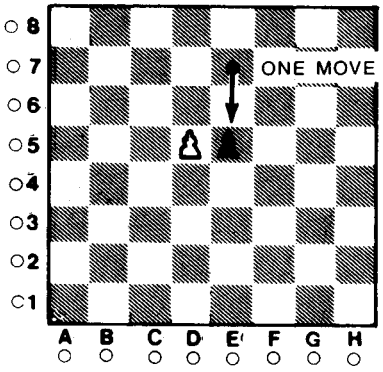
Pawn captures are normally made by advancing one square diagonally to the left or right. In accordance with the rules of chess, however, and under very specific circumstances, a pawn may capture in a fashion known as "en passant" or "in passing". Specifically, these circumstances are:

1- One of your pawns rests on the 5th square counting from your side of the board. (Does not matter which vertical file it is in or how it got there). SEE DIAGRAM #1



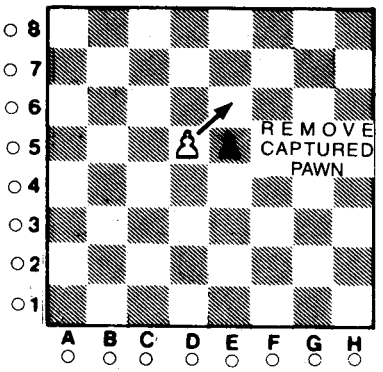
#1

2- Your opponent advances his pawn two squares on its initial move. After performing this step, your opponent's pawn now sits adjacent to your pawn on the left or right side. SEE DIAGRAM #2



#2

3- You may now capture his pawn "en passant". SEE DIAGRAM #3



#3

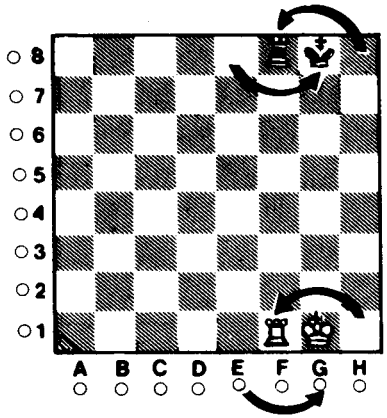
IMPORTANT NOTE: This option must exercised on your very next move, or the opportunity to capture "en passant" is lost. An en passant capture is legal only if it is made immediately after the above conditions present themselves.

The computer will capture a pawn en passant whenever it determines that such a move is desirable, and it will also recognize when you choose to move en passant. When performing an en passant capture, the computer will first indicate the pawn move in the usual way, by lighting LEDs for the FROM square and then the TO square. Then it will light LEDs to indicate the square of the captured pawn, to remind you to remove the pawn from the board. Simply press down on the captured pawn and take it off the board.

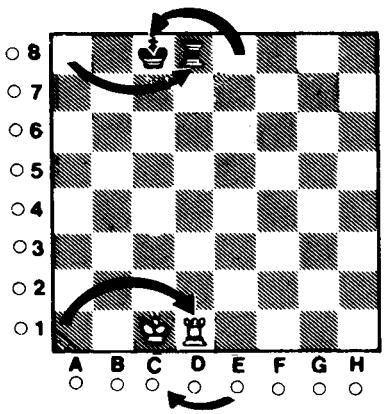
For details on taking back en passant move, please see Section 2.8.

1.13 CASTLING

In accordance with the rules of chess a player may execute a protective maneuver of the King known as "castling". This maneuver may be performed only once by each player during a game and, like the "en passant" maneuver, is restricted to certain conditions. "Castling" involves the movement of the player's King and one of his Rooks. Both pieces are moved at the same time to perform one castling move.



This diagram illustrates how "King side castling" is executed by either side.



This diagram illustrates how "Queen side castling" is executed by either side.

Castling conditions are:

1 - The squares between the King and Rook (that is, the Rook that will be used for castling) must be vacant.

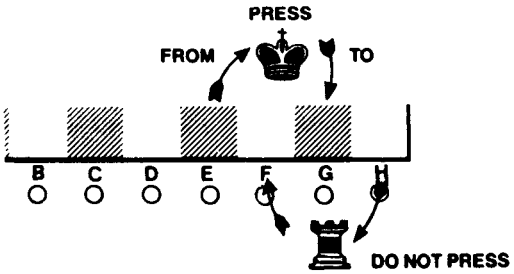
2 - Your King cannot be in check. Therefore, if you are in check, you cannot castle as a means to escape check.

3 - The vacant squares between the King and Rook cannot be under attack by an enemy piece.

4 - If either your King or the Rook on the castling side has been moved previously (even if they have been moved back to their original locations) you cannot castle.

The computer will perform the castling maneuver when it deems it appropriate, and will recognize when you perform the maneuver. To perform the castle maneuver for you or the computer, only the King Move is used to signal the computer. Make the move as follows:

1 - Press down on the King's FROM square.
2 - Move the King and press it down on the TO square.
3 - Move the Rook to its new TO square WITHOUT pressing down.



As you perform the King move in castling (2 squares) the computer then assumes you have also moved the Rook to its correct position.

1.14 PAWN PROMOTION

As in a normal game of chess, when a pawn reaches the "8th Rank" (that is, has advanced to a square on the opposite end of the board), the player may "promote" his pawn to the piece of his choosing. In most cases, the best choice is promoting to - the most powerful piece - the Queen. On occasion, however, it may be better to promote to a knight (the knight is the only piece that moves in such a fashion that the Queen cannot duplicate it). Therefore, once you have completed the movement of your pawn to the 8th Rank, the computer will automatically change the pawn's identity to a Queen (as it will also do for its own pawn when appropriate). If you wish to make the pawn a knight instead, you must use Problem Mode to change its identity. (See Section 2.3).

1.15 CHECK AND MATE

Whenever the computer has your King in check the CHECK LED will light up to notify you. (The CHECK LED will not light when you have the computer King under check).

If the computer determines that you will soon be mated, it will signal you as described in Section 2.4.

If you have been checkmated, the CHECK and MATE LED's will flash along with the LED corresponding to the color of your pieces (i.e. if you are playing with the white pieces and you are checkmated, CHECK, MATE and WHITE LED's will flash).

If the computer loses a game, it will beep a downscale series of tones and the I LOSE LED will flash.

1.16 BOOK OPENINGS

Book openings are exactly what they are called - specific patterns of different types of move series made at the beginning of a chess game that can be found in countless chess books (i.e. Queen's Gambit, Sicilian Defense, etc.).

Your computer is programmed to initiate and respond to a variety of book opening moves and, in fact, its opening book contains over 100 half-moves. (Half move = one move made by white or black as opposed to a full move which is one move made by white and black's countermove).

The computer will continue to follow a patterned book response until the player departs from the pattern. While "in book" the computer will respond instantaneously regardless of the level of play you have engaged.

1.17 THINKING ON THE OPPONENT'S TIME

Your computer has the ability to think on its opponent's time, a function which improves playing strength on all levels and quickens computer responses. While the computer is making its move, you are able to use that time to analyze the position and think of a countermove to the move the computer might make.

Similarly, the computer also thinks ahead while you are deciding which move to make. The computer does this automatically, whenever you are thinking about your move.

SECTION II—SPECIAL FEATURES

2.1 NEW GAME KEY

Resets the computer to start a new game. This key will not work until the computer's move is completed.

2.2 CLEAR KEY

Used to clear unwanted FROM square or exit Problem Mode.

2.3 PROBLEM MODE KEY

The Problem Mode is used to make changes - to remove or add pieces during a game, to relocate pieces from one square to another, or to set up special board positions. You can, for example, change the direction of the game, strengthen your side or the computer's, resurrect lost pieces, or even move your King out of an imminent check situation.

Problem Mode can be used any time it is your turn to move.

To learn how to use Problem Mode, try the following drill:

1- Press NEW GAME KEY and set up pieces in their initial positions.
2- Move your King pawn forward 2 squares (E2-E4) and wait for computer to respond - then make the computer's move.
3- Press the PROBLEM KEY - computer now shows location of white King.
4- Now press the Key adjacent to the pawn symbol (MOVE). Note that the 2 LED and A-H LED's (except for E File) are lit steadily to show the location of the white pawns on row 2. Press the Key next to the pawn symbol again, and the 4 and E LEDs will be lit to show the pawn you moved.
5- Press the Key next to the pawn symbol again, and the computer will show the location of the pawn the computer moved EXCEPT the file LED will be flashing to signify the pawn is black.
6- Press the Key next to the pawn symbol again, and the 7 LED will light with the File LEDs flashing to show the location of the rest of the computer's pawns.
7- Now press down on square H7. Note that the H and 7 LEDs goes out. By pressing down on this flashing square, you have cleared the black pawn off that square. Pressing square H7 once more will turn the H and 7 LEDs on steadily. Now a white pawn occupies that square.

Step 7 illustrates how the board position can be altered in a case where most of the pieces are still on the board.

If you wish to set up a position that includes only a few pieces, it is easier to first clear the board of all pieces in the computer's memory and then assign the few pieces to their appropriate squares.

For Example:

1- Remove all pieces from the board except for Kings.

2- Press NEW GAME.

3- Press PROBLEM - E and 1 LEDs are lit to show location of a King. The E LED is steadily lit to signify a white piece is on E1.

4- Press PROBLEM again - E and 8 LEDs are lit to show location of a King. The fact that the E LED is flashing indicates a black piece type on E8. For this exercise, we will leave the Kings where they are currently located.

5- Press the Key adjacent to the knight symbol (HINT). Only the 8 LED will light. This is because you have entered Problem Mode immediately after pressing NEW GAME and have not yet made a move. When this is done, the board is clear of all pieces except for Kings. Therefore, the computer has scanned all rows (ranks) and finds them all to be vacant of knights.

6- Take a white knight from the pieces you have removed and press it down on square G5 (file G, rank 5). The appropriate LEDs will light steadily and the computer has recorded a white knight at that location.

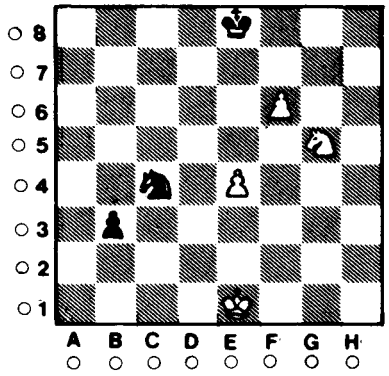
7- Take a black knight from the pieces you have removed and press it down on square C4 (file C, rank 4). The appropriate LEDs will light steadily. Press the knight down on the square again. This time the C LED is flashing. You have now successfully recorded a black knight at that location into the computer's memory.

8- Press the Key adjacent to the pawn symbol. As the computer shows no pawns on the board, the 8 LED only will light.

9- Take a white pawn from the pieces you have removed and press it down on square F6 - the appropriate LEDs will light steadily. Take another white pawn and press it down on square E4 - the appropriate LEDs will light steadily. White pawns are recorded at F6 and E4.

10-Take a black pawn from the pieces you have removed and press it down on square B3 - the appropriate

LEDs will light. Press it down again and the B LED will flash. You have now recorded a black pawn at square B3 into the computer's memory. Now press the CLEAR KEY to exit Problem Mode. The board position you have entered should look like this:



Note that the computer is flashing the WHITE LED, signalling you to make a move from this position. If you prefer the computer to move from this position, press MOVE and the computer will move as white. For further details regarding the MOVE KEY see Section 2.10.

By the above illustrations, it can be seen that:

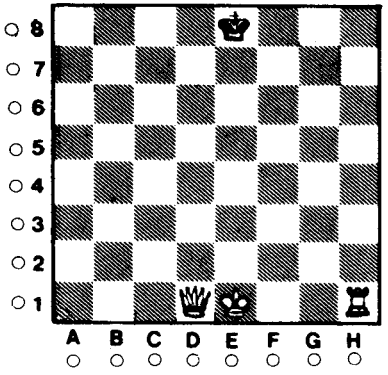
1- No file LED lit means no piece of that type on that square.
2- Steadily lit file LED means a WHITE piece of that type on that square.
3- A flashing file LED means a BLACK piece of that type on that square.
4- To clear the board of all pieces except Kings, press NEW GAME and then PROBLEM.
5- To alter a rather "full board", press NEW GAME, make a move, enter the computer's response and THEN press PROBLEM.
6- To exit Problem Mode you must press CLEAR.
7- For complicated positions it is a good idea to verify piece locations after you have exited Problem Mode (see Section 2.5).

2.4 MATE IN TWO

For additional practice, you can try setting up the following mate-in-two problem, using the Problem Mode.

1. Clear the board of all pieces except Kings.
2. Press PROBLEM to enter Problem Mode. LEDs will light to show the position of the white King.
3. Press PROBLEM again, and the LEDs will show the position of the black King.
4. Press the key next to the Queen symbol (VERIFY) and the 8 LED will light to signify no Queens are on the board at the moment.

5. Take the white Queen and press down on square D1. The 1 and D LEDs will light steadily to indicate that you have recorded a white Queen on that square.
6. Press the key next to the Rook symbol (LEVEL). The 8 LED will light to signify no Rooks are on the board at the moment.
7. Take a white Rook and press down on square H1. The 1 and H LEDs will light steadily to indicate a white Rook has been recorded at that square.
8. Press CLEAR to exit Problem Mode. The board should look like this:



9. Select Level 8 by repeatedly pressing LEVEL until the 8 LED lights up.
10. Press MOVE to instruct the computer to begin calculating white's move from this position. After a length of time, it will move the white Rook from H1 to H7. After you have completed the move for the computer, the black LED will flash indicating it is black's turn to move and the mate LED will flash indicating that the computer has found a "forced mate". In other words, it has found a series of moves that will allow it to checkmate its opponent regardless of what moves the opponent may make to defend or escape. In this case, the computer sees a mate in two moves: H1-H7 is the first of the two moves. At this juncture, black's King can only move to square F8, and white follows with D1 to D8 which is checkmate.

2.5 VERIFY KEY

This key is used to verify the positions of all pieces on the play board (either at the beginning or in the middle of a game). This feature works as follows:

1- Press VERIFY when it is your turn to move.

2- Press the Key adjacent to the picture of the piece type you are interested in (i.e. to check pawn

locations, press VERIFY and then MOVE). Each time you press that Key, a new row (rank) LED will light and column (file) LED(s) will light if the piece type you seek is in that file. If the piece is white, the file LED burns steadily. If the piece is black, the file LED flashes. If the piece type you are looking for is not in a particular row, the computer will skip that row (except for row 8). By continuing to press the Key, each row containing that piece type can be located.

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 CLEAR or simply make your next move.

2.6 LEVEL KEY

Your computer has eight different levels of playing difficulty.

Playing Level	Average Response Time
Level 1	5 seconds
Level 2	10 seconds
Level 3	15 seconds
Level 4	30 seconds
Level 5	1 minute
Level 6	2 minutes
Level 7	3 minutes
Level 8	Infinite (mate-in-two)

When the computer is first turned on, Level 1 is automatically selected. To change levels, simply press the LEVEL KEY. The first time the LEVEL KEY is pressed, the 1 LED will light to indicate Level 1 is currently activated. Pressing the LEVEL KEY again will turn on the 2 LED, indicating Level 2, and so on back to Level 1. After you have chosen your desired level of play, either press the CLEAR KEY or press down on any board square.

2.7 INFINITE MODE (LEVEL 8)

Level 8 allows no limit to the time used in making each move. The computer will continue to search, looking deeper and deeper until it finds a forced mate or until the computer's search is halted by you. When halted, the computer will make the best move it has found thus far in

its search. You can halt the computer's thinking at any time by depressing MOVE for about 2 seconds. Keep in mind that the very early moves into the game may be from the computer's book opening library and, therefore, those moves will be made immediately until it is "out of book" (see Section 1.16).

This level is handy for:

1- Giving you complete control over the computer's response time, and

2- Setting up mate-in-two problems for the computer to solve where it may need additional time to locate the solutions.

2.8 TAKE BACK KEY

The Take Back Key feature allows you to take back the computer's last move and the move you made prior to that move. In order to use this feature, simply press the TAKE BACK KEY when it is your turn to move. The LEDs indicating the TO portion of the computer's last move will light. Press down on the indicated square, and the LEDs showing the FROM portion will turn on.

Press that square (those lights will go out) and the LEDs indicating the TO portion of your last move will light up. Press down on the indicated square and the LEDs showing your FROM location will come on. Press down on that square (the LEDs will go out) and the LED indicating the color of your pieces will flash signalling your turn to move. You have thus completed the Take Back procedure. Before proceeding with the game, be sure to return any pieces that were previously captured as a result of the moves you took back to their appropriate location. (The computer's memory has already accounted for their return but has no way of reminding you to put them back). If you are unsure of where to replace a captured piece, use Position Verification (see Section 2.5). Please note that use of the Take Back feature while the computer is in its "opening book" (see Section 1.16) will disable its book opening library during that game.

IMPORTANT NOTE: Do not use the Take Back feature if either side's last move was a castling move (see Section 1.13).

2.9 HINT KEY

If you press the HINT KEY when it is your turn to move, the computer will recommend a move for you to play. The first press of the HINT KEY will light LEDs for the FROM part of the suggested move, and pressing the HINT KEY a second time will snow you the TO portion of the move.

NOTE: The computer will not give suggested moves while it is in book opening patterns. At lower levels, there may also be times when the HINT KEY does not offer a move suggestion due to the computer's limited search depth at that particular level.

2.10 MOVE KEY

The MOVE KEY is used to change sides with the computer. For example, at the beginning of a game, if you decide to have the computer make the first move with the white pieces at the top of the board, simply press the MOVE KEY. The MOVE KEY for this model is NOT designed to be used for computer versus computer play. Continuous use of this key to change sides after each move will eventually cause the computer to lock. To simulate computer versus computer play, you may use the HINT KEY (Section 2.9) to generate a suggested move, make the suggested move, and the computer will respond with a countermove. After each computer move, therefore, request a suggested move, make that move. REMEMBER: As described in Section 2.9, you must first wait until the computer is out of the book opening (usually three to four of the computer's first moves) before engaging this feature. You may also need to stop and enter move of your own choice on the lower levels, where the computer may have no suggestion for a particular position.

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