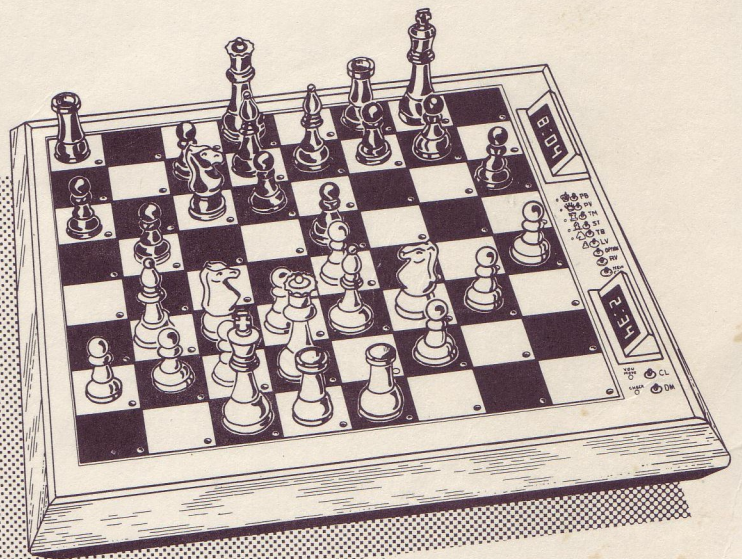


# ELITE PREMIERE

OWNER'S MANUAL  
MODEL 6131





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# QUICK REFERENCE CHART

PRESET TIME CONTROL Avg. Time/Move (Total Number Moves/Time)	PRESET TOTAL TIME	USER-SELECTABLE COMPUTER TIME CONTROL	USER-SELECTABLE USER TIME CONTROL	SELECT ANY SQUARE FOR INFINITE LEVEL		FIXED DEPTH LEVELS	MATEFINDER LEVELS
AVG. RESPONSE 3.5 MIN (40/2.5 HR)	3 HOURS PER SIDE	# MOVES REMAINING UNTIL TIME CONTROL	# MOVES REMAINING UNTIL TIME CONTROL	SELECT		8 PLY	MATE IN 8
A8	B8	C8	D8	E8	F8	G8	H8
AVG. RESPONSE 3 MIN (40/2 HR)	2 HOURS PER SIDE	TIME REMAINING UNTIL TIME CONTROL	TIME REMAINING UNTIL TIME CONTROL	ANY ONE		7 PLY	MATE IN 7
A7	B7	C7	D7	E7	F7	G7	H7
AVG. RESPONSE 2 MIN (30/60 MIN)	1 HOUR PER SIDE	SET TERTIARY # MOVES	SET TERTIARY # MOVES	OF THESE		6 PLY	MATE IN 6
A6	B6	C6	D6	E6	F6	G6	H6
AVG. RESPONSE 1 MIN (60/60 MIN)	30 MIN PER SIDE	SET TERTIARY TIME	SET TERTIARY TIME	SHADED		5 PLY	MATE IN 5
A5	B5	C5	D5	E5	F5	G5	H5
AVG. RESPONSE 30 SEC (60/30 MIN)	20 MIN PER SIDE	SET SECONDARY # MOVES	SET SECONDARY # MOVES	SQUARES		4 PLY	MATE IN 4
A4	B4	C4	D4	E4	F4	G4	H4
AVG. RESPONSE 15 SEC (60/15 MIN)	15 MIN PER SIDE	SET SECONDARY TIME	SET SECONDARY TIME	FOR		3 PLY	MATE IN 3
A3	B3	C3	D3	E3	F3	G3	H3
AVG. RESPONSE 10 SEC (60/10 MIN)	10 MIN PER SIDE	SET PRIMARY # MOVES	SET PRIMARY # MOVES	INFINITE		2 PLY	MATE IN 2
A2	B2	C2	D2	E2	F2	G2	H2
AVG. RESPONSE 5 SEC (60/5 MIN)	5 MIN PER SIDE	SET PRIMARY TIME	SET PRIMARY TIME	LEVEL		1 PLY	MATE IN 1
A1	B1	C1	D1	E1	F1	G1	H1

## CHART OF PLAYING LEVELS

PRINTER ON/OFF	PRINT TIME WITH MOVE	PRINT DOUBLE HEIGHT	PRINT FIGURINE ALGEBRAIC		DISABLE AUTOMATIC RATING	DISABLE LEARNING FEATURE	CPU MODE
A3	B3	C3	D3	E3	F3	G3	H3
MOVE TIME	SEARCH DEPTH	SCORE	CURRENT MOVE BEING SEARCHED	1st Move PRINCIPLE VARIATION	2nd Move PRINCIPLE VARIATION	3rd Move PRINCIPLE VARIATION	NODES PER SECOND
A2	B2	C2	D2	E2	F2	G2	H2
EASY MODE	SOUND OFF	MONITOR MODE	BLACK FROM THE BOTTOM	AUTO PLAY	ALL OPENINGS	CANCEL BOOK	COUNT- DOWN CLOCK
A1	B1	C1	D1	E1	F1	G1	H1

GAME OPTIONS (Squares A1-H1),  
 ROTATING DISPLAY OPTIONS (Squares A2-H2),  
 PRINTER / ADVANCED FEATURE OPTIONS (Squares A3-D3 / Squares F3-H3)



## INTRODUCTION

The Fidelity 2265-Master rated program you have chosen is the same program which made chess history when the United States Chess Federation awarded a Master Rating to a microcomputer chess game for the first time!

The 2265-Fidelity program has a tremendous array of special features which are guaranteed to delight and astound you. Some, (such as the computer's ability to learn from its mistakes) are brand new concepts, never before seen in a chess computer! All, whether new or familiar, are geared towards making this machine the most comprehensive and exciting chess computer ever. A quick scan of the Table of Contents will substantiate this. Notice that the Book Builder feature allows you to create your own opening books, and attaching a Fidelity Printer to the Elite Premiere allows you to not only print out your games, but also print out information pertaining to the games you play. The Permanent Memory function will "remember" a game for as long as you wish, and the auto-sensory playing surface enables the computer to instantly sense and recognize each and every move you make. Moves are communicated to you via two large, clear display windows and LEDs in

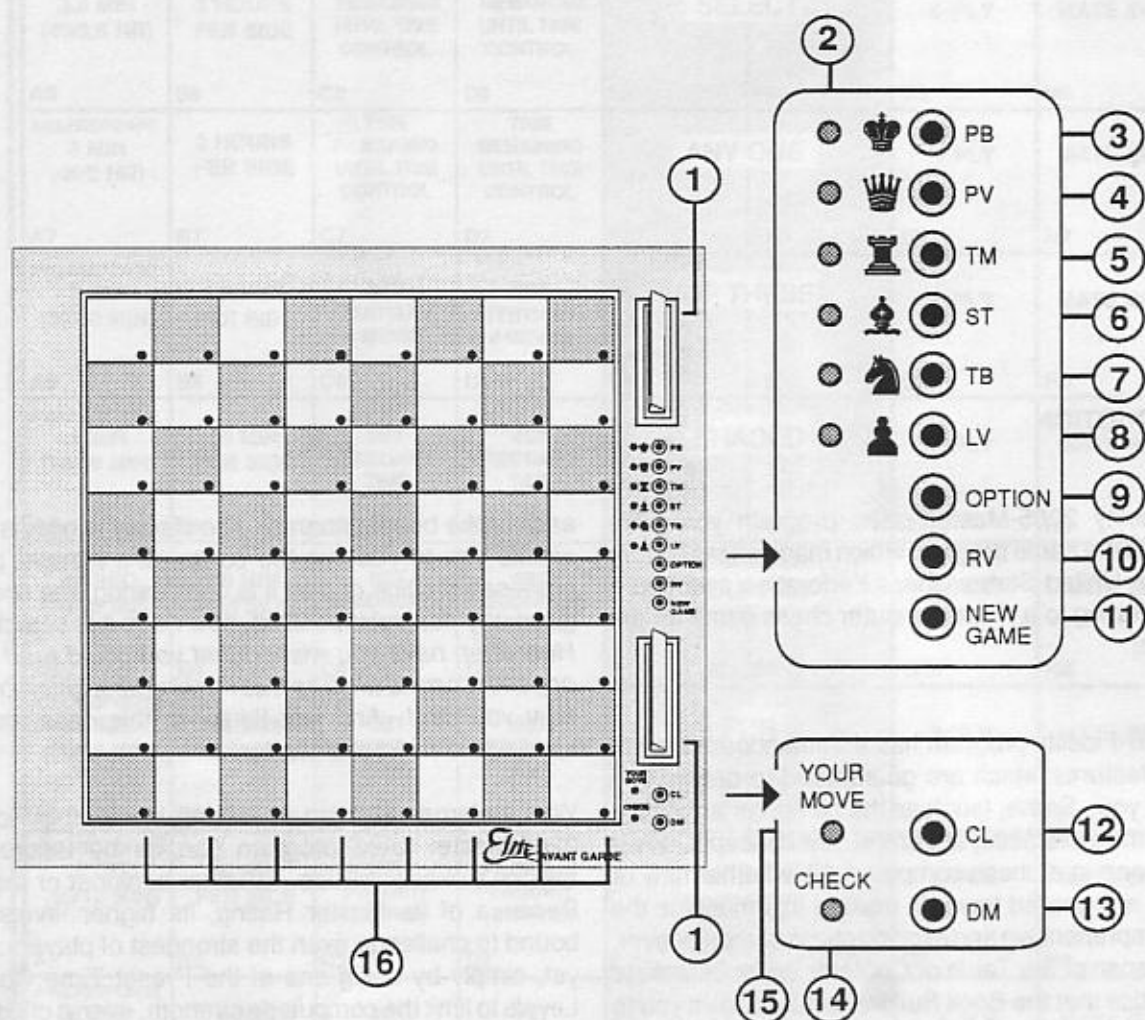
each of the board squares. The display windows also enable you to observe the computer's thought process—see the line of play it is considering, the score it gives any particular position, how deep it is searching. *How often have you wished that you could read your opponent's mind while he was thinking about his move—now you can!* And just think—in this case, you're reading the mind of a Master!

With its large selection of playing levels, the Fidelity 2265-Master rated program can be tailored to anyone's chess abilities—whether beginner or expert. Because of its Master Rating, its higher levels are bound to challenge even the strongest of players; and yet, simply by using one of the Preset Time Control Levels to limit the computer's strength, even a child can conquer it!

It is our hope that you will spend many pleasurable hours with your Elite Premiere. We are sure that this machine will simulate the chess-playing abilities of a human beyond anything you have ever imagined. Try it—you'll be amazed!



## SECTION ONE: BASIC OPERATION



### 1.1 BOARD DIAGRAM

The following is a brief outline of the Elite's keys and indicators, referenced to the above Board Diagram. Note that the key descriptions summarize only the main functions of the keys during normal game play. Most of the keys also have additional functions when used in different modes, as described later in the manual.

- 1 **DISPLAY WINDOWS:** Used for the chess clocks, and for various game and operational messages; used to display certain game information upon your request.
- 2 **PIECE SYMBOL INDICATORS:** Used to verify locations of piece types; also used in Problem Mode when adding or removing pieces on the board and setting up special positions.

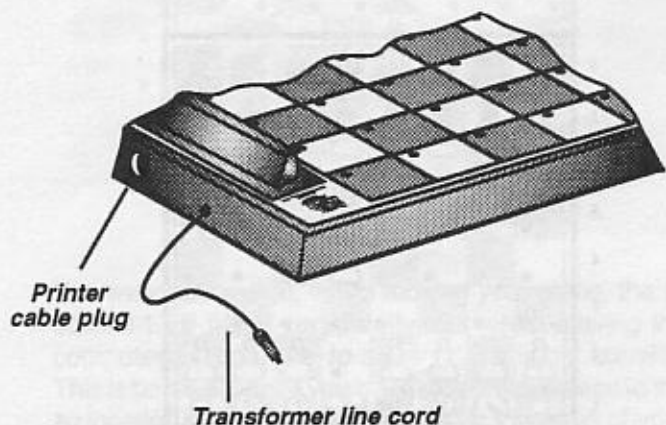
- 3 **PB KEY:** Used to set up chess positions or problems.
- 4 **PV KEY:** Used to verify positions of chess pieces.
- 5 **TM KEY:** Used to display total time.
- 6 **ST KEY:** Used to display information concerning the computer's last move; used to check current move number and color to move.
- 7 **TB KEY:** Used to take back moves.
- 8 **LV KEY:** Used to change levels of play.
- 9 **OPTION KEY:** Used to enter Option Select Mode.
- 10 **RV KEY:** Used to reset the game.
- 11 **NEW GAME KEY:** Used to start a new game.
- 12 **CL KEY:** Used to clear the board.
- 13 **DM KEY:** Used to display move number.
- 14 **YOUR MOVE:** Indicator for the player's move.
- 15 **CHECK:** Indicator for check.



- 10 **RV KEY:** Used to change sides with the computer, watch the computer play both sides, force the computer to stop thinking and make a move, or request alternate moves.
- 11 **NEW GAME KEY:** Used to start a new game with all current option and level settings remaining in effect.
- 12 **CL KEY:** Used to exit from various modes, such as Problem Mode, Position Verification, Option Select Mode, etc; also used to clear the display after the computer's mate and draw announcements.
- 13 **DM KEY:** Used to display a suggested move, and to replay moves after take back.
- 14 **CHECK LED (Light Emitting Diode):** Used to indicate a check situation on the board.
- 15 **YOUR MOVE LED:** Used to indicate who is on the move—lights steadily when it is your turn to move; flashes whenever it is the computer's turn to move; indicates the color to move when you exit Problem Mode.
- 16 **BOARD LEDs:** One LED located in the corner of each square, with an additional row of LEDs along the side of the board. These LEDs are used by the computer to indicate moves and to communicate with you in a variety of ways.

## 1.2 POWER ON

The Elite is operated on ordinary house current. To start up the unit, plug the transformer into an AC wall outlet and plug the transformer line cord into the game. *Do not use any transformer other than the Fidelity transformer designed specifically for this product. Failure to do so can cause damage to this product, which will void the warranty.*



After the transformer line cord has been plugged into the unit, the computer will beep and the LED labeled **Your Move** will light solidly, indicating that it is White's turn to move (in this case, to make the first move to start the game). You will notice later that the **Your Move** LED will flash whenever it is the computer's turn to move (while the computer is thinking).

Since the Elite is all solid state, the game may be left on for long periods of time, as desired. If the transformer should get warm during use, this is normal and may be disregarded.

## 1.3 THE GAME BOARD

Set up the chess pieces with the White pieces at the bottom of the board. Each square on the chess board is described, in accordance with international chess notation, by a letter of the alphabet designating the vertical rows (the Files), and a number designating the horizontal rows (the Ranks). At the beginning of a game, the White King is on Square E1, and the Black King is on Square E8.

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1

The LEDs in the squares are activated by very strong magnets in the base of each chess piece. These magnets activate switches located under each square, and the switches, in turn, activate the LEDs. Whenever a piece is sitting off-center enough to prevent the computer from sensing that the piece is there, that particular piece symbol indicator will light solidly (for a White piece), or flash (for a Black piece), and the LED for the affected square will light. As soon as you position the piece on the square correctly, the LEDs will go out.

## 1.4 DUAL DISPLAY WINDOWS

The Elite's dual display windows serve many functions during a game, helping to make your chess game more interesting and enjoyable. Please note the following guidelines which apply to the display windows.

During a normal game of chess (where you are White, playing from the bottom of the board), the front display window will show *your* clock and the back display window will show *the computer's* clock. When the RV Key is used to switch sides (see Section 2.8), the clocks will also automatically switch, so that if you are then playing Black, your clock will show in the back display window.

The clock of the side to move counts and displays the time that is being taken for that move. As soon as the move is made, that clock will stop and the clock for the other side will start up.

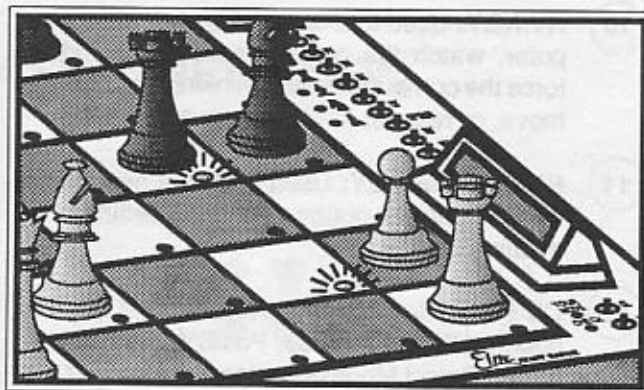
Please note that *your* display window (the front one if you are playing White, the back one if you are playing Black) usually shows *your* time. For this reason, most of the "Information" displays, such as displays relating to the use of the function keys (**Pb**) and (**Pb**), are always shown in *the computer's* display window. This is also true for all displays in Option Select Mode, and displays which occur when you are setting the playing level. When you are using the Countdown Clock Option and a time forfeit occurs, the display for the side which caused the time forfeit will flash.

## 1.5 HOW TO ENTER MOVES

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

To make a move, simply lift up the piece from its original square (the *from* square), and set it down on the desired square (the *to* square). When you lift your piece, the *from* square LED will light. When you set your piece down, the *to* square LED will light briefly. Both LEDs will then go out, and the computer will start thinking about its move, indicated by the flashing **Your Move** LED. *Note: If the computer is playing from its opening book library, it will not start thinking about its move, but will respond with its next move instantly, so you may not even see the Your Move LED flashing. For details on the opening book, see Section 1.12.*

When the computer is ready to move its desired piece, the *from* square and *to* square LEDs will light to indicate the computer's move, and the move will be shown in the display window. Pick up the piece the computer wants to move (the LED in that square will go out) and place that piece down on the indicated *to* square. The *to* square LED will also go out, signifying that the computer has registered the move, and it is now your turn to move once more.



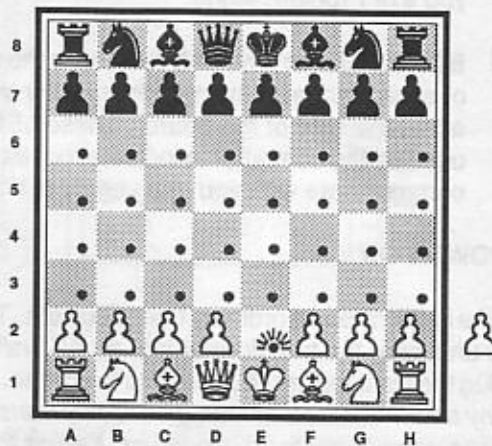
How the computer indicates its move: It lights the LED of the *FROM* square and the LED of the *TO* square.

Try to avoid sliding the chess pieces across the squares, since this could result in an invalid move entry.

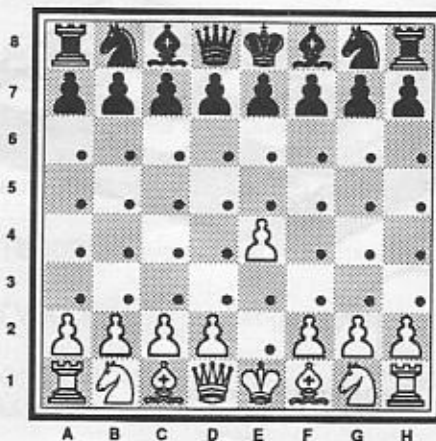
## 1.6 YOUR FIRST MOVE

The following example will help you start your first game with the computer. Let's say that you have chosen to move your White pawn from E2 to E4:

1. First, pick up the pawn from Square E2. The E2 LED will light up, indicating that Square E2 is selected.



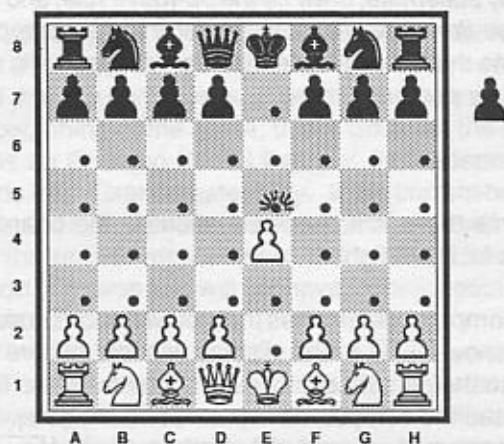
2. Put the pawn down on Square E4 (the E4 LED lights briefly, and then both the E2 and E4 LEDs will go



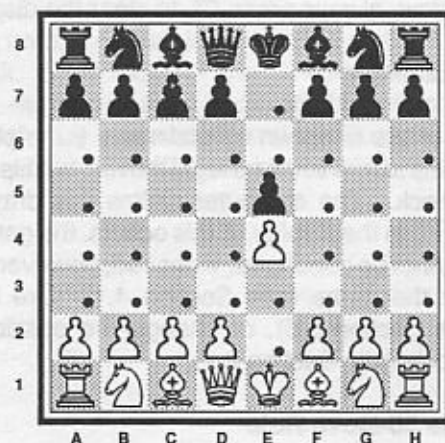


out). The computer, at that instant, has recorded the move you made, and has begun to think about its own move. (In this example, the computer will make a move from its opening book, so it will not actually have to "think" about its move, but rather will respond instantly. For details on the opening book, see Section 1.12.)

3. The computer will show you its move by lighting the **from** square LED for the piece it has chosen to move, and also lighting the **to** square LED to indicate where it wants that piece moved. (We have selected the move from E7 to E5 for this example—you may get a different response.) The computer's display window will also show the move **E7E5**.
4. Pick up the Black pawn on Square E7 (the E7 LED goes out), and put the pawn down on the **to** square



indicated by the lit LED—in this case, Square E5. The Elite will beep and the LED in that square will go out, indicating that the computer's move has been completed. It is now time for your next move.



You may notice that, when moving *your* piece, the **to** square LED lights very briefly, but when moving the computer's piece, the **to** square LED lights steadily. This is because, once you have moved your piece to the **to** location, the computer is instantly informed of your move, and there is no need for the LED to remain on. On

the computer's move, the **to** square lights to show you where to place the Elite's piece.

## 1.7 TAKING BACK MOVES

Moves may be taken back by simply making the same moves on the board in reverse order. To take back the moves E2–E4 and E7–E5, for example, you can simply make the move E5–E7 on the board, and then E4–E2. This is a fast way of taking back moves when you are sure of the moves that have been made on the board. If you attempt to use this method and you cannot remember the moves that were made, the computer will give you an illegal move indication each time you move a piece to an incorrect square.

A more accurate and dependable method of taking back moves is by using the **TB** Key, as described in Section 2.5.

## 1.8 ACCIDENTAL WRONG MOVE

If you lift a piece off the board to make a move, but you change your mind before the move is completed, simply replace the piece back on that same square.

If you change your mind about a move after you have completed a whole move (**from** and **to** squares), then the computer has accepted your move and is already considering its countermove. In this case, simply press the **TB** Key, and the computer will guide you through the take back of your move (see Section 2.5).

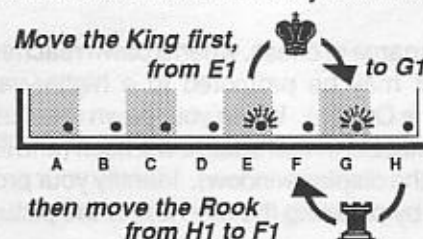
## 1.9 ILLEGAL MOVE

The Elite 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 with a low beep. It also *lights* the piece symbol LED for any White piece you have moved illegally, and *flashes* the piece symbol LED for any Black piece that has been illegally moved. To undo the illegal move, return the piece to its original **from** square and play a legal move.

## 1.10 SPECIAL MOVES

### Castling

The computer will castle by first performing a King move and then a Rook move. To carry this move out on the



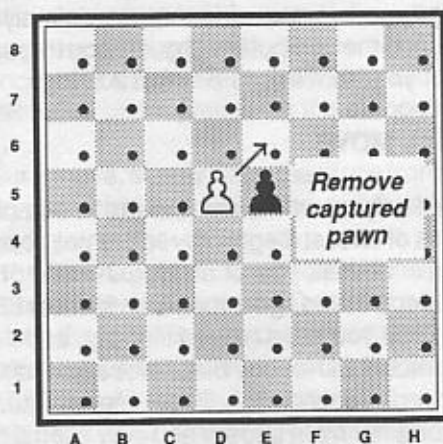
board, first move the King as indicated, and then move the Rook.

You may castle in a similar manner by first moving your King. The computer will automatically recognize that you want to castle, and will light the LEDs for the Rook's move to prompt you to move that piece. Note, however, that the computer's turn starts immediately after you have made your King move on the board. The computer will therefore already be thinking about its next move while you are making your Rook move on the board.

**Caution:** Remember that castling is a King move. If you attempt to castle by moving your Rook first, the computer will acknowledge the Rook's move and immediately begin thinking. To recover from such a mistake, use the Take Back feature to take the Rook's move back (see Section 2.5).

### En Passant

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 the *to* square. Then it will light the LED in the square of the captured



*En Passant Capture*

pawn, to remind you to remove that pawn from the board. Simply pick up the captured pawn and remove it from the board.

### Pawn Promotion

As in a normal game of chess, when a pawn reaches the eighth rank, it may be promoted to a higher-valued piece (usually a Queen). When your pawn reaches the eighth rank, the LED in that square will flash (and **P** will appear in the display window). Identify your promotion selection by pressing the key next to the picture of

the piece you wish to promote to. As soon as you make your selection, the LED in that square will go out and the computer will start thinking about its next move.

If one of the computer's pawns reaches the eighth rank, the computer will evaluate its present position and promote its pawn to the piece it feels will be of most value. Since this will occur automatically, you may wish to use Position Verify (**PV**) to identify the promoted piece (see Section 2.2).

### 1.11 MATE AND DRAW ANNOUNCEMENTS

The computer has the ability to announce forced mates against its opponent. In addition, the computer can recognize and claim three different types of draws: *draw by stalemate*, *draw by the 50-move rule*, and *draw by three-time repetition*. Please refer to the appropriate sections that follow for details regarding specific mate and draw announcements.

#### Checkmate

Any time there is a check situation on the board, the **Check** LED will light.

If the computer determines that you will soon be mated, it will show **n x** in the display window (where *x* is equal to the number of moves until checkmate). Press **CL** to see the computer's move. Once the computer's mating move is entered, the display will read **n**.

If you checkmate the computer, the display will read **-n**.

**Note:** Whenever the computer indicates a mate in the display window, always press **CL** to clear the display.

#### Draw by Stalemate

A game of chess is drawn by stalemate if the player whose turn it is to move has no legal moves, but his King is not in check. The computer claims this draw by showing **d r** in the display. If this occurs, the game is over and cannot be continued. If desired, however, you may replay the game (see Section 4.1), take back moves (see Section 2.5), or change the position in Problem Mode (see Section 2.1).

#### Draw by the 50-Move Rule

If 50 consecutive moves have been played in a game without either side having moved a pawn or captured a piece, a 50-move rule draw may be claimed by the side whose turn it is to move. If the computer detects that 50 such moves have been made, it will claim a draw by displaying **d r 50** in the display window.



## Draw by Three-Time Repetition

If the same position occurs three times in a game of chess where the same side has the move each time, the game is drawn by repetition of position. If the computer is about to make a move that will result in the same position being repeated for the third time, it will display **[drc3]**. If the computer recognizes that its opponent has made a move that results in a third repetition, it claims the draw by displaying **[drc3]**.

**Note:** Whenever the computer indicates a draw in the display as described in the above sections, always press the CL Key to clear the display.

## 1.12 BOOK OPENINGS

A *book opening* is a specialized series of moves that is used at the beginning of any chess game. If you have noticed that the computer seems to move very quickly at the beginning of the game, this is because the Elite contains an Opening Book Library of 64,000 opening positions from Grandmaster play. If the current board set-up is contained in the computer's library, it will play one of the proper responses to that position from its collection of moves and will not have to think about that move choice.

When playing from its internal book, the computer will normally only play *Tournament level moves*—that is, it will play only those opening lines marked Tournament level. However, if you want the computer to select from a *greater variety of book opening lines*, you may select the All Openings Game Option (see Section 3.1.6). The computer will then play all moves except those marked as Blunders (described in Section 5.4).

During normal game play, when the computer falls out of book, it will look for the position in all available books—its own internal book, any book opening module which may be inserted, and any Book Builder book you may have built. If it finds a book which contains that

position, the computer will automatically switch over to playing from that book.

If you would like to see which opening book the computer is playing from, press OP and then LV. The display window will show **[bn 0]** if the computer is playing from its own internal book; it will show **[bn 1]** if the computer is playing from a Book Builder book (which you may create, as described in Section Five); and it will show **[bn 2]** if the computer is playing from a module. In any case, press the CL Key to clear the display and continue the game.

If you would like to cancel the computer's opening book, you may do so by selecting the Cancel Book Option, which will completely lock out the opening book. When this option is in effect, the Elite will have no opening library from which to draw its moves, so it will be forced to take time to think in order to determine its own best move from the beginning of the game. For details on the Cancel Book Option, see Section 3.1.7.

**Note:** *One of the very unique and advanced features of the Elite Avant Garde is its built-in Book Builder program. This feature allows you to choose and control the variations your chess computer will play. For comprehensive instructions on how to use the Book Builder, see Section Five.*

## 1.13 THINKING ON THE OPPONENT'S TIME

The Elite has the ability to think on its opponent's time, a function which improves playing strength on all levels. 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 Elite does this automatically, whenever you are thinking about your move.

You may cancel thinking on the opponent's time by selecting the Easy Mode Option (see Section 3.1.1).

## SECTION TWO: FUNCTION KEYS

The main functions of the game keys are described in the following sections. However, please be aware that these keys also have additional functions when they are used in **Problem Mode**, **Level Selection**, the **Book Builder**, and when used in conjunction with other keys.

### 2.1 PB KEY

#### Problem Mode

Problem Mode is a special feature which allows you to change a current board position or set up any desired board position. You may alter the board set-up at any time before or during a game. This mode enables you to remove or add pieces, relocate pieces from one square to another; set up problems such as mate puzzles for the computer to work out; or start up (or continue) a game from a certain position. You can use these features to change the direction of a game, to strengthen your side or the computer's, to resurrect lost pieces, or even to move your King out of an imminent checkmate situation. To accomplish any of the above, you must first enter Problem Mode by pressing the **PB** Key. The display window will show **[PB]** to indicate that you have entered this special mode.

While you are in Problem Mode, some of the function keys become chess piece selector keys. Each function key is used to select the type of chess piece that is pictured next to it. You may enter Problem Mode whenever it is your turn to move. To learn how to use this feature, try the following drill:

1. Press **NEW GAME** and set up the pieces in their initial positions.
2. Press the **PB** Key to enter Problem Mode (**[PB]** appears in the display).
3. Now press the key adjacent to the pawn (♟) symbol. Note that the A2 through H2 LEDs are on steadily, and the A7 through H7 LEDs are flashing. This indicates that all White pawns occupy Squares A2-H2, and all Black pawns occupy Squares A7-H7.
4. Lift up the Black pawn on Square H7. Note that the LED in that square goes out. By lifting the Black piece, you have cleared it off the board.
5. Put the pawn back down on Square H7, and note that the LED on that square is now on steadily. This indicates that a White piece now occupies that square.
6. Pick up the same H7 pawn once more and then put it back down on the H7 square. The H7 LED will now be flashing again, as it originally was, to indicate that a Black pawn once again occupies that square.

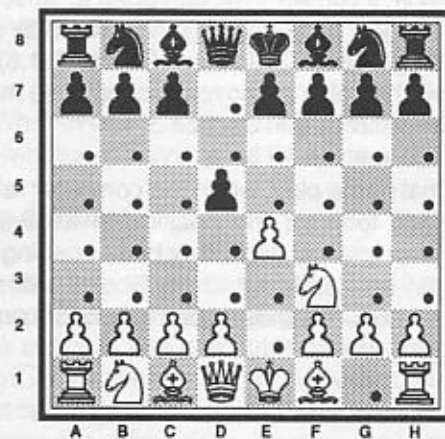
By the above illustrations, it can be seen that:

- **No square LED lit = no piece of that type on that square.**
- **A steadily lit square LED = a White piece of that type occupies that square.**
- **A flashing square LED = a Black piece of that type occupies that square.**

To set up pieces in any arrangement, the general rules are:

1. Press the **PB** Key.
2. Press the key next to the picture of the piece type you wish to change.
3. Make changes as follows:
  - **Place a piece on an empty square, and it becomes a White piece.**
  - **Lift and replace a White piece, and it becomes a Black piece.**
  - **Remove a piece, and the square becomes empty.**

Before using this feature to create your own positions, you may want to practice by performing the following steps to set up the sample board position pictured below:



1. Press **NEW GAME** and set up the pieces in their initial positions. Press the **PB** Key (**[PB]** shows in the display window).
2. Press the key next to the pawn (♟) symbol to display all squares that are occupied by pawns.
3. Pick up the White pawn on Square E2, noting that the E2 LED goes out. The computer now knows that the E2 square is empty.
4. Now take the same White pawn and put it down on



- Square E4 (the E4 LED will light steadily). The computer has now recorded a White pawn on the E4 square.
5. Pick up the Black pawn on Square D7 (the LED in that square will go out). You have now erased the pawn on D7. Put the Black pawn down on Square D5 and note that the LED in that square is now lit steadily. Pick up the same Black pawn and put it back down on Square D5 again to let the computer know that a Black pawn occupies that square (the LED will flash to indicate this). You have now entered a Black pawn on Square D5.
  6. Press the key next to the Knight (♘) symbol. Note that the B1, G1, B8, and G8 LEDs are lit to show the locations of the White (steadily lit) and Black (flashing) Knights.
  7. Pick up the White Knight located at Square G1 (the G1 LED will go out). The computer has now recorded that Square G1 is unoccupied.
  8. Move the White Knight to Square F3 and put it down on that square (the F3 LED will light steadily). The computer has now recorded that a White Knight is located on Square F3.
  9. Press **CL** to exit Problem Mode.

By completing the above steps, you have successfully entered the position pictured above into the computer's memory.

**Note:** If you are using a Fidelity Printer with your Elite and you set up a board position in Problem Mode, that board position will automatically be printed out when you press the **CL** Key to exit Problem Mode.

### Change Color to Move


Whenever you are in Problem Mode, the **Your Move** LED will indicate which color is to move when you exit Problem Mode. If the **Your Move** LED is flashing before you press **CL** to exit Problem Mode, it will be Black's turn to move. If the **Your Move** LED is on steadily as you are exiting Problem Mode, it will be White's turn to move after you exit.

If you want to change the color to move before exiting Problem Mode (e.g., the computer is flashing the **Your Move** LED, indicating that it is Black's turn to move, but you want to play a move for White), simply press the **RV** Key. Note that the LED will switch accordingly. You may then press **CL** to exit Problem Mode, and it will be White's turn to move.

If you have already exited Problem Mode and you want to change the color to move, you must re-enter Problem Mode, press the **RV** Key, and then press **CL** to exit Problem Mode.

### Clear Board

If the position you want to record in the computer's memory involves only a few pieces (as opposed to a rather full board, as in our example), you will probably want to clear the board of all pieces before you set up your position. To accomplish this, simply press down on the **OPTION** Key while you are still in Problem Mode. This will remove all the chess pieces from the board in the computer's internal memory. You may now proceed with setting up your problem by placing pieces in their desired positions, as explained earlier in this section. Press the **CL** Key to exit Problem Mode when you have finished setting up your position.



If you press **CL** to exit Problem Mode without putting both Kings on the board, the display window will show  for "draw" since a legal position requires a King for each side. You must now press **PB** again to re-enter Problem Mode and add the missing King(s) to the position you have set up.

For complicated positions, it is a good idea to verify piece locations with the **PV** Key after you have exited Problem Mode. For details on verifying positions, see Section 2.2.

## 2.2 PV KEY

### Position Verification

The **PV** Key enables you to verify the positions of all pieces—both White and Black—at any time before or during a game, whenever it is your turn to move. Thus, if you should accidentally knock some or all of the pieces off the board and you don't remember where they belong, the computer can tell you where they were.

To verify the position of any piece type, first press the **PV** Key (the display window will show ). Then press one of the keys next to the picture of the piece type you are interested in (e.g., to verify the position of Rooks on the board, press the key next to the  symbol). All squares with pieces of that type will light—squares with White pieces of that type will light solidly, and squares with Black pieces of that type will flash.

By repeating this process for each piece type, every piece on the board can be correctly located. To return to normal play, press **CL**.

**Note:** You may also verify which piece is on any particular square simply by picking it up. The piece symbol indicator for the piece which should occupy that square will light as soon as the piece is lifted. If the piece is White, the indicator will be on solidly; if it is Black, the indicator will flash.

## 2.3 TM KEY

### Total Time

Whenever the **TM** Key is pressed, the total amount of game time taken by both players will be shown in the respective display windows.

Whenever you have the Total Time function activated, the colon in the displays will flash to indicate this. To differentiate between a display of minutes/seconds versus hours/minutes, the computer will display a dot between the third and fourth digits of the display if hours/minutes is being shown. If minutes/seconds is being displayed, this is easily identified by the seconds portion of the display continuously changing.

If you continue with your game after the **TM** Key is pressed without pressing **CL** to end the Total Time display, the Elite will continue to automatically show the total time for both sides in between each move. Press **CL** at any time to cancel the Total Time display.




If you have any of the Rotating Display features selected, and you then choose Total Time with the **TM** Key, the Total Time display will override the Rotating Display function. The Rotating Display information will not show again until the **CL** Key has been pressed at some point to turn Total Time off.

## 2.4 ST KEY

### Move Information

As outlined in Section Three, the Rotating Display feature allows you to select various pieces of information to be displayed while the computer is thinking, so you can follow its thought and search processes as they take place. By using the **ST** Key, you have the option of calling up this information *after* the computer has already made its move. Pressing the **ST** Key repeatedly after the computer has announced its move (or after executing the computer's move on the board) will display information about the computer's last move and allow you to review the computer's calculations at the moment its move was decided upon.

With each press of the **ST** Key, the display will show, in order:

- The color to move and the current move number ( **xx** is Black to move, **xx** = move number;  **xx** is White to move, **xx** = move number)
- The amount of time it took for the move
- The search depth
- The game score (unless the computer is still playing from its opening book, in which case  will show in the display)

- The computer's entire principle variation (the line of play the computer currently believes to be best)

When all of the above move information has been displayed, pressing **ST** again will repeat the same information. After you have obtained the desired move information, press **CL** to return to the game.

## 2.5 TB KEY

### Take Back

The **Take Back** function allows you to take back any move you make or any move made by the computer. The computer will allow you to take back up to 384 half-moves (192 full moves) in a single game.

To use this feature, simply press **TB** and the LEDs of the last move will light (and the move will be shown in the display window, in reverse order). Pick up the indicated piece. As soon as you lift the piece, the LED in that square will go out. Put the piece down on the remaining lit square. The computer will beep and the LED in that square will go out—you have now taken back the last move that was made. Pressing **TB** again allows taking back the move that was made before that, and so on.

After taking back one of the computer's moves, you may, if you wish, enter an alternate move for the computer. To do this, choose a move you would like the computer to make and enter that move on the board. Then simply continue the game by making your own next move.

If the game is still playing from its opening book (see Section 1.12), taking back one or two moves will not disable the opening book library. Moves will continue to be played from book.

As noted in Section One, moves may also be taken back without using the **TB** Key. This fast way of taking back a few moves (if you are sure of the last moves that were made on the board) is to simply make the same moves on the board in reverse order. If you attempt to use this method, however, and you move a piece back to the wrong square, the computer will give you an illegal move indication. Using the **TB** Key is usually a more reliable way of taking back moves, especially if there are more than just a few.

### Taking Back Capturing Moves

As you take back moves, the computer will remind you to return a captured piece to the board by lighting the appropriate piece symbol indicator to indicate the color and type of the captured piece, and lighting a square LED to show you the square it occupied. Simply return



the captured piece to the board by putting it down on the indicated square.

### Taking Back Castling Moves

After **TB** is pressed, the LEDs will light for the King's move and that move will be shown in the display in reverse order. Pick up the King and return it to its original square. You will then be prompted to take back the Rook's move in the same manner. The take-back of the castling maneuver is now complete.

### Taking Back En Passant Moves

To take back an *en passant* move, first the capturing pawn's move is taken back. To remind you to replace the captured pawn on the board, the computer will then light the pawn piece symbol indicator and light the square on which the previously captured pawn should be placed.

## 2.6 LV KEY

### Playing Levels

Your computer has many levels of play from which you may choose. Level A1 is automatically selected when the computer is first turned on. The first time you press **LV**, **LEA1** will appear in the display and the LED in Square A1 will light to confirm this. To select a different level, use one of the chess pieces to "activate" the appropriate board square for the desired level. **The procedure for activating a level square is as follows:**

1. *If the square is occupied by a piece, lift the piece up and then replace it. The LED in that square will light, the computer will beep, and the display window will indicate the selection of that particular level square. Press **CL** to enter that level selection into the computer.*
2. *If the square is empty, select any piece, and place that piece on the desired square and then remove it. Again, the display window will indicate the level you have chosen, and you must press **CL** to enter your level selection into the computer. **Note:** If you use a piece from another square to make your level selection (which would be forced if you have a full board), be sure to press the **CL** Key **after** you have selected the level square but **before** you put that piece back down on its original square. Otherwise, the computer will register the square you put that piece back down on as your level selection square.*

For your reference, a diagram of the board squares used for the playing levels is shown with brief level descriptions inside each square. A more detailed explanation of the various levels follows.

### 2.6.1 PRESET TIME CONTROL LEVELS (Squares A1–A8)

Playing levels with **preset time controls** may be selected by pressing **LV**, activating one of the A-file (A1–A8) squares and pressing **CL**. The Chart of Playing Levels shows the average response time for each of these levels within the appropriate square (i.e., select Square A1 for an average response time of five seconds per move), and the overall time control the computer is using (i.e., Square A1 will make 60 moves within five minutes).

### 2.6.2 PRESET TOTAL TIME LEVELS (Squares B1–B8)

Playing levels with **preset total times** for each side may be selected by pressing **LV**, activating one of the B-file (B1–B8) squares and pressing **CL**. The Chart of Playing Levels shows the preset total time for each side within the appropriate square.

### 2.6.3 USER SELECTABLE TIME CONTROLS (Computer Time Controls on Squares C1–C8; User Time Controls on Squares D1–D8)

The User Selectable Time Controls allow you to set specific time controls for your games. The selected time limitations are set separately for both the computer and for yourself: the computer's time controls are set using Squares C1 through C8, and your own time controls are set using Squares D1 through D8.

**Note:** The instructions which follow are exactly the same, whether you are setting time controls for yourself or for the computer.

In typical tournament play, a certain number of moves must be completed within a certain time limit (e.g., 40 moves in two hours). If the specified number of moves is completed before the end of the allotted time, a second time limit is added if the game is not yet over and, if needed, a third block of time is allowed. These time blocks are referred to as Primary Time, Secondary Time, and Tertiary Time. Whereas a typical Primary Time may allow 40 moves in two hours, the corresponding Secondary Time may allow ten moves in 30 minutes. In most tournaments, the Tertiary Time is the same as the Secondary Time.

The squares in the C- and D-files allow you to set any combination of time/number of moves for all three time blocks—Primary, Secondary, and Tertiary. Each square has a different function, but they all work together to set up the desired time controls. As you read this description, refer to the Playing Level Chart for an overview of the function of each of these squares.

PRESET TIME CONTROL Avg. Time/Move (Total Number Moves/Time)	PRESET TOTAL TIME	USER-SELECTABLE COMPUTER TIME CONTROL	USER-SELECTABLE USER TIME CONTROL	SELECT ANY SQUARE FOR INFINITE LEVEL		FIXED DEPTH LEVELS	MATEFINDER LEVELS
AVG. RESPONSE 3.5 MIN (40/2.5 HR)	3 HOURS PER SIDE	# MOVES REMAINING UNTIL TIME CONTROL	# MOVES REMAINING UNTIL TIME CONTROL	SELECT		8 PLY	MATE IN 8
A8	B8	C8	D8	E8	F8	G8	H8
AVG. RESPONSE 3 MIN (40/2 HR)	2 HOURS PER SIDE	TIME REMAINING UNTIL TIME CONTROL	TIME REMAINING UNTIL TIME CONTROL	ANY ONE		7 PLY	MATE IN 7
A7	B7	C7	D7	E7	F7	G7	H7
AVG. RESPONSE 2 MIN (30/60 MIN)	1 HOUR PER SIDE	SET TERTIARY # MOVES	SET TERTIARY # MOVES	OF THESE		6 PLY	MATE IN 6
A6	B6	C6	D6	E6	F6	G6	H6
AVG. RESPONSE 1 MIN (60/60 MIN)	30 MIN PER SIDE	SET TERTIARY TIME	SET TERTIARY TIME	SHADED		5 PLY	MATE IN 5
A5	B5	C5	D5	E5	F5	G5	H5
AVG. RESPONSE 30 SEC (60/30 MIN)	20 MIN PER SIDE	SET SECONDARY # MOVES	SET SECONDARY # MOVES	SQUARES		4 PLY	MATE IN 4
A4	B4	C4	D4	E4	F4	G4	H4
AVG. RESPONSE 15 SEC (60/15 MIN)	15 MIN PER SIDE	SET SECONDARY TIME	SET SECONDARY TIME	FOR		3 PLY	MATE IN 3
A3	B3	C3	D3	E3	F3	G3	H3
AVG. RESPONSE 10 SEC (60/10 MIN)	10 MIN PER SIDE	SET PRIMARY # MOVES	SET PRIMARY # MOVES	INFINITE		2 PLY	MATE IN 2
A2	B2	C2	D2	E2	F2	G2	H2
AVG. RESPONSE 5 SEC (60/5 MIN)	5 MIN PER SIDE	SET PRIMARY TIME	SET PRIMARY TIME	LEVEL		1 PLY	MATE IN 1
A1	B1	C1	D1	E1	F1	G1	H1

**CHART OF PLAYING LEVELS**

The following is an example of how to set time controls. For the sake of the example, let's assume that you want to set the computer's time controls by using the C-files. Remember—to set your own time controls, you would follow exactly the same procedure, merely using the D squares in the example instead of the C squares.

1. Press the LV Key and then activate Square C1 to let the computer know that you want to set the User Selectable Computer Time Controls. The first thing

you will do is set the amount of time allowed for the Primary time control. The amount of time is displayed in hours and minutes. The display will show **Pxx**, indicating P for primary, with x hours and xx minutes. Note that the first digit is flashing at this point. This indicates that this is the number you may set first—the digit representing hours. To set the flashing digit, use the following keys: **Each time you press the ST Key, the flashing digit will increase by one.**



**Each time you press the TB Key, the flashing digit will decrease by one.**

2. Press either the ST or TB Key (depending on whether you want to increase or decrease the digit) until a 1 is flashing to indicate 1 hour.
3. Press the LV Key and note that the display advances to the next digit—the first minutes digit.  
**Each time you press the LV Key, the display will advance to the next digit so that you can set it.**
4. Press either the ST or TB Key until a 3 is flashing to enter 3 for 30 minutes.
5. Press the LV Key to advance the display to the second minutes digit.
6. Press either the ST or TB Key until a 0 is flashing to enter 0 minutes. You have now set the Primary time control for 1 hour and 30 minutes.
7. Next, set the Primary number of moves. Do so by activating Square C2. The display will show [Pnxx], indicating P for primary, n for number, and xx for the number of moves. Note that the first x is flashing. As above, this indicates the digit that you may now set.
8. Using the ST, TB, and LV Keys as described above, enter digits to set the desired number of moves for the Primary time control.  
*If you enter 0 for the number of moves, the computer will assume that you want to play the whole game in the amount of time you have specified.*
9. Now activate Square C3. The display will show [Sxx], indicating s for Secondary, and xx for the time. Using the above method, enter digits for the Secondary time control.
10. Activate Square C4, and the display will show [Snxx], indicating that you may now set the number of moves for the Secondary time control. Do so, as shown above.  
*If you enter 0 for the number of moves, the computer will assume that you want to play the rest of the game in the amount of time you have specified.*
11. Now activate Square C5. The display will show [Txx], indicating t for Tertiary, and xx for the time. Using the above method, enter digits for the Tertiary time control.
12. Activate Square C6, and the display will show [Tnxx], indicating that you may now set the number of moves for the Tertiary time control.  
*If you enter 0 for the number of moves, the computer will assume that you want to play the rest of the game in the amount of time you have specified.*
13. Press CL to exit Level Mode, and you may now begin play using the time controls you have set up.

Squares C7–C8 and D7–D8 serve two functions in the User Selectable Time Controls. In one respect, they

can be considered “information squares” for the current level setting. Whenever you press Level and activate Square C7 or D7 during a game, the display will show [Rxxx], where xxx is the amount of time remaining in the current time control. Similarly, activating Square C8 or D8 will show [Rnxx], where xx is the number of moves remaining in the current time control. After activating any of these four squares to display this information, simply press CL to return to normal game play.

These four squares can also be used if you are already in a game and would like to adjust the time, but you don't want to reset the entire time control. In such a case, simply press Level, activate Square C7, C8, D7, or D8, and then change the desired digit in the display to adjust the current time and/or moves. Press CL to enter these changes.

The squares in the C- and D-files also serve another function—they can verify information about the Preset Time Control and Preset Total Time Levels. Whenever you enter one of these levels, Level A2 for example, the computer is pre-set for a certain time control. In order to verify the setting of that particular level, do the following:

1. Press Level, activate Square A2, and press CL to enter Playing Level A2 into the computer.
2. Press Level again, and now activate Square C1. Note that the display shows [P0:10], indicating that Level A2 has a default Primary time control setting of 10 minutes.
3. Activate Square C2 and note a display of [P60], which indicates that Level A2 has 60 as its default Primary number of moves.
4. When you have finished checking all desired time controls, always remember to press the CL Key to return to normal game play. Note that the computer will still be set to your original playing level, in this case Level A2.

This method can also be used to simply review the time controls you have already set up. By pressing LV and activating any of the C-file squares, the settings you have entered for those squares will be shown in the display.

*The following additional rules also apply to the User Selectable Time Control settings:* The maximum allowable settings are 9:59 for time and 99 for the number of moves. If you enter 0 time for the Secondary time control, the Primary time control will simply repeat after it has run out. Similarly, if you enter 0 for the Tertiary time control, the Secondary time control will repeat after it has run out.

## 2.6.4 FIXED DEPTH LEVELS (Squares G1–G8)

Fixed Depth Levels may be selected by pressing **LV**, activating one of the G-file (G1–G8) squares and pressing **CL**. On these levels, the only preset condition is the computer's ability to look ahead. For example, Level G2 restricts the computer's lookahead to two ply or two half-moves (one half-move = one move for one player). As you use the fixed depth levels, you will always know how far ahead your opponent is analyzing its next move. Using these levels can train you to improve your ability to see further into a game and you can measure your success by the number of games you win. Of all the Elite's many playing levels, Level G1 is the easiest one to beat.

## 2.6.5 MATE FINDER LEVELS (Squares H1–H8)

Mate Finder Levels may be selected by pressing **LV**, activating one of the H-file (H1–H8) squares and pressing **CL**. When a Mate Finder Level is chosen, the Elite will concentrate solely on solving mate problems you have set up. To give the computer a mate problem to solve (a mate in 3, for example), do the following:

1. Set up the position in Problem Mode.
2. Set the computer on Level H3 (press **LV**, activate Square H3, and press **CL**).
3. Press **RV** to make the computer start thinking. The Elite will think for as long as it takes to find a solution to the problem. As soon as a solution is found, the display will show **[n 3]**, indicating a mate in 3. Press **CL** to see the computer's move.

At this point, you may do any of the following:

- a. If you would like to see an alternate mate in 3 solution, do not enter the computer's move on the board; instead, press **RV** and the computer will search for an alternate solution (see Section 2.8 for details).
- b. If you would like to see the computer's mating move and its predicted line of play, press the **ST** Key repeatedly to get the computer's principle variation, as described in Section 2.4.
- c. If you would like to play through the actual mating line, simply enter the indicated move on the board. Then enter your next move, and the computer will automatically decrement the Mate Finder Level for you and will announce the next mating move—in this case, it would display **[n 2]**. Again, press the **CL** Key and make the indicated move on the board. Continue this procedure to see the whole mating line. After the computer's mating move has been entered on the board, the display will show **[n 1]**.

**Note:** If no mate is found, the display will show **[---]**.

Since the computer automatically decrements the Mate Finder Level when it has found a mate, care must be taken not to get confused if you are using Problem Mode along with the Mate Finder Levels. For example, if you set up a mate in 5 in Problem Mode and get a solution, and then go back into Problem Mode to set up another mate in 5 problem, the computer will now be set on Level H4, waiting to announce a mate in 4 for the last solution. You will need to set it back on Level H5 to have it search for the mate in 5 moves.

## 2.6.6 INFINITE LEVEL (Squares E1–E8 and F1–F8)

To select an Infinite Level, press **LV** and activate any board square in files E and F. The Infinite Level allows the computer unlimited search time for each move. The computer will continue to search, looking deeper and deeper until it finds a forced mate or until the 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 pressing **RV**. If desired, you may follow the computer's thought and search processes as they take place (see Section Three, *Rotating Display Options*).

## 2.7 OPTION KEY

The Elite has many Game, Rotating Display, Printer, and Advanced Feature Options which may be selected by using the **Option** Key to enter **Option Select Mode**. Section Three of this manual provides you with detailed instructions on how to use Option Select Mode.

## 2.8 RV KEY

### Changing Sides with the Computer

If, during a game, you would like to change sides with the computer, press the **RV** Key when it is your turn to move. The computer will then take over your pieces and start playing for that color. After the computer comes back with its move, you may enter a move for the computer's side and continue to play the same game. You may switch as often as you wish during a game.

If you want to see the computer play against itself as you make its moves on the board, press **RV** to make the computer start thinking. When the Elite announces its move, make that move on the board. Then press **RV** again to make it start thinking for the other side. Repeat this procedure as often as desired, watching as the computer plays both sides of the game.

**Note:** The Auto Play Option is another method which will allow you to have the computer play against itself. In this case, however, the Elite will automatically make all the moves internally, playing for both sides. When



the game is over, you may use replay to see the game, or you can even print it out, if desired. For a full description of the Auto Play Option, see Section 3.1.5.

### Forcing the Computer to Move

At any time when it is the computer's turn to move, you may force the Elite to stop thinking and make a move immediately on any level. To force the computer to move, press the **RV** Key while the Elite is thinking. The computer will stop thinking and play the move it considers to be the best one it has found in its search so far.

### Requesting Alternate Moves

If the computer has displayed its move and you would prefer to see it calculate an alternate move, **DO NOT ENTER THE COMPUTER'S DISPLAYED MOVE**. Instead, press the **RV** Key. The computer will then calculate a different move—one it considers to be the "next best" move. You may repeat this process as often as you wish, and eventually the computer will have shown you all legal moves for that side in that position. Be aware of the fact that each time you ask for an alternate move, the computer will come up with a less desirable move than the last. This is because it will always make the best possible move first, and then the next-best, and then the next, etc. As a result, some of these later moves would not be considered "good" moves—and, under normal conditions, the computer would never play them. If the computer finds that there are no more legal moves in the position and the **RV** Key is pressed again, the computer will simply cycle back to the beginning of its move list and show you the same moves again from the start.

If you ask to see alternate moves *while the computer is still playing from its Opening Book*, the Elite will show you alternate move choices that are present in the book (see Section 1.12). If the All Openings Option is in effect (see Section 3.1.6), the computer will cycle through **all** the available book moves for that position (except blunders). If the All Openings Option is *not* in effect when you ask for alternate moves, the Elite will only play book moves that are marked Tournament level.

Once the computer has shown you all of the book choices in that position and the **RV** Key is pressed again, the computer will simply display the same book moves over again from the beginning.

## 2.9 NEW GAME KEY

### New Game (with Previous Options Selected)

A new game of chess may be started at any time—your current game may be over, or you may simply wish to

abandon the current game and start another one. Pressing **NEW GAME** returns all pieces back to their initial starting positions and the computer is ready to begin a new game of chess.

When the **NEW GAME** Key is pressed, any memory of a previous game is erased (unless you have saved the game into Permanent Memory, as described in Section 4.1), but **all level and option selections\* are retained in Permanent Memory automatically, and will remain in effect for all future games unless you change them**. This feature is, therefore, especially handy for those of you who tend to select the same options for most games.

\*The Auto Play Option is the only option which will **not** be retained if the **NEW GAME** key is pressed.

### Full Reset (New Game Without Previous Options Selected)

To start a new game *without* any of the previous level or options selected (Full Reset), press the **OPTION** Key and then the **NEW GAME** Key. By using the **OPTION-NEW GAME** combination, you are erasing all current level and option selections and starting a completely new game.

## 2.10 CL KEY

### Clear Function

The **CL** Key is often used to tell the computer that you have finished some particular operation and you would like to exit that mode. Press **CL**, for example, to exit Option Select Mode, Replay Mode, Problem Mode, Position Verify, and after Level selection.

The **CL** Key is also used whenever the computer makes a mate or draw announcement. Before making the mating or drawing move, the display window will indicate either the number of moves to mate or the type of draw which is occurring. To make the computer show you its next move, you must first press the **CL** Key.

## 2.11 DM KEY

### Display Move Suggestions

If it is your turn to move and you would like the computer to suggest a move, press **DM**. The computer will indicate a suggested move by flashing the **from** and **to** LEDs for that move, and showing the move in the display window. If you opt to make the suggested move, enter it as you normally would. If you decide to make a different move, simply make the move of your choice.

## Replaying Moves after Take Back

If you have taken back moves and decide that you would like to see them replayed, pressing **DM** will cause the computer to indicate the last move taken back in the display window. If that move was originally made by the computer, the LEDs which indicate the move will be solidly lit. If that move was one of your moves, the LEDs which indicate the move will be flashing. In either case, simply enter the indicated move on the board, and the computer will display the next move taken back. As you enter the moves taken back, the computer will continue

to display the next move until you have reached the last move made in the game. At that point, the computer will beep to signal that you have entered the last move played thus far.

If you decide to stop playing moves forward at some point before the last move made, stop entering moves at the desired position and press **CL** to continue a regular game from that position. To see an *entire game* replayed, use the **OPTION-TB** key combination as described in Section 4.1.



## SECTION THREE: OPTION SELECTIONS

### INTRODUCTION TO OPTION SELECT MODE

In addition to the keys and special features described previously in this manual, a number of additional options may also be selected to enhance your enjoyment of the computer. These options are chosen by "activating" various squares on the playing surface.

#### "Activating" Option Squares

In the option descriptions which follow, you will be directed to "activate" a given square to select a particular option. An option square is "activated" when the LED in that square is lit. The procedure for activating a square is as follows:

1. If the square is occupied by a piece, lift the piece off the square and then replace it. The LED in the square will light to indicate that the option is selected.
2. If the square is empty, select any piece, place it on the desired square, and then remove it. Again, the LED in the square will light to indicate that the option is selected.

To enter **OPTION SELECT MODE**, press the **OPTION** Key. Pressing **OPTION** repeatedly will cycle through

the following sets of options:

When **[OPN1]** is shown in the display, use Squares A1 through H1 to choose from various *Game Options*.

When **[dSP2]** is shown in the display, use Squares A2 through H2 to choose from various *Rotating Display Options*.

When **[POP3]** is shown in the display, use Squares A3 through D3 to choose from various *Printer Options*, and Squares F3 through H3 to choose from various *Advanced Feature Options*.

**Note:** The Printer Options are only available when a Fidelity Printer is being used with the Elite.

After you have chosen your desired options, press the **CL** Key to enter your choices into the computer and exit Option Select Mode. Whenever you go back into Option Select Mode, the display will default to the last set of options you were selecting from (e.g., if you were last selecting Rotating Display Options, the next time you press **OPTION**, the display will automatically show **[dSP2]**).

### 3.1 GAME OPTIONS (Display shows **[OPN1]**)

As you can see from the following chart, the Elite offers a variety of interesting Game Options from which you may choose. To select one or more of these options, press the **OPTION** Key until **[OPN1]** shows in the display window. At this point, you may choose from the following options, located on Squares A1 through H1:

*Each option of your choice is selected by activating the square designated for that particular option. As each option is selected, the LED in that particular square will light to indicate the selected option. You may choose any number of options at the same time, as desired. If you decide after selecting an option that you would rather not have that option in effect, simply activate the same option square again. The LED will go*

EASY MODE	SOUND OFF	MONITOR MODE	BLACK FROM THE BOTTOM	AUTO PLAY	ALL OPENINGS	CANCEL BOOK	COUNT- DOWN CLOCK
A1	B1	C1	D1	E1	F1	G1	H1

GAME OPTIONS  
(Squares A1 through H1)

out to indicate that it is no longer in effect. After selecting your Game Option(s), press the **CL** Key to exit Option Select Mode.

If you want to cancel an option after you have already pressed **CL** to exit Option Select Mode, simply press **Option** again to get back into that mode. The LEDs will be lit for all options which have been selected and are in effect. To cancel any of them, activate each appropriate option square and the LED in each square will go out. Then press **CL** to exit Option Select Mode.

The following is a more detailed description of each individual display feature. Note that once you have entered Option Select Mode as described in each of the following sections, **you may set any number of Game Options at once**. For the sake of clarity, however, each individual section will describe the full procedure, as if you were selecting only that one option.

### 3.1.1 EASY MODE (Square A1)

To select the Easy Mode Option, press **OPTION** until the display shows **[OPN1]**, activate Square A1 until the LED in that square is on, and press **CL**.

Easy Mode is an option which weakens all playing levels without affecting the computer's time controls. This is accomplished by restricting the computer's use of its allotted time. Ordinarily, the computer will do some of its thinking on your time—while you are contemplating your next move. This feature is part of what makes your computer such a tough opponent. For example: If you set the computer on Level A1 to give it roughly five seconds per move, but you take two minutes to consider your move, and the computer guesses what you are going to play, the computer would have used the whole two minutes to think about its reply. You might as well have selected a much higher level!

Selecting Easy Mode will prevent the computer from thinking on your time. Since this weakens all the skill levels, you are thus given many more playing levels to choose from.

**Note:** There is no advantage to using the Easy Mode Option along with any of the Fixed Depth Levels (G1–G8), since these levels halt on depth, not time.

### 3.1.2 SOUND OFF (Square B1)

To select the Sound Off Option, press **OPTION** until the display shows **[OPN1]**, activate Square B1 until the LED in that square is on, and press **CL**.

Choose this option if you would like completely silent operation of the game. To turn the sound back on again, go back into Option Select Mode and activate Square B1 again to deselect this option. The sound can be

turned off or on as often as desired during a game.

### 3.1.3 MONITOR MODE (Square C1)

To select the Monitor Mode Option, press **OPTION** until the display shows **[OPN1]**, activate Square C1 until the LED in that square is on, and press **CL**.

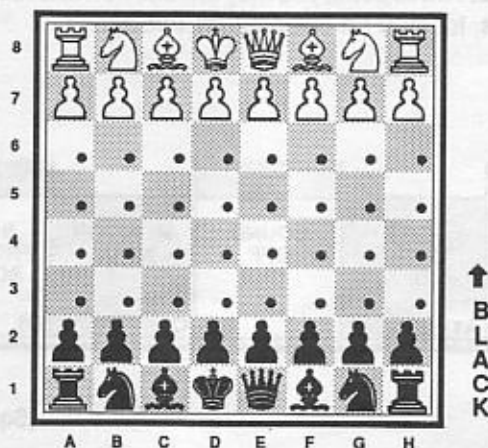
This option allows humans to play both sides of the game, while the computer acts as referee, checking each move for legality and keeping track of times taken per move by each player. Certain other features remain active during Monitor Mode, such as Total Time, Take Back, and the ability to replay the game. The RV Key will also function if you decide to have the computer make a move, but after the computer makes its move, Monitor Mode will remain in effect. To exit Monitor Mode and continue playing the game against the computer, press **OPTION**, activate Square C1, and press **CL**. Then simply make your next move and the computer will respond as in a regular game.

**Note:** If you have the Countdown Clock Option activated while in Monitor Mode, the computer will automatically announce any time forfeits which may occur. For details on the Countdown Clock, see Section 3.1.8.

### 3.1.4 BLACK FROM THE BOTTOM (Square D1)

To select the Black from the Bottom Option, press **OPTION** until the display shows **[OPN1]**, activate Square D1 until the LED in that square is on, and press **CL**.

Selecting Black from the Bottom allows you to play with the Black pieces set up at the bottom of the board. When you choose this option, be sure to set the pieces up correctly, as shown in the diagram (note the positions of the Kings and Queens). You may also use Position Verify (PV) to be certain of where the pieces should be placed. Once you have verified proper piece locations, press **RV** to make the computer start thinking. *Switching to this option during a game is not advised.*



Board set-up with Black from the Bottom (Game Option D1) activated



### 3.1.5 AUTO PLAY (Square E1)

To select the Auto Play Option, press **OPTION** until the display shows **[OPN1]**, activate Square E1 until the LED in that square is on, and press **CL**.

The Auto Play Option is a method whereby you may ask the computer to finish up a game for you or even play an entire game internally. There are many ways in which this feature can be both helpful and extremely interesting. You may have a position, for instance, where you think White has a winning attack coming out of the opening book, and you would like to see if White can really win. Or, as another example, you might be playing a game and beating the Elite, but you can't continue playing, and you would like to see if your side could have won. In either of these cases, this feature will enable you to see how the game might have turned out. The computer will continue any game internally by itself, playing for both sides. It will play to the end of that one game, and then stop. The display window will indicate whether the game went to checkmate or a draw. Additionally, if White wins, the **Check** LED will be on steadily at the end, and if Black wins, the **Check** LED will be flashing.

To use the Auto Play Option, simply activate Square E1 at the point where you want the computer to pick up the game. The Elite will play the game at the time controls of the current Playing Level. If the sound is on, you will notice that the Elite will beep each time it makes an internal move. For silent operation, you may turn the sound off by using Game Option B1 (see Section 3.1.2).

When the game is over, the Elite will *automatically* turn off the Auto Play Option—you do not have to go back into Option Select Mode and turn this option off. You may then replay the entire game on the board to see how it turned out, as described in Section 4.1. If you have a Fidelity Printer, you may also print out the entire Auto Play game, if desired (see Section 6.2).

You may interrupt the Auto Play game at any time by pressing the **OPTION** Key and activating Square E1 to make the LED go out. To continue the same game playing against the computer, first use Position Verification (see Section 2.2) to set up the board position correctly, and then simply make a move as in a normal game.

**Note:** If you activate the Auto Play Option at the beginning of a new game while the computer is still in book, you will hear it beep rapidly at first. This is because it is making several book moves very quickly, and (if the sound is on) you will hear a beep for each book move. As soon as the computer starts thinking about its first move, the beeping will slow down.

### 3.1.6 ALL OPENINGS (Square F1)

To select the All Openings Option, press **OPTION** until the display shows **[OPN1]**, activate Square F1 until the LED in that square is on, and press **CL**.

When playing from its internal book, the computer will normally only play *Tournament level moves*—that is, it will play only those opening lines marked Tournament level. However, if you want the computer to select from a *greater variety of book opening lines*, you may select the All Openings Game Option on Square F1. The computer will then play *all* moves (except those marked Blunders, as described in Section 5.4).

### 3.1.7 CANCEL BOOK (Square G1)

To select the Cancel Book Option, press **OPTION** until the display shows **[OPN1]**, activate Square G1 until the LED in that square is on, and press **CL**.

Selecting the Cancel Book Option completely locks out the computer's opening book (for details on the opening book, see Section 1.12). When this option is in effect, the Elite will have no opening library from which to draw its moves, so it will be forced to take time to think in order to determine its own best move from the beginning of the game.

### 3.1.8 COUNTDOWN CLOCK (Square H1)

To select the Countdown Clock Option, press **OPTION** until the display shows **[OPN1]**, activate Square H1 until the LED in that square is on, and press **CL**.

When the Countdown Clock Option is activated, the display will show the total time left for each player in accordance with the currently set A-, B-, C-, or D-Level, and will count down to zero time. If either player should run out of time before checkmate is achieved, the display will flash to indicate time forfeit for the player with zero time remaining.

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## 3.2 ROTATING DISPLAY OPTIONS (Display shows **[DSP2]**)

The Rotating Display Options allow you to obtain information about the computer's thought and search processes as they take place. Once you have chosen one or more of the Rotating Display Options as described

below, the requested information will show in the computer's display window while the computer is thinking about its move. The display can show you various pieces of information about the computer's current move: *the move time, the search depth, the score, the current move being searched, the first three moves of the computer's principle variation (the line of play the*

computer currently believes to be best), and the number of nodes per second being searched. You will be fascinated as you watch the computer think about one move, then change its mind and consider another; as you see how the score changes when different moves are considered; as you note exactly how deep the computer is searching at any given moment; and as you watch the computer's best line of play unfold before your eyes.

To turn on any of the Rotating Display Options, simply press the **OPTION** Key at any point in the game until **[ESP2]** shows in the display window. You may now choose from the options located on Squares A2 through H2. The following chart shows which squares to activate for the type of information which may interest you:

MOVE TIME	SEARCH DEPTH	SCORE	CURRENT MOVE BEING SEARCHED	1st Move PRINCIPLE VARIATION	2nd Move PRINCIPLE VARIATION	3rd Move PRINCIPLE VARIATION	NODES PER SECOND
A2	B2	C2	D2	E2	F2	G2	H2

**ROTATING DISPLAY OPTIONS**  
(Squares A2 through H2)

**Each option of your choice is selected by activating the square designated for that particular option.** As each option is selected, the LED in that square will light to indicate the selected option. You may choose any number of display options at the same time. If you decide after selecting an option that you would rather not have that option in effect, simply activate the option square again. The LED will go out to indicate that it is no longer in effect. After selecting your option(s), always press the **CL** Key to exit Option Select Mode.

If, further into the game, you choose to *turn off* a Rotating Display Option you selected earlier, simply enter Option Select Mode again by pressing the **OPTION** Key. Make sure the display window shows **[ESP2]** (if necessary, press **OPTION** until you get this display). Note that the LEDs are on for the option squares which are currently in effect. To turn any of these options off, simply activate the desired square(s) and the LED(s) will go out. Activating each square repeatedly will toggle any particular display option on and off. When you have made your choices, remember to press **CL** to exit Option Select Mode so that the computer will register your changes.

**Note:** There are special guidelines concerning the selection of the move time display, as noted in Section 3.2.1.

If you have selected multiple display options, the information will be *rotated in one-second increments* while the computer is thinking.

If you wish to see this same information *after* the computer has already made its move, use the **ST** Key (see Section 2.4). This information can also be printed if you have a Fidelity Printer plugged into your Elite. For details, see Section 6.2.

The following is a more detailed description of each individual display feature. Note that once you have

entered Option Select Mode as described in each of the following sections, **you may set any number of Rotating Display Options at once.** For the sake of clarity, however, each individual section will describe the full procedure, as if you were selecting only that one option.

### 3.2.1 DISPLAY MOVE TIME (Square A2)

To select the move time display (along with other display options), press **OPTION** until the display shows **[ESP2]**, activate Square A2 until the LED in that square is on, and press **CL**.

Move time works a little differently from the rest of the Rotating Display Options. Since the computer's display defaults to move time if no other Rotating Display Options are chosen, you *cannot* deactivate move time if no other display features are activated. However, as soon as you activate one or more of the other Rotating Display Options, move time will automatically be turned off unless you select it as you would any other option.



### 3.2.2 DISPLAY SEARCH DEPTH (Square B2)

To select the search depth display, press **OPTION** until the display shows **[dSP2]**, activate Square B2 until the LED in that square is on, and press **CL**.

Choose this display if you would like to see how far the computer is looking ahead as it ponders a move. While the computer is thinking, the display will show the ply depth and the number of computer moves in that ply which have been examined thus far. A display of **[12 3]**, for example, would mean that the computer is currently examining the third ply and has reviewed 12 moves so far.

### 3.2.3 DISPLAY SCORE (Square C2)

To select the score display, press **OPTION** until the display shows **[dSP2]**, activate Square C2 until the LED in that square is on, and press **CL**.

Choose the Score display if you would like to see the computer's opinion of the current board position. While the computer is thinking, the display will show the current game score, with a positive number showing if the computer thinks it has the advantage, and a negative number showing if the computer feels it is at a disadvantage. The numerical values indicate the extent of how good or how bad things are for the computer. Material scores are based roughly on the value scale of 1.00 points for a pawn, 3.00 points for a Knight or Bishop, 5.00 points for a Rook, and 9.00 points for a Queen. The score is also interpreted in terms of positional value—whether the computer considers its position good or bad.

As an example, a display of **[49]** would indicate that the computer is up a Rook, and a display of **[-103]** indicates that the computer is down a pawn.

### 3.2.4 DISPLAY CURRENT MOVE BEING SEARCHED (Square D2)

To select a display of the current move being searched, press **OPTION** until the display shows **[dSP2]**, activate Square D2 until the D2 LED is on, and press **CL**.

Select this display if you would like to see what move the computer is currently examining. While the computer is thinking, the display will show the current ply one move being searched. Whereas the first move of the computer's principle variation (see Section 3.2.5) is always the *best* move the computer has found so far, watching its thought process with Square D2 activated allows you to see *all* the moves the computer is considering as it searches for the best move. Note that the D2 and E2 displays will sometimes be the same.

### 3.2.5 DISPLAY FIRST MOVE OF THE PRINCIPLE VARIATION (Square E2)

To select a display of the principle variation's first move, press **OPTION** until the display shows **[dSP2]**, activate Square E2 until the E2 LED is on, and press **CL**.

The *principle variation* is the line of play which the computer currently believes to be best. Select this display if you would like to see the first move of the principle variation while the computer is thinking.

**Note:** If you would like to see the computer's *entire* principle variation after it has announced its move, use the **ST** Key, as described in Section 2.4, after the computer has announced its move. The principle variation shown will not be restricted to three moves (as in the Rotating Display), but rather will be the computer's entire line of play.

### 3.2.6 DISPLAY SECOND MOVE OF THE PRINCIPLE VARIATION (Square F2)

To select a display of the principle variation's second move, press **OPTION** until the display shows **[dSP2]**, activate Square F2 until the LED in that square is on, and press **CL**.

Select this display if you would like to see the second move of the line of play the computer currently believes is best.

### 3.2.7 DISPLAY THIRD MOVE OF THE PRINCIPLE VARIATION (Square G2)

To select a display of the principle variation's third move, press **OPTION** until the display shows **[dSP2]**, activate Square G2 until the LED in that square is on, and press **CL**.

Select this display if you would like to see the third move of the line of play the computer currently believes is best.

### 3.2.8 DISPLAY NODES PER SECOND (Square H2)

To select a display of the number of nodes per second being searched, press **OPTION** until the display shows **[dSP2]**, activate Square H2 until the LED in that square is on, and press **CL**.

Choose this display if you would like to see how many chess positions (nodes) the computer is examining per second. The number displayed will usually be a four-digit number, due to the speed at which the computer processes information. As an example, if the display is **[2256]**, this means the computer is examining 2,256 nodes per second at that time.

### 3.3 PRINTER OPTIONS (Display shows **PDP3**)

To set up the Printer Options, press the **OPTION** Key until **PDP3** shows in the display window. At this point, you may choose from the following Printer Options, located on Squares A3 through D3:

PRINTER ON/OFF	PRINT TOTAL TIME	PRINT DOUBLE HEIGHT	PRINT FIGURINE ALGEBRAIC
A3	B3	C3	D3

PRINTER OPTIONS  
(Squares A3–D3)

*Each option of your choice is selected by activating the square designated for that particular option.* As each option is selected, the LED in that square will light to indicate the selected option. You may set any number of Printer Options at the same time. If you decide after selecting an option that you would rather not have that option in effect, simply activate the option square again. The LED will go out to indicate that it is no longer in effect. After selecting your option(s), press the **CL** Key to exit Option Select Mode.

If you decide you want to cancel a Printer Option after you have already pressed **CL** to exit Option Select Mode, simply press **OPTION** again to get back into that mode. Make sure the display window shows **PDP3** (if necessary, press **OPTION** repeatedly to get this display). The LEDs for the Printer Options will be lit if these options have been selected and are in effect. To turn any of these options off, simply activate the desired square(s) and the LED(s) will go out. Activating each square repeatedly will toggle any particular Printer Option on and off. When you have made your choices, remember to press **CL** to exit Option Select Mode so the computer will register your changes.

The following is a more detailed description of each individual Printer Option. Note that once you have entered Option Select Mode as described in each of the following sections, **you may set any number of Printer Options at once.** For the sake of clarity, however, each individual section will describe the full procedure, as if you were selecting only that one option.

**Note:** There are also four different *Printer Commands* which enable you to print the board, print the game, print the time, and print move information. For details, see Section 6.2.

#### 3.3.1 PRINTER ON/OFF (Square A3)

To select the Printer On/Off Option, press **OPTION** until the display shows **PDP3**, activate Square A3 until the LED in that square is on, and press **CL**.

This Option turns the Elite's connection to the Fidelity Printer on or off when the printer is plugged into your Elite and switched on. Note that if you select Square A3 when the Fidelity Printer is either not turned on or not connected to the computer, the Elite will automatically turn this option off after a few seconds if you try to print.

#### 3.3.2 PRINT TIME WITH MOVE (Square B3)

To select the Print Time with Move Option, press **OPTION** until the display shows **PDP3**, activate Square B3 until the LED in that square is on, and press **CL**.

This option enables the computer to print out the time taken for each individual move by both sides as the moves are played.

#### 3.3.3 PRINT DOUBLE HEIGHT (Square C3)

To select the Print Double Height Option, press **OPTION** until the display shows **PDP3**, activate Square C3 until the LED in that square is on, and press **CL**.

Selecting this option tells the computer to print out all the moves in double height.

#### 3.3.4 PRINT FIGURINE ALGEBRAIC (Square D3)

To select the Print Figurine Algebraic Option, press **OPTION** until the display shows **PDP3**, activate Square D3 until the LED in that square is on, and press **CL**.

Choosing this option tells the computer to print out all the moves using FIDE Informant Style Figurine Algebraic Notation. Moves are described by printing the piece symbol, followed by the **to** square of that move. Piece symbols for pawns are not used. One departure from strict FIDE notation exists: When a piece is pinned against a King and cannot legally move to a given square, but another piece of the same type can and does move to the square, the move is printed as though it were legally possible for both pieces to move to that square. This results in over-describing that move on the printout.



**Sample printouts with Printer Options selected:**

CHESS CHALLENGER		
01	G1-F3	D7-D5
	00:02	00:00
02	B2-B3	C8-F5
	00:01	00:00
03	C1-B2	E7-E6
	00:03	00:00
04	G2-G3	G8-F6
	00:02	00:00
05	F1-G2	F8-E7
	00:03	00:00
06	E1-G1	E8-G8
	00:08	00:00
07	F3-H4	F5-G4
	00:04	00:11
08	F2-F3	G4-H5
	00:00	00:05
09	B2-A3	G7-G5
	00:12	00:01

*Print Time with Move  
Option  
(Square B3)*

CHESS CHALLENGER		
01	D2-D4	D7-D5
02	G1-F3	G8-F6
03	C1-G5	F6-E4
04	G5-F4	C7-C5
05	E2-E3	D8-B6
06	D1-C1	B8-C6
07	C2-C3	C8-F5
08	B1-D2	A8-C8
09	D2XE4	F5XE4
10	D4XC5	B6XC5

*Print Double Height  
Option  
(Square C3)*

CHESS CHALLENGER		
01	E4	C5
02	♞F3	D6
03	♜D3	♜C6
04	C3	♜F6
05	♜C2	E5
06	O-O	♜E7
07	H3	O-O
08	D4	CD4
09	CD4	ED4
10	♞D4	♜B4

*Print Figurine Algebraic  
Option  
(Square D3)*

### 3.4 ADVANCED FEATURE OPTIONS (Display shows **POPE**)

The Advanced Feature Options share the same row of squares as the Printer Options, and are therefore chosen when the display window reads **POPE**.

DISABLE AUTOMATIC RATING	DISABLE LEARNING FEATURE	CPU MODE
F3	G3	H3

**ADVANCED FEATURE OPTIONS**  
(Squares F3-H3)

#### 3.4.1 DISABLE AUTOMATIC RATING (Square F3)

To select the Disable Automatic Rating Option, press **OPTION** until the display shows **POPE**, activate Square F3 until the LED in that square is on, and press **CL**.

As described in Section 4.3, the Elite Avant Garde has a special Automatic Rating function which will give you an idea of what your performance rating might be

against the computer. If desired, this feature may be disabled by selecting the F3 option.

#### 3.4.2 DISABLE LEARNING FEATURE (Square G3)

To select the Disable Learning Feature Option, press **OPTION** until the display shows **POPE**, activate Square G3 until the LED in that square is on, and press **CL**.

As described in Section 4.2, the Elite Avant Garde has a special Learning Feature which enables it to learn from its mistakes. If desired, this feature may be disabled. You may turn the Learning Feature off simply by selecting the G3 option.

#### 3.4.3 CPU COMMUNICATION MODE (Square H3)

To select the CPU Communication Mode Option, press **OPTION** until the display shows **POPE**, activate Square H3 until the LED in that square is on, and press **CL**.

One of the Elite Avant Garde's new and unique features is its personal computer linkup capability. This function allows you to use the Elite's built-in RS232 interface to link it up to a personal computer for additional analysis. If you are interested in this CPU Communication Option, you may purchase a separate package from Fidelity. The Instruction Booklet included in the package will provide full details on how this option works.

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## SECTION FOUR: ADVANCED FEATURES

### 4.1 PERMANENT MEMORY

The Elite Avant Garde has a Permanent Memory feature which will allow you to save or replay a game. This same Permanent Memory also gives the Elite the incredible ability to learn from its mistakes, as you will see in this section.

#### Saving a Game in Permanent Memory

The Elite's Permanent Memory will allow you to save your game, unplug the unit and go back at any time to either continue or replay the same game. The Permanent Memory will retain the last game stored until you save another game. In order to save a game in Permanent Memory, press the **OPTION** Key and then the **RV** Key. This will store the current game, including all of its Option and Level settings.

Note that if you do a save in the middle of a game and you later power up with the pieces in the same position as they were when you did the save, the computer will automatically be ready to continue that same game.

#### Replaying a Current or Saved Game

At any point during a game or at the end of a game, you may ask the computer to replay the entire game from the beginning. This is accomplished by using the **OPTION** Key in conjunction with the **TB** Key.

If you are in the middle of a game and you would like to replay that game, press **OPTION**, put all pieces back in their original starting positions, and press **TB**. The computer will then start back at the beginning of that game again, using the display and LEDs to indicate the first move that was made.

If you are at the beginning of a new game and have not yet made any moves on the board, pressing **OPTION-TB** will cause the computer to call up the last game you saved into Permanent Memory to be replayed. At this point, board LEDs will light to show where the pieces were at the end of the saved game. To start the actual replay procedure, press **OPTION** and **TB** again.

*Whether you are replaying a current or a saved game, the replay procedure is the same:* The LEDs for the first move of the game will light and the coordinates of that move will also appear in the display. Enter the move indicated, and the second move of the game will be shown in the same fashion. As each move is entered, the computer will display the next move which was

played. At the end of the move sequence, the computer will emit a series of beeps.

One advantage of the Replay function is that it allows you to double check your notation (if you have been writing down the moves during the game), thus allowing you to correct any errors. Or, if you prefer, you can take notation during the replay itself if you have decided it is a game you wish to keep. This is a nice option for a new player, since sometimes taking notation during an actual game can disturb one's concentration.

### 4.2 LEARNING FEATURE

Your Elite Avant Garde contains a unique feature which has never before been available in a chess computer—it has the ability to learn from its mistakes! When the computer loses a pawn, for instance, to a brilliant move by its opponent, it stores this error in its Permanent Learning Memory so that next time it will "see" that it lost a pawn in that position and will, therefore, search for a better move. Consider this: when two humans play chess and one traps the other, it is unlikely that a player will "fall" for that same trap again—we humans do tend to learn from our mistakes! Along the same lines, if that player manages to trap his *computer opponent*, he can use the knowledge of that particular weakness over and over again, since he knows the standard chess computer will make the same errors time after time. Not so with the new Elite Avant Garde—this chess computer will not make the same mistake twice!

**Note:** You may, if you wish, *disable* the Learning Feature by activating Option G3, as described in Section 3.4.2.

#### Clearing the Permanent Learning Memory

You have the option of clearing out the computer's Permanent Learning Memory completely, if desired. To accomplish this, press the **OPTION** Key and the **DM** Key. The display window will show **[CLPP]**, asking if you are sure you want to clear the Permanent Learning Memory. If yes, press the **TB** Key again; if no, press the **CL** key.

If you press **TB** to answer yes, the computer will start the clearing out process and the display windows will show all of the addresses which are being zeroed out. When this procedure is over, the displays will return to showing time, and the computer will be ready to start a new game.



## Demonstration of Learning Feature

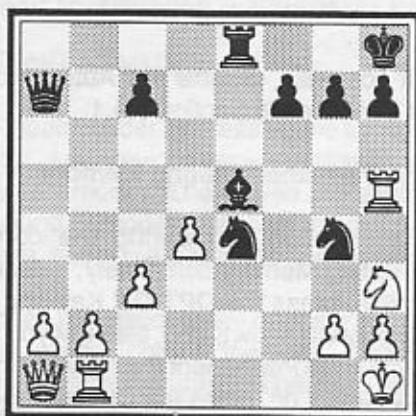
The following is a demonstration of the Elite Avant Garde's extraordinary Learning Feature. **It is important that the Permanent Learning Memory be cleared out before starting the demonstration.**

### To clear out the Permanent Learning Memory:

1. Press the **OPTION** Key, and then the **DM** Key. **[CLPP]** will appear in the display window, asking if you want to clear the Learning Memory.
2. Press the **TB** Key to answer yes. The computer will start the clearing out process and the display windows will show all the addresses being zeroed out. When this procedure is over, the displays will return to showing time, and the computer will be ready to start the demonstration.

### Start of Demonstration:

3. Set up the position in the following diagram in Problem Mode, with White to move.
4. Set the Playing Level to Level G4 (Fixed Depth, 4 Ply).



White to Move

### Trial # 1:

5. Press the **RV** Key to start the computer thinking.
6. The computer thinks and then plays D4xE5 with a score of 2.90. This move is a big mistake. Make the computer's move on the board.
7. Play G4-F2+.
8. The computer thinks and then plays H3xF2 with a score of -n 4 (losing to a mate in 4). Make the computer's move on the board.
9. Use the **TB** Key to take back F2-H3 (replace the Knight).
10. Take back F2-G4.
11. Take back E5-D4 (replace the Bishop).

### Trial # 2:

12. Press the **RV** Key to start the computer thinking again.
13. The computer thinks, and this time it plays H5xE5 with a score of .76. Make the computer's move on the board.
14. Play E8xE5.
15. The computer plays D4xE5 with a score of 3.16. This move is also a big mistake. Make the computer's move on the board.
16. Play G4-F2+.
17. The computer responds with H3xF2 with a score of -n 4 once again.
18. Again, take back the moves to the starting position.

### Trial # 3:

19. Press the **RV** Key to start the computer thinking once more.
20. Now the computer plays H3-G5, which is a decent move, with a score of -.16. It is obvious that the program learned from the mistakes it made!

## 4.3 AUTOMATIC RATING

Your Elite Avant Garde has a special Automatic Rating feature which will give you an idea of what your performance rating might be against the computer.

The rating is automatically figured and saved to the Permanent Rating Memory, but only for games which meet the following requirements:

1. No moves have been taken back.
2. Problem Mode has not been used.
3. The Auto Play Feature has not been used.
4. Monitor Mode has not been used.

Please note the following additional guidelines in regard to the Automatic Rating:

1. The computer *must see either a mate or a draw in the game in its score*—in other words, do not end a game simply because the computer is down a Rook if you want that game to be rated!
2. If either side time forfeits when playing a game using the Countdown Clock Option, the time forfeit is considered a loss for the side which caused it.
3. If the **NEW GAME** Key is pressed after moves have been made in a game but before the computer sees a mate or draw, the game will be rated as a loss for the human.

The Automatic Rating is figured based upon the following formula:

$$\frac{400 \times (\text{Wins} - \text{Losses})}{\text{Number of Games}} + \text{Base Rating from Chart} = \text{your Performance Rating}$$

The following is a chart of the Base Ratings assigned to the Playing Levels\*:

A1 .....1800	B1 .....2200	G1 .....1000
A2 .....1850	B2 .....2250	G2 .....1250
A3 .....1875	B3 .....2300	G3 .....1500
A4 .....2000	B4 .....2350	G4 .....1750
A5 .....2100	B5 .....2400	G5 .....2000
A6 .....2200	B6 .....2350	G6 .....2100
A7 .....2265	B7 .....2300	G7 .....2150
A8 .....2300	B8 .....2250	G8 .....2200

**\*Note:** If you are using the C Levels, the Base Rating is assumed to be 2265. If you are using an Elite with a 68020 or 68030 processor, the computer adds 65 points to each Base Rating from the chart.

The Elite will give you ratings on games played on the A-, B-, C-, and G-Levels. The computer can keep track of ratings for four different Playing Levels at the same time, and the rating for each level will be kept separately. If you choose a new level, it will replace the previously rated level with the fewest number of games.

To see your rating for a particular level, simply press the LV Key, and then press the DM Key repeatedly. The display window will cycle through the four sets of ratings. For each rating, the LED signifying the Playing Level will light on the board, and the display will first show **G xx**, signifying the number of games played, then the current rating.

You may, if you wish, *disable* the Automatic Rating Feature, as described in Section 3.4.1.

#### Clearing the Permanent Rating Memory

You have the option of clearing the computer's Permanent Rating Memory completely, if desired. To accomplish this, press the **OPTION** Key and the **DM** Key. The display will show **CLPP**, asking if you are sure you want to clear the Permanent Rating Memory. If yes, press the LV Key; if no, press the CL key.



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## SECTION FIVE: BOOK BUILDER

### INTRODUCTION TO THE BOOK BUILDER

Since the days of the first chess computers, programmers have equipped their machines with moves from Grandmaster play to help them through the troubled waters of the chess openings. Later, as machines grew in sophistication and more memory space became available to them, the libraries of opening moves grew and expanded until they became valuable opening move study guides for owners of computer chess games. Only recently has it become possible to take the ultimate step—permitting the user to build his own opening book.

The Book Builder will allow you to create a custom-designed opening library, permitting you to build your very own book from scratch. You will be able to choose and control the variations your chess computer will play. This section of the manual will show you how to build or modify your very own library of opening variations. You can enter moves simply by playing them on the board—then change or rearrange them with a few keystrokes. What you have here is a powerful, versatile companion to your study of chess that is *surprisingly easy to use!*

#### 5.1 GETTING STARTED

Enter the Book Builder by pressing the **LV** Key and then the **RV** Key. Any previous book you may have stored in Permanent Memory will be copied into a work area for you to expand or modify. Now set the pieces up as for a new game, and you are ready to use the Book Builder.

Any changes you make to the opening book are made only to the working copy of the book. The Permanent Memory is not affected until you return to normal game play (for details, see Section 5.2).

#### 5.2 BASIC OPERATION

##### Displaying the Move Number

While you are entering moves in the Book Builder, the display will automatically show the side to move and the current move number. For example, when **W 01** is displayed, this indicates that it is White's first turn to move; when **B 02** is displayed, this tells you that it is Black's second turn to move.

##### Displaying the Contents of Your Opening Book

If your opening book contains moves in the current position, pressing the **DM** Key will show you those moves. If there are no moves in the current position and

you press the **DM** Key, the display will simply continue to show the move number. The **DM** Key functions basically as it does in the normal game's suggested move feature, but with a few differences.

The first time you press the **DM** Key, you see the first move in book in the current position. The move is shown on the board LEDs and in the display window. The second press of the **DM** Key gives you the second move, and so on. When all of the moves have been exhausted, pressing the **DM** Key lights no move at all. Pressing the **DM** Key yet one more time starts the sequence over again from the first move. There is no random selection of variations as in the normal operation of your Elite Avant Garde. Moves are always displayed in the order in which they are stored in the book.

Pressing the **CL** Key turns out all the LEDs and displays the move number in the window again. Pressing the **DM** Key after the **CL** Key starts the cycle over, with the first move in the book in the current position.

##### Adding Moves and Variations to Your Opening Book

Moves and variations are added to the opening book by playing them on the chessboard. You play both the White and Black pieces (similar to Monitor Mode during normal game operation). When you play a move on the board, a check is made to see if the move you played is in the opening book. If so, a single beep shows you that the move was found in the book. If the move you played is not yet in the opening book, that move is added to the opening book. A double beep shows you that the move was added to the book.

**Note:** Using the **TB** Key takes back a move on the chessboard, but does **not** remove it from the opening book. To remove a line, see below.

##### Removing Moves and Variations from Your Opening Book

To eliminate a move from your opening book, first play forward or take back, as needed, to reach the position where that particular move is about to be made. Then press the **DM** Key until the move is displayed. Now press the **RV** Key. The total number of bytes to be removed (i.e., the move and all variations stemming from it) will show in the display window. At this point, you may either cancel your request by pressing the **CL** Key, or go ahead with the removal by pressing the **RV** Key again. When the **RV** Key is pressed this time, the move and all variations stemming from that move are then removed from the book.

To empty the entire book, press the **OPTION** Key followed by the **RV** Key. The total number of bytes to be removed (i.e., the size of the whole book) will show in the display window. At this point, you may either cancel your request by pressing the **CL** Key, or go ahead with the removal by pressing the **RV** Key. When the **RV** Key is pressed, the entire working copy of the book will be cleared.

#### Leaving the Book Builder to Return to Normal Game Play

To exit the Book Builder and save your book, press the **OPTION** Key, followed by the **NEW GAME** Key. The book you have been building will be stored in the computer's Permanent Memory, and you will be returned to normal game play. This process may take several seconds. When time appears in the display window instead of the move number prompt, you may resume normal game play.

To return to normal play **without** saving the book you have been working on, press the **OPTION** Key followed by the **LV** Key. The changes you have made to the book during this work session will be discarded and the book will remain as it was when you entered the Book Builder.

### 5.3 BOOK BUILDER DISPLAYS

Although it might seem that using the Book Builder would be a good way to store your games for later study, unfortunately this is not so. The maximum depth any line can go is to move number 32. Beyond that, certain tables of information which the program needs to get around in the book would be exhausted. If you attempt to enter lines which are too long, you will hear a buzz, the window will display **-ddd-** and the move will be lit as for an illegal move. If this occurs, press the **CL** Key and take back the extra move.

If you reach the maximum number of variations allowed, the display window will show **-uu-** and the computer will buzz.

If you are in the Book Builder and you do not have a variation selected but are simply entering moves, the display will automatically show the side to move and the move number. For example, when **W 01** is displayed, this indicates that it is White's first turn to move; when **B 02** is displayed, this tells you that it is Black's second turn to move. These displays help you keep your place when you are adding long lines to the book. Similarly, whenever you press the **TB** Key to take back a move, this display information will help you back up to the position where a variation is to be inserted.

Another display which can occur while entering moves is the **Book Full** indicator. Again, you will hear a buzz and the move will be lit as for an illegal move, but this time the window will display **-bF-**. This indicates a more serious problem—you are all out of space in your book RAM area, and no more book moves can be added unless other variations are removed.

### 5.4 ADVANCED BOOK BUILDER FEATURES

#### Controlling the Order of the Moves in Your Opening Book

Playing a move which is not in the book adds that move to the book. Generally, the new move is added *after* all the other move choices that are already in the book at that position. If you wish to insert the new variation *in front of* some variation that is already in the book, use the **DM** Key to display that variation and then play the new variation. The new variation will be inserted in front of the displayed variation. This does not affect which moves are played, but only the order in which they are displayed or printed.

#### Mark Displayed Move as Tournament Level

When you leave the Book Builder and return to normal game play, the Elite will play only the Tournament Level move choices (unless the All Openings Option is selected, as described in Section 3.1.6). If you would like to mark a particular variation as a Tournament level move choice, press the **PB** Key while the move is showing on the board. A **colon ( : )** will appear in the display when a Tournament move is shown. Pressing the **PB** Key again will clear the Tournament status of the move.

**Note:** When you return to normal game play, be sure to select the All Openings Option to see all the moves you have added.

#### Mark Displayed Move as a Blunder

Occasionally, you may wish to enter a move which may be considered a mistake. You would want the Elite to know how to respond to such a move, but you would not want the computer to play that move itself. To mark a move as a Blunder, press the **PV** Key while the move is showing on the board. **One lower dot ( . )** will appear in the display when a Blunder move is shown. Pressing the **PV** Key again will clear the Blunder status of the move.

**Note:** Even when the All Openings Option is selected, the computer will still avoid playing Blunder moves.



## Check Remaining Free Space

The Book Builder offers 3838 bytes of RAM (Random Access Memory). Typically, a move takes one byte, and a variation takes one or two bytes. A Tournament or Blunder indication also takes one byte. At any time, you can see how many free bytes remain in your book. To do so, press the **ST** Key. The amount of free space will be displayed in the window. To continue, press the **Clear** Key.

## Check For Transpositions

In openings, frequently the same position can be reached by different move orders. Such matching positions are called **transpositions**. Your Elite Avant Garde is able to detect transpositions when they occur during the play of the game, and can transpose from one book line to another and even from one book to another. This happens automatically during the play of the game.

While you are **building** a book with this feature, transpositions are **not** detected automatically. Instead, if you are at the end of a book line, pressing the **TM** Key causes the computer to do a transposition search to see if this position occurs in the book. Two possibilities exist: If the position **does not** exist in the book, you will hear a low-tone beep and the window will show **----**. This indicates that there is no transposition. If the position **does** exist in the book, you will hear a beep and the window will show **[Tn]**. Press the **CL** Key at this point to clear the display. If you ask the computer to do a transposition search when you are not at the end of a book line, you will hear a low-tone beep and nothing else will happen.

## 5.5 PRINTING MOVES AND VARIATIONS FROM WITHIN THE BOOK BUILDER

If you are using a Fidelity Printer with your Elite, the Book Builder will permit you to print all or part of your opening book. Different commands allow you to print the move choices in a single position or print an entire variation.

### Print Current Variation

To print the current variation, press the **OPTION** Key followed by the **PV** Key. The moves played up to that point to reach the current position will be printed. If you are at the beginning of the game, with no moves played on the board, you will hear a buzz and nothing will be printed out.

### Print Moves In the Current Position

To print the move choices in the current position, press the **OPTION** Key followed by the **TM** Key. You will see displayed on your Fidelity Printer the move choices in the book at the position currently set up on the board. If there are no moves in book at this position, you will hear a buzz and nothing will be printed out.

### Print All Variations from the Current Position

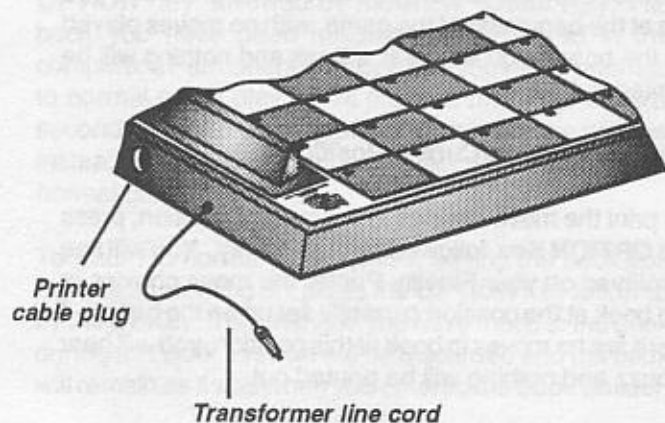
To print the variations from a particular position, press the **OPTION** Key followed by the **PB** Key. If you are at the beginning of the game, with no moves played on the board, your entire opening book will be printed out. If you are a number of moves into the game, first the moves already played will be printed to show the history. Next, a diagram of the board in the current position is printed. Finally, all of the book lines that extend from the current position will be printed. Thus, you can print out all or any part of your book. If there are no moves in book at this position, you will hear a buzz and nothing will be printed out.

## SECTION SIX: PRINTER AND MODULE INFORMATION

### 6.1 USING THE FIDELITY PRINTER

When you use the Elite with a Fidelity Printer, you have at your disposal a number of Printer Commands and Options which will add variability and special features to the printouts of your games and chess positions.

To use the Fidelity Printer with your Elite, simply plug the printer signal cable into its receptacle on the side of the computer's housing. Once the printer is plugged into



the computer and the switch has been turned on, you may turn the Elite's connection to the printer on and off by using Printer Option A3, as described in Section 3.3.1. For actual printer operation, refer to the Fidelity Printer Operating Instructions provided with the printer.

**Note:** The computer will not accept any moves or commands while the printer is actually printing.

### 6.2 PRINTER COMMANDS

When the Fidelity Printer is connected and on, four different **Printer Commands** are available. The difference between these Printer Commands and the Printer Options described in Section 3.3 is that whereas the Options are ongoing features which you can select for your printouts, the Commands are one-shot orders to the printer to accomplish certain tasks. Once you have pressed the key sequence to execute a particular Printer Command, the command is carried out immediately, as follows:

<b>OPTION-PB</b>	Print out current board position
<b>OPTION-PV</b>	Print out entire game
<b>OPTION-TM</b>	Print out total time taken for both sides in the game
<b>OPTION-ST</b>	Print out move information (principle variation, total time, number of nodes per second searched, search depth, and score)

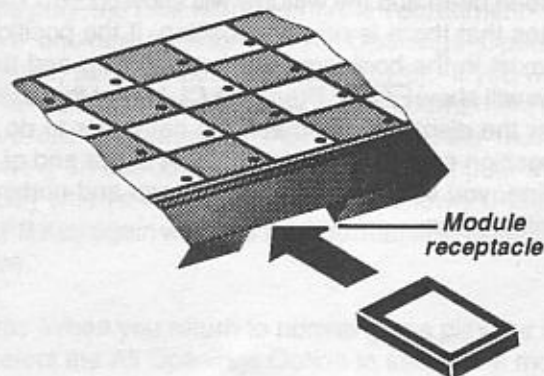
**Note:** When the printer is on and you set up a board position in Problem Mode, that board position will automatically be printed out for you when you exit Problem Mode.

### 6.3 PRINTER OPTIONS

The Elite also has several Printer Options to choose from. These options are ongoing features which, once chosen, will remain in effect until you cancel them. See Section Three for an explanation of how to set the desired Printer Options (**Printer On/Off**, **Print Time with Move**, **Print Double Height**, and **Print Figurine Algebraic**).

### 6.4 USING MODULES

The Elite Avant Garde has the ability to accept modules which can add to its basic capability and make it an even more diversified opponent. Each module will contain a separate instruction manual describing the added features.



Modules are installed into the plug-in receptacle located on the front of the unit. Plug in a module as shown, by inserting it into the receptacle and pushing it all the way in, using even finger pressure until the fit is snug.



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

## LIMITED 1 YEAR WARRANTY

Fidelity Electronics warrants to the original consumer purchaser that its products are free from any electrical or mechanical defects for a period of one year from date of purchase. If any such defect is discovered within the warranty period, Fidelity Electronics 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 one year 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 is:

FIDELITY ELECTRONICS  
8800 N.W. 23rd Street  
Miami, Florida 33172

(305) 597-1500

If you ship the unit, carefully pack it and send it prepaid, adequately insured and preferable 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.

**FIDELITY ELECTRONICS**

**\*\*IMPORTANT NOTICE\*\***

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J or Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver.
- Move the computer away from the receiver.
- Plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

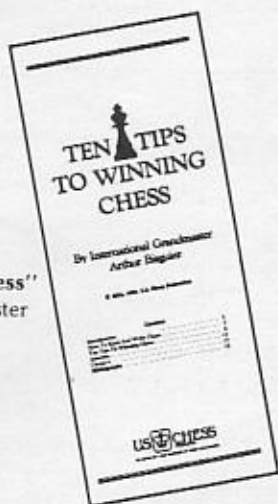
*How to Identify and Resolve Radio TV Interference Problems*

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 001-000-00315-4.

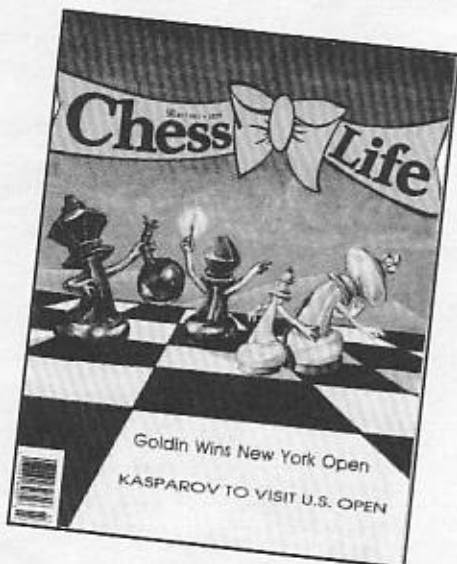


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The Premiere is the first chess computer ever to contain two programs in one housing. With a mere flip of a switch, located in the lower front panel of the housing, you can choose between the World Champion Vancouver program by Richard Lang, and the 2265-Master rated (U.S. Chess Federation certified) Fidelity program. All of the Premiere's features are geared towards making this machine the most original and exceptional chess computer ever! A quick scan of either Table of Contents will substantiate this. Notice that the Book Builder feature allows you to create your own opening books, while attaching a Fidelity Printer to the Premiere allows you to not only print out your games, but also print out information pertaining to the games you play. The Permanent Memory function will "remember" a game for as long as you wish, and the auto-sensory playing surface enables the computer to instantly sense and recognize each and every move you make. Moves are

communicated to you via two large, clear display windows and LEDs in each of the board squares. The display windows also enable you to observe the computer's thought process—see the line of play it is considering, the score it gives any particular position, how deep it is searching. *How often have you wished that you could read your opponent's mind while he was thinking about his move—now you can!* And just think—in this case, you're reading the mind of either a World Champion or a Master!

With its large selection of playing levels, the Elite Premiere can be tailored to anyone's chess abilities—whether beginner or expert. Because of its Master Rating, its higher levels are bound to challenge even the strongest of players; and yet, simply by using one of the Easy or Preset Time Control Levels to limit the computer's strength, even a child can conquer it!

It is our hope that you will spend many pleasurable hours with your Elite Premiere. We are sure that this machine will simulate the chess-playing abilities of a human beyond anything you have ever imagined. Try it—you'll be amazed!

#### **AN IMPORTANT NOTE ON USING THIS MANUAL:**

Although you might be tempted to delve right into exploring the Premiere's many special features and playing options, we recommend that you first familiarize yourself with SECTION ONE, BASIC OPERATION, to gain a good, thorough working knowledge of how to operate the computer and how to play your first game. After you have learned the basics, go on to the other sections of the manual to explore all the rest of the intriguing features which the Elite Premiere has to offer.

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# QUICK REFERENCE CHART

NORMAL LEVELS	TOURNAMENT LEVELS	BLITZ LEVELS	EASY LEVELS	HANDICAP LEVELS		SET COMPUTER CONTROL	SET HUMAN CONTROL
3 MIN. A8	50 in 2 hr. 30 min. all in 30 B8	All in 1 hr. C8	Hardest for Human D8	100% E8	INFINITE F8	Adjust time used so far G8	Adjust time used so far H8
2 MIN. A7	35 in 1 hr. 45 min. B7	45 Min. C7	D7	80% E7	INFINITE F7	Adjust time used so far G7	Adjust time used so far H7
1 MIN. A6	40 in 1 hr 45 min. then all in 15 min. B6	30 Min. C6	D6	60% E6	INFINITE F6	Adjust time used so far G6	Adjust time used so far H6
30 SEC. A5	50 in 2 hr then 20 in 1 hr B5	20 Min. C5	D5	50% E5	INFINITE F5	Adjust time used so far G5	Adjust time used so far H5
15 SEC. A4	40 in 2 hr then all in 30 min. B4	15 Min. C4	D4	40% E4	INFINITE F4	Set Secondary Moves G4	Set Secondary Moves H4
10 SEC. A3	40 in 2 hr. then all in 1 hr. B3	10 Min. C3	D3	30% E3	INFINITE F3	Set Secondary Moves G3	Set Secondary Moves H3
5 SEC. A2	50 in 2 hr 30 min B2	5 Min. C2	D2	20% E2	Fixed Depth 0 to 29 F2	Set Primary Moves G2	Set Primary Moves H2
2 SEC. A1	40 in 2 hr. B1	2 Min. C1	Easiest for Human D1	10% E1	Mate in 1 to 16 F1	Set Primary Moves G1	Set Primary Moves H1

## INTRODUCTION

The Vancouver program you have chosen is the same program by Richard Lang which won the World Championships in Vancouver, Canada in 1991.

The Vancouver program has a tremendous array of special features which are guaranteed to delight and astound you. Some are brand new concepts, never before seen in a chess computer! All, whether new or familiar, are geared towards making this machine the most comprehensive and exciting chess computer ever. A quick scan of the Table of Contents will substantiate this. Notice that the Book Builder feature allows you to create your own opening books, while attaching a Fidelity Printer to the Elite Premiere allows you to not only print out your games, but also print out information pertaining to the games you play. The Permanent Memory function will "remember" a game for as long as you wish, and the auto-sensory playing surface enables the computer to instantly sense and recognize each and every move you make. Moves are communicated to you via two large, clear display windows and LEDs in

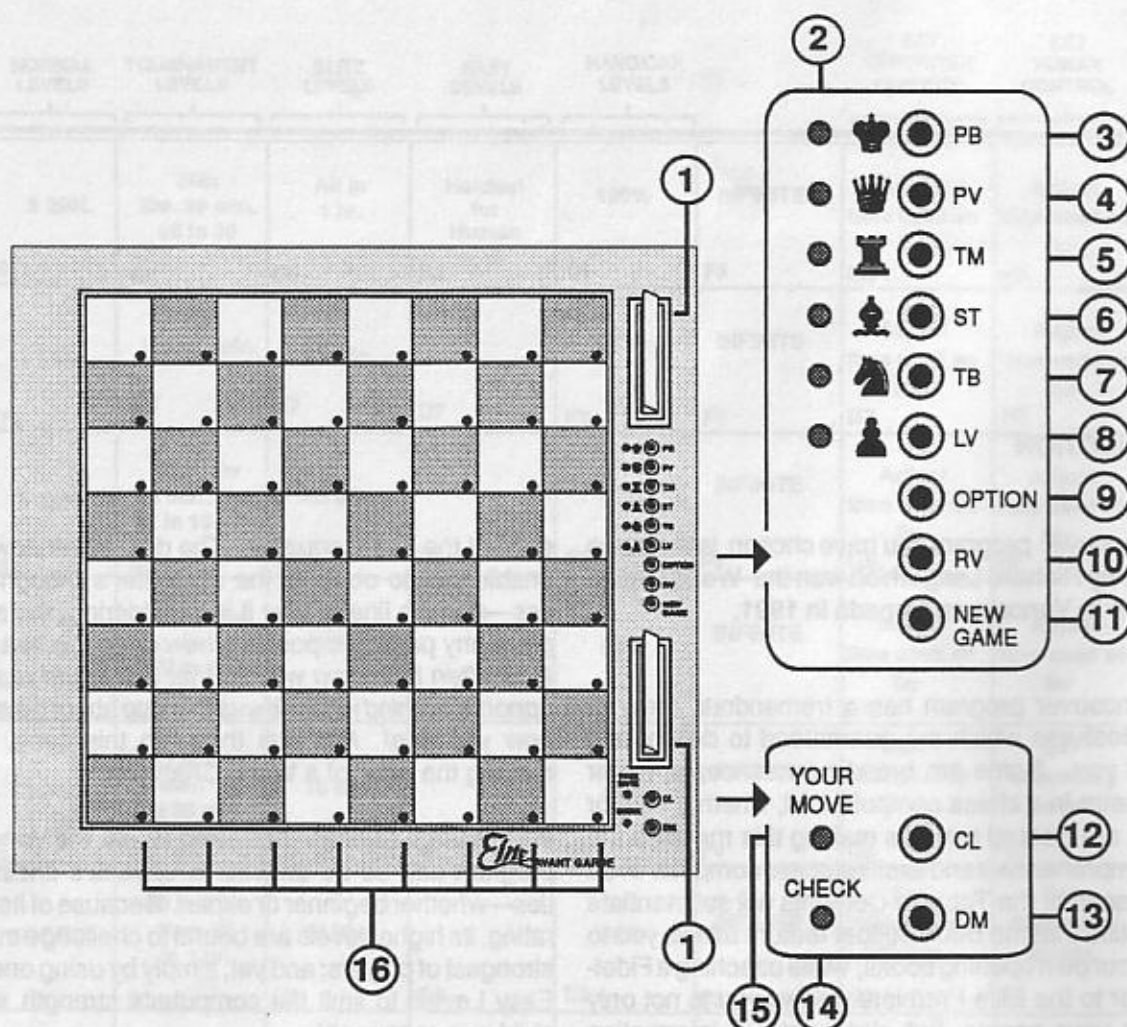
each of the board squares. The display windows also enable you to observe the computer's thought process—see the line of play it is considering, the score it gives any particular position, how deep it is searching. *How often have you wished that you could read your opponent's mind while he was thinking about his move—now you can!* And just think—in this case, you're reading the mind of a World Champion!

With its large selection of playing levels, the Vancouver program can be tailored to anyone's chess abilities—whether beginner or expert. Because of its expert rating, its higher levels are bound to challenge even the strongest of players; and yet, simply by using one of the Easy Levels to limit the computer's strength, even a child can conquer it!

It is our hope that you will spend many pleasurable hours with your Elite Premiere. We are sure that this machine will simulate the chess-playing abilities of a human beyond anything you have ever imagined. Try it—you'll be amazed!



# SECTION ONE: BASIC OPERATION



## 1.1 BOARD DIAGRAM

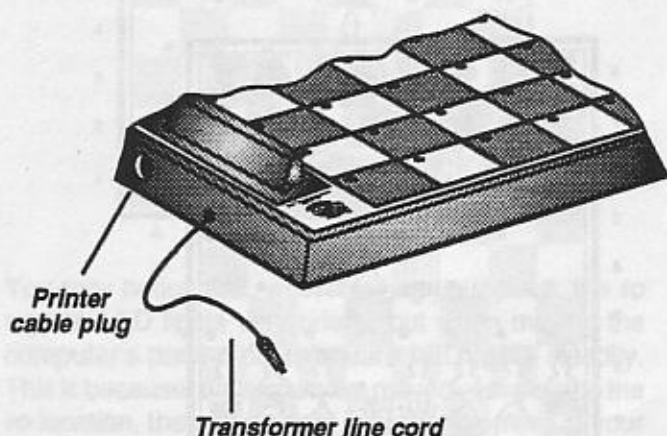
The following is a brief outline of the Elite's keys and indicators, referenced to the above Board Diagram. Note that the key descriptions summarize only the main functions of the keys during normal game play. Most of the keys also have additional functions when used in different modes, as described later in the manual.

- 1 **DISPLAY WINDOWS:** Used for the chess clocks, and for various game and operational messages; used to display certain game information upon your request.
- 2 **PIECE SYMBOL INDICATORS:** Used to verify locations of piece types; also used in Problem Mode when adding or removing pieces on the board and setting up special positions.
- 3 **PB KEY:** Used to set up chess positions or problems.
- 4 **PV KEY:** Used to verify positions of chess pieces.
- 5 **TM KEY:** Used to display total time and other "time" information.
- 6 **ST KEY:** Used to display information concerning the computer's last move; used to check current move number and color to move.
- 7 **TB KEY:** Used to take back moves and enter "memo" mode.
- 8 **LV KEY:** Used to change levels of play.
- 9 **OPTION KEY:** Used to enter Option Select Mode, and to clear board when in problem mode.
- 10 **RV KEY:** Used to reset the board.
- 11 **NEW GAME KEY:** Used to start a new game.
- 12 **YOUR MOVE KEY:** Used to indicate that it is your turn to move.
- 13 **CHECK KEY:** Used to check for check.
- 14 **CL KEY:** Used to clear the board.
- 15 **DM KEY:** Used to display move information.

- 10 **RV KEY:** Used to change sides with the computer, watch the computer play both sides, force the computer to stop thinking and make a move, or request alternate moves.
- 11 **NEW GAME KEY:** Used to start a new game with all current option and level settings remaining in effect.
- 12 **CL KEY:** Used to exit from various modes, such as Problem Mode, Position Verification, Option Select Mode, etc; also used to clear the display after the computer's mate and draw announcements.
- 13 **DM KEY:** Used to display a suggested move, and to replay moves after take back.
- 14 **CHECK LED (Light Emitting Diode):** Used to indicate a check situation on the board.
- 15 **YOUR MOVE LED:** Used to indicate who is on the move—lights steadily when it is your turn to move; flashes whenever it is the computer's turn to move; indicates the color to move when you exit Problem Mode.
- 16 **BOARD LEDs:** One LED located in the corner of each square, with an additional row of LEDs along the side of the board. These LEDs are used by the computer to indicate moves and to communicate with you in a variety of ways.

## 1.2 POWER ON

The Elite is operated on ordinary house current. To start up the unit, plug the transformer into an AC wall outlet and plug the transformer line cord into the game. *Do not use any transformer other than the Fidelity transformer designed specifically for this product. Failure to do so can cause damage to this product, which will void the warranty.*



After the transformer line cord has been plugged into the unit, the computer will beep and the LED labeled **Your Move** will light solidly, indicating that it is White's turn to move (in this case, to make the first move to start the game). You will notice later that the **Your Move** LED will flash whenever it is the computer's turn to move (while the computer is thinking).

Since the Elite is all solid state, the game may be left on for long periods of time, as desired. If the transformer should get warm during use, this is normal and may be disregarded.

## 1.3 THE GAME BOARD

Set up the chess pieces with the White pieces at the bottom of the board. Each square on the chess board is described, in accordance with international chess notation, by a letter of the alphabet designating the vertical rows (the Files), and a number designating the horizontal rows (the Ranks). At the beginning of a game, the White King is on Square E1, and the Black King is on Square E8.

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1

The LEDs in the squares are activated by very strong magnets in the base of each chess piece. These magnets activate switches located under each square, and the switches, in turn, activate the LEDs. Whenever a piece is sitting off-center enough to prevent the computer from sensing that the piece is there, that particular piece symbol indicator will light solidly (for a White piece), or flash (for a Black piece), and the LED for the affected square will light. As soon as you position the piece on the square correctly, the LEDs will go out.

## 1.4 DUAL DISPLAY WINDOWS

The Elite's dual display windows serve many functions during a game, helping to make your chess game more interesting and enjoyable. Please note the following guidelines which apply to the display windows.



During a normal game of chess (where you are White, playing from the bottom of the board), the front display window will show *your* clock and the back display window will show *the computer's* clock. When the RV Key is used to switch sides (see Section 2.8), the clocks will also automatically switch, so that if you are then playing Black, your clock will show in the back display window.

The clock of the side to move counts and displays the time that is being taken for that move. As soon as the move is made, that clock will stop and the clock for the other side will start up.

Please note that *your* display window (the front one if you are playing White, the back one if you are playing Black) usually shows your *time*. Most of the "Information" displays, such as displays relating to the use of the function keys ( $\overline{\text{Pb}}$  and  $\overline{\text{Pu}}$ ), are shown in both display windows. When you are using the Countdown Clock Option and a time forfeit occurs, the display for the side which caused the time forfeit will flash.

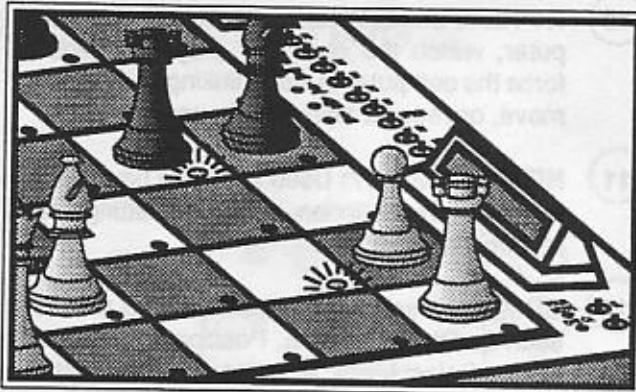
### 1.5 HOW TO ENTER MOVES

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

To make a move, simply lift up the piece from its original square (the *from* square), and set it down on the desired square (the *to* square). When you lift your piece, the *from* square LED will light. When you set your piece down, the *to* square LED will light briefly. Both LEDs will then go out, and the computer will start thinking about its move, indicated by the flashing **Your Move** LED. *Note: If the computer is playing from its opening book library, it will not start thinking about its move, but will respond with its next move instantly, so you may not even see the Your Move LED flashing. For details on the opening book, see Section 1.12.*

When the computer is ready to move its desired piece, the *from* square and *to* square LEDs will light to indicate the computer's move, and the move will be shown in the display window. Pick up the piece the computer wants to move (the LED in that square will go out) and place that piece down on the indicated *to* square. The *to* square LED will also go out, signifying that the computer has registered the move, and it is now your turn to move once more.

Try to avoid sliding the chess pieces across the squares, since this could result in an invalid move entry.

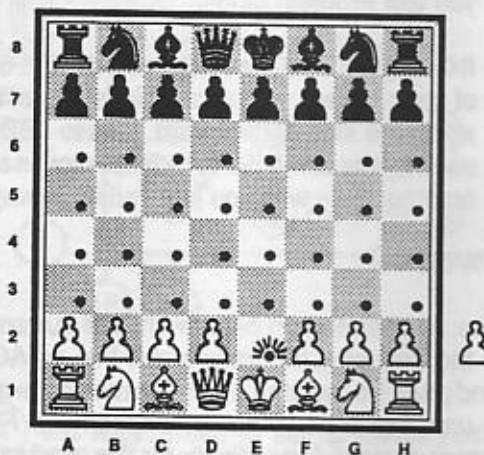


How the computer indicates its move: It lights the LED of the *FROM* square and the LED of the *TO* square.

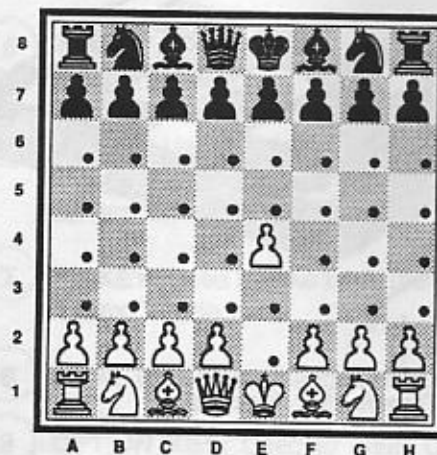
### 1.6 YOUR FIRST MOVE

The following example will help you start your first game with the computer. Let's say that you have chosen to move your White pawn from E2 to E4:

1. First, pick up the pawn from Square E2. The E2 LED will light up, indicating that Square E2 is selected.
2. Put the pawn down on Square E4 (the E4 LED lights

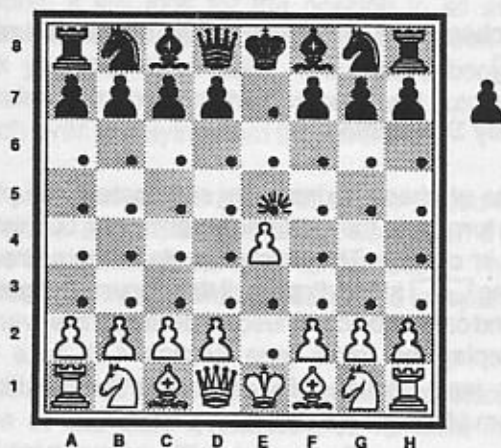


briefly, and then both the E2 and E4 LEDs will go out). The computer, at that instant, has recorded

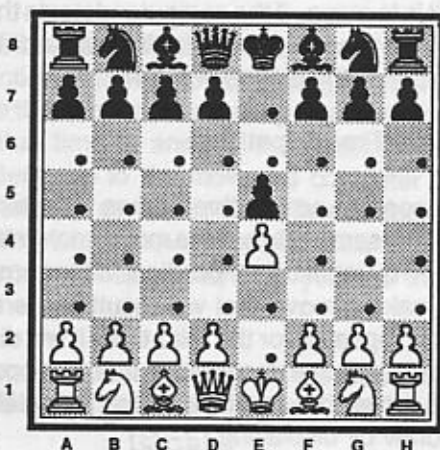


out). The computer, at that instant, has recorded the move you made, and has begun to think about its own move. (In this example, the computer will make a move from its opening book, so it will not actually have to "think" about its move, but rather will respond instantly. For details on the opening book, see Section 1.12.)

3. The computer will show you its move by lighting the **from** square LED for the piece it has chosen to move, and also lighting the **to** square LED to indicate where it wants that piece moved. (We have selected the move from E7 to E5 for this example—you may get a different response.) The computer's display window will also show the move **E7E5**.
4. Pick up the Black pawn on Square E7 (the E7 LED goes out), and put the pawn down on the **to** square



indicated by the lit LED—in this case, Square E5. The Elite will beep and the LED in that square will go out, indicating that the computer's move has been completed. It is now time for your next move.



You may notice that, when moving *your* piece, the **to** square LED lights very briefly, but when moving the computer's piece, the **to** square LED lights steadily. This is because, once you have moved your piece to the **to** location, the computer is instantly informed of your move, and there is no need for the LED to remain on. On

the computer's move, the **to** square lights to show you where to place the Vancouver's piece.

### 1.7 TAKING BACK MOVES

Memo mode can be entered while the computer is waiting for a move by either pressing the TB key or by reversing the last move made on the board (see Section 2.5 for more information).

### 1.8 ACCIDENTAL WRONG MOVE

If you lift a piece off the board to make a move, but you change your mind before the move is completed, simply replace the piece back on that same square. If you change your mind about a move after you have completed a whole move (**from** and **to** squares), then the computer has accepted your move and is already considering its counter-move. In this case, simply press the TB Key, and the computer will guide you through the take back of your move (see Section 2.5).

### 1.9 ILLEGAL MOVE

The Vancouver 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 with a low beep. It also *lights* the piece symbol LED for any White piece you have moved illegally, and *flashes* the piece symbol LED for any Black piece that has been illegally moved. To undo the illegal move, return the piece to its original **from** square and play a legal move.

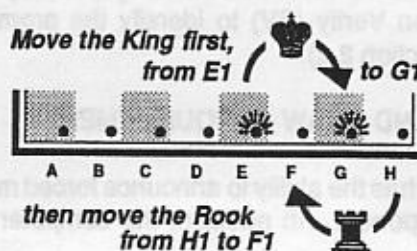
### 1.10 SPECIAL MOVES

#### Castling

The computer will castle by first performing a King move and then a Rook move. To carry this move out on the board, first move the King as indicated, and then move the Rook.

You may castle in a similar manner by first moving your King. The computer will automatically recognize that you want to castle, and will light the LEDs for the Rook's move to prompt you to move that piece. Note, however, that the computer's turn starts immediately after you have made your King move on the board. The computer will therefore already be thinking about its next move while you are making your Rook move on the board.

**Caution:** Remember that castling is a King move. If you attempt to castle by moving your Rook first, the computer will acknowledge the Rook's move and immediately begin thinking.





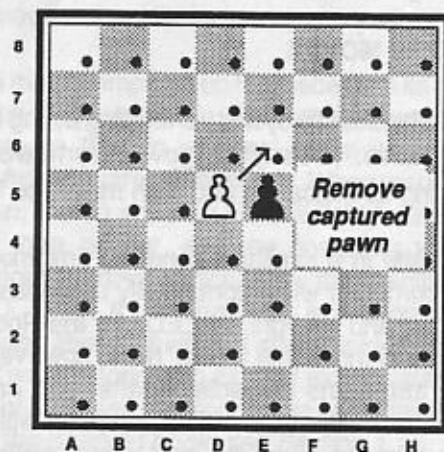
To recover from such a mistake, use the Take Back feature to take the Rook's move back (see Section 2.5).

### En Passant

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 the *to* square. Then it will light the LED in the square of the captured pawn, to remind you to remove that pawn from the board. Simply pick up the captured pawn and remove it from the board.

### Pawn Promotion

As in a normal game of chess, when a pawn reaches the eighth rank, it may be promoted to a higher-valued piece (usually a Queen). When your pawn reaches the eighth rank, the LED in that square will flash (and **Pr** will appear in the display window). The Q, R, B and N LED's will also flash. Identify your promotion selection by pressing the key next to the picture of the piece you wish to promote to. As soon as you make your selection, the LED in that square will go out and the computer will start thinking about its next move.



En Passant Capture

If one of the computer's pawns reaches the eighth rank, the computer will evaluate its present position and promote its pawn to the piece it feels will be of most value. Since this will occur automatically, you may wish to use Position Verify (PV) to identify the promoted piece (see Section 2.2).

## 1.11 MATE AND DRAW ANNOUNCEMENTS

The computer has the ability to announce forced mates against its opponent. In addition, the computer can

recognize and claim three different types of draws: *draw by stalemate*, *draw by the 50-move rule*, and *draw by three-time repetition*. Please refer to the appropriate sections that follow for details regarding specific mate and draw announcements.

### Checkmate

Any time there is a check situation on the board, the **Check** LED will light.

If the computer determines that you will soon be mated, it will show **n x** in the display window (where *x* is equal to the number of moves until checkmate). Press **CL** to see the computer's move. Once the computer's mating move is entered, the display will read **MAT**.

If you checkmate the computer, the display will read **-MAT**.

### Draw by Stalemate

A game of chess is drawn by stalemate if the player whose turn it is to move has no legal moves, but his King is not in check. The computer claims this draw by showing **dr** in the display. If this occurs, the game is over and cannot be continued. If desired, however, you may replay the game (see Section 4.1), take back moves (see Section 2.5), or change the position in Problem Mode (see Section 2.1).

### Draw by the 50-Move Rule

If 50 consecutive moves have been played in a game without either side having moved a pawn or captured a piece, a 50-move rule draw may be claimed by the side whose turn it is to move. If the computer detects that 50 such moves have been made, it will claim a draw by displaying **dr50** in the display window.

### Draw by Three-Time Repetition

If the same position occurs three times in a game of chess where the same side has the move each time, the game is drawn by repetition of position. If the computer is about to make a move that will result in the same position being repeated for the third time, it will display **dr3**. If the computer recognizes that its opponent has made a move that results in a third repetition, it claims the draw by displaying **dr33**.

## 1.12 BOOK OPENINGS

A *book opening* is a specialized series of moves that is used at the beginning of any chess game. If you have noticed that the computer seems to move very quickly at the beginning of the game, this is because the

opening positions from Grandmaster play. If the current board set-up is contained in the computer's library, it will play one of the proper responses to that position from its collection of moves and will not have to think about that move choice.

When playing from its internal book, the computer will normally only play *Tournament level moves*—that is, it will play only those opening lines marked Tournament level. However, if you want the computer to select from a *greater variety of book opening lines*, you may select the All Openings Game Option (see Section 3.1.6). The computer will then play all moves except those marked as Blunders (described in Section 5.4).

During normal game play, when the computer falls out of book, it will look for the position in all available books—its own internal book, and any Book Builder book you may have built. If it finds a book which contains that position, the computer will automatically switch over to playing from that book.

The user can select any one of the 6 books Blitz, Modern, Classic, Gambit, Human, Computer. If none of these are selected the book is cancelled. The book builder book can be enabled/cancelled independently.

**Note:** *One of the very unique and advanced features of the Elite Premiere's is its built-in Book Builder program. This feature allows you to choose and control the variations your chess computer will play. For comprehensive instructions on how to use the Book Builder, see Section Five.*

### 1.13 THINKING ON THE OPPONENT'S TIME

The Elite has the ability to think on its opponent's time, a function which improves playing strength on all levels. 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 Vancouver does this automatically, whenever you are thinking about your move.

You may cancel thinking on the opponent's time by selecting the Easy Mode Option (see Section 3.1.1).



## SECTION TWO: FUNCTION KEYS

The main functions of the game keys are described in the following sections. However, please be aware that these keys also have additional functions when they are used in **Problem Mode**, **Level Selection**, the **Book Builder**, and when used in conjunction with other keys.

### 2.1 PB KEY

#### Problem Mode

Problem Mode is a special feature which allows you to change a current board position or set up any desired board position. You may alter the board set-up at any time before or during a game. This mode enables you to remove or add pieces, relocate pieces from one square to another; set up problems such as mate puzzles for the computer to work out; or start up (or continue) a game from a certain position. You can use these features to change the direction of a game, to strengthen your side or the computer's, to resurrect lost pieces, or even to move your King out of an imminent checkmate situation. To accomplish any of the above, you must first enter Problem Mode by pressing the **PB** Key. Both the display windows will show **[PB]** to indicate that you have entered this special mode.

While you are in Problem Mode, some of the function keys become chess piece selector keys. Each function key is used to select the type of chess piece that is pictured next to it. You may enter Problem Mode whenever it is your turn to move. To learn how to use this feature, try the following drill:

1. Press **NEW GAME** and set up the pieces in their initial positions.
2. Press the **PB** Key to enter Problem Mode (**[PB]** appears in the display).
3. Now press the key adjacent to the pawn (♟) symbol. Note that the A2 through H2 LEDs are on steadily, and the A7 through H7 LEDs are flashing. This indicates that all White pawns occupy Squares A2-H2, and all Black pawns occupy Squares A7-H7.
4. Lift up the Black pawn on Square H7. Note that the LED in that square goes out. By lifting the Black piece, you have cleared it off the board.
5. Put the pawn back down on Square H7, and note that the LED on that square is now on steadily. This indicates that a White piece now occupies that square.
6. Pick up the same H7 pawn once more and then put it back down on the H7 square. The H7 LED will now be flashing again, as it originally was, to indicate that a Black pawn once again occupies that square.

By the above illustrations, it can be seen that:

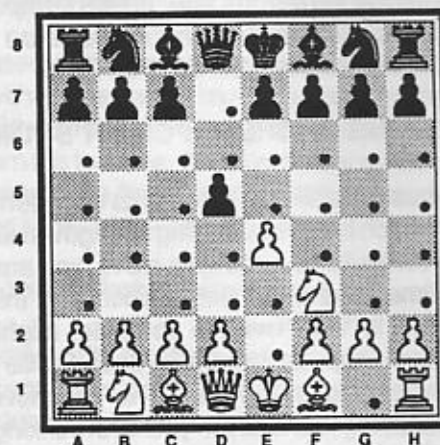
- **No square LED lit = no piece of that type on that square.**
- **A steadily lit square LED = a White piece of that type occupies that square.**
- **A flashing square LED = a Black piece of that type occupies that square.**

To set up pieces in any arrangement, the general rules are:

1. Press the **PB** Key.
2. Press the key next to the picture of the piece type you wish to change.
3. Make changes as follows:

- **Place a piece on an empty square, and it becomes a White piece.**
- **Lift and replace a White piece, and it becomes a Black piece.**
- **Remove a piece, and the square becomes empty.**

Before using this feature to create your own positions, you may want to practice by performing the following steps to set up the sample board position pictured below:



1. Press **NEW GAME** and set up the pieces in their initial positions. Press the **PB** Key (**[PB]** shows in both the display windows).
2. Press the key next to the pawn (♟) symbol to display all squares that are occupied by pawns.
3. Pick up the White pawn on Square E2, noting that the E2 LED goes out. The computer now knows that the E2 square is empty.
4. Now take the same White pawn and put it down on

Square E4 (the E4 LED will light steadily). The computer has now recorded a White pawn on the E4 square.

5. Pick up the Black pawn on Square D7 (the LED in that square will go out). You have now erased the pawn on D7. Put the Black pawn down on Square D5 and note that the LED in that square is now lit steadily. Pick up the same Black pawn and put it back down on Square D5 again to let the computer know that a Black pawn occupies that square (the LED will flash to indicate this). You have now entered a Black pawn on Square D5.
6. Press the key next to the Knight (♠) symbol. Note that the B1, G1, B8, and G8 LEDs are lit to show the locations of the White (steadily lit) and Black (flashing) Knights.
7. Pick up the White Knight located at Square G1 (the G1 LED will go out). The computer has now recorded that Square G1 is unoccupied.
8. Move the White Knight to Square F3 and put it down on that square (the F3 LED will light steadily). The computer has now recorded that a White Knight is located on Square F3.
9. Press **CL** to exit Problem Mode.

By completing the above steps, you have successfully entered the position pictured above into the computer's memory.

**Note:** If you are using a Fidelity Printer with your Premiere and you set up a board position in Problem Mode, that board position will automatically be printed out when you press the **CL** Key to exit Problem Mode.

### Change Color to Move

Whenever you are in Problem Mode, the **Your Move** LED will indicate which color is to move when you exit Problem Mode. If the **Your Move** LED is flashing before you press **CL** to exit Problem Mode, it will be Black's turn to move. If the **Your Move** LED is on steadily as you are exiting Problem Mode, it will be White's turn to move after you exit.

If you want to change the color to move before exiting Problem Mode (e.g., the computer is flashing the **Your Move** LED, indicating that it is Black's turn to move, but you want to play a move for White), simply press the **RV** Key. Note that the LED will switch accordingly. You may then press **CL** to exit Problem Mode, and it will be White's turn to move.

If you have already exited Problem Mode and you want to change the color to move, you must re-enter Problem Mode, press the **RV** Key, and then press **CL** to exit Problem Mode.

### Clear Board

If the position you want to record in the computer's memory involves only a few pieces (as opposed to a rather full board, as in our example), you will probably want to clear the board of all pieces before you set up your position. To accomplish this, simply press down on the **OPTION** Key while you are still in Problem Mode. This will remove all the chess pieces from the board in the computer's internal memory. You may now proceed with setting up your problem by placing pieces in their desired positions, as explained earlier in this section. Press the **CL** Key to exit Problem Mode when you have finished setting up your position.

If you press **CL** to exit problem mode with an illegal position set up (without both Kings, Pawn on 1st or 8th rank, King not to move attacked, too many pieces or pawns) the display will show "ILLG".

For complicated positions, it is a good idea to verify piece locations with the **PV** Key after you have exited Problem Mode. For details on verifying positions, see Section 2.2.

## 2.2 PV KEY

### Position Verification

The **PV** Key enables you to verify the positions of all pieces—both White and Black—at any time before or during a game, whenever it is your turn to move. Thus, if you should accidentally knock some or all of the pieces off the board and you don't remember where they belong, the computer can tell you where they were.

To verify the position of any piece type, first press the **PV** Key (the display window will show **-P U-**). Then press one of the keys next to the picture of the piece type you are interested in (e.g., to verify the position of Rooks on the board, press the key next to the **♖** symbol). All squares with pieces of that type will light—squares with White pieces of that type will light solidly, and squares with Black pieces of that type will flash.

By repeating this process for each piece type, every piece on the board can be correctly located. To return to normal play, press **CL**.

**Note:** You may also verify which piece is on any particular square simply by picking it up. The piece symbol indicator for the piece which should occupy that square will light as soon as the piece is lifted. If the piece is White, the indicator will be on solidly; if it is Black, the indicator will flash.



## 2.3 TM KEY

### Total Time

1st press Total Time. Colon will flash.

2nd press Moves till next time control eg. "18in." means 18 moves in....

3rd press Time till next control. Top dot of colon will flash.

Whenever the **TM** Key is pressed, the total amount of game time taken by both players will be shown in the respective display windows.

Whenever you have the Total Time function activated, the colon in the displays will flash to indicate this.

Clock displays:

Move time A colon separates the digits.

Total time A flashing colon separates the digits.

Countdown Time A colon with the upper dot flashing separates the digits.

All the above displays show minutes and seconds if the time is less than 1 hour else hours and minutes. The **TM** Key now enables all the different times above to be seen and the number of moves remaining to the next time control.

1st press Total Time

2nd press Moves until next time control eg. 14in. or 40 in. indicates 14 or 40 moves. If all moves must be played the display shows "ALL".

3rd press Countdown clock (time to next control).

4th press Move time.

The selected display has priority over any display set up in **OPTION DISPLAY** and remains in operation until the **CLR** key is pressed. If minutes/seconds is being displayed, this is easily identified by the seconds portion of the display continuously changing.

If you continue with your game after the **TM** Key is pressed without pressing **CL** to end the Total Time display, the **Premiere** will continue to automatically show the total time or moves till control or time till control for both sides in between each move. Press **CL** at any time to cancel the Total Time display.

If you have any of the Rotating Display features selected, and you then choose Total Time with the **TM** Key, the Total Time display will override the Rotating Display function. The Rotating Display information will not show again until the **CL** Key has been pressed at some point to turn Total Time off.

## 2.4 ST KEY

(The **ST** key can be used while the computer is thinking).

### Move Information

As outlined in Section Three, the Rotating Display feature allows you to select various pieces of information to be displayed while the computer is thinking, so you can follow its thought and search processes as they take place. By using the **ST** Key, you have the option of calling up this information at any time. Pressing the **ST** Key repeatedly after the computer has announced its move (or after executing the computer's move on the board) will display information about the computer's last move and allow you to review the computer's calculations at the moment its move was decided upon.

With each press of the **ST** Key, the display will show, in order:

- The color to move and the current move number (**B xx** is Black to move, **W xx** is White to move, **xx** = move number)
- The amount of time it took for the move
- The search depth **xx . yy**  
**xx** = Full width depth  
**yy** = Selective depth
- The game score (unless the computer is still playing from its opening book, in which case **OPEN** will show in the display)
- The computer's entire principle variation (the line of play the computer currently believes to be best)

When all of the above move information has been displayed, pressing **ST** again will repeat the same information. After you have obtained the desired move information, press **CL** to return to the game.

## 2.5 TB KEY

### Take Back

The **Take Back** function allows you to take back any move you make or any move made by the computer. The computer will allow you to take back up to 550 half-moves (275 full moves) in a single game.

Memo mode can be entered while the computer is waiting for a move by either pressing the **TB** Key or by reversing the last move made on the board. The upper display always shows **MEMO**. The lower display indicates the move to be takeback or step forward (with a dot if takeback).

If there is no move to takeback or step forward then the lower display shows the move number eg. w 01. or MAT, dr M etc. if the end of a game has been reached. In MEMO mode the following keys are active:

CLR	Exit memo mode
TB	Takeback a move
DM	Step forward after takeback
PB	Go directly to the start position
PV	Go directly to the final position

After taking back or stepping forward, the LED's will flash the next move to takeback or step forward (and the move can be entered over the board without using the TB or DM keys). If TB is pressed while the computer is thinking then the humans previous move gets taken back and the human can choose another move. Memo Mode is not entered.

If the game is still playing from its opening book (see Section 1.12), taking back one or two or any number of moves will not disable the opening book library. Moves will continue to be played from book.

#### Taking Back Capturing Moves

As you take back moves, the computer will remind you to return a captured piece to the board by lighting the appropriate piece symbol indicator to indicate the color and type of the captured piece, and lighting a square LED to show you the square it occupied. Simply return the captured piece to the board by putting it down on the indicated square.

#### Taking Back Castling Moves

After TB is pressed, the LEDs will light for the King's move and that move will be shown in the display in reverse order. Pick up the King and return it to its original square. You will then be prompted to take back the Rook's move in the same manner. The take-back of the castling maneuver is now complete.

#### Taking Back En Passant Moves

To take back an *en passant* move, first the capturing pawn's move is taken back. To remind you to replace the captured pawn on the board, the computer will then light the pawn piece symbol indicator and light the square on which the previously captured pawn should be placed.

## 2.6 LV KEY

### Playing Levels

Your computer has many levels of play from which you may choose. Normal Level 2 (A2 = No 2) is automatically selected when the computer is first turned on. The first time you press LV **NO 2** will appear in the display and the LED in Square A2 will light to confirm this. To select a different level, use one of the chess pieces to "activate" the appropriate board square for the desired level. Whenever the playing level is changed then all options that weaken the computer's play are switched off, e.g. easy mode, reduced selective depth, random, hash or pawn structure off, risky style, books other than "computer", contempt, operator time, and non-default piece values.

The procedure for activating a level square is as follows:

1. If the square is occupied by a piece, lift the piece up and then replace it. The LED in that square will light, the computer will beep, and the display window will indicate the selection of that particular level square. Press **CL** to enter that level selection into the computer.
2. If the square is empty, select any piece, and place that piece on the desired square and then remove it. Again, the display window will indicate the level you have chosen, and you must press **CL** to enter your level selection into the computer. **Note:** If you use a piece from another square to make your level selection (which would be forced if you have a full board), be sure to press the **CL** Key **after** you have selected the level square but **before** you put that piece back down on its original square. Otherwise, the computer will register the square you put that piece back down on as your level selection square.

For your reference, a diagram of the board squares used for the playing levels is shown with brief level descriptions inside each square. A more detailed explanation of the various levels follows.

#### 2.6.1 PRESET TIME CONTROL LEVELS (Normal Levels, squares A1-A8) (Tournament Levels, squares B1-B8)

Playing levels with **preset time controls** may be selected by pressing LV, activating one of the A-file (A1-A8) or B-file (B1-B8) squares and pressing **CL**. The Chart of Playing Levels shows the average response time for each of these levels within the appropriate square (i.e., select Square A1 for an average response time of two seconds per move), and the overall time control the computer is using.



# CHART OF PLAYING LEVELS

NORMAL LEVELS	TOURNAMENT LEVELS	BLITZ LEVELS	EASY LEVELS	HANDICAP LEVELS		SET COMPUTER CONTROL	SET HUMAN CONTROL
3 MIN. A8	50 in 2 hr. 30 min. all in 30 B8	All in 1 hr. C8	Hardest for Human D8	100% E8	INFINITE F8	Adjust time used so far G8	Adjust time used so far H8
2 MIN. A7	35 in 1 hr. 45 min. B7	45 Min. C7		80% E7	INFINITE F7	Adjust time used so far G7	Adjust time used so far H7
1 MIN. A6	40 in 1 hr 45 min. then all in 15 min. B6	30 Min. C6		60% E6	INFINITE F6	Adjust time used so far G6	Adjust time used so far H6
30 SEC. A5	50 in 2 hr then 20 in 1 hr B5	20 Min. C5		50% E5	INFINITE F5	Adjust time used so far G5	Adjust time used so far H5
15 SEC. A4	40 in 2 hr then all in 30 min. B4	15 Min. C4		40% E4	INFINITE F4	Set Secondary Moves G4	Set Secondary Moves H4
10 SEC. A3	40 in 2 hr. then all in 1 hr. B3	10 Min. C3		30% E3	INFINITE F3	Set Secondary Moves G3	Set Secondary Moves H3
5 SEC. A2	50 in 2 hr 30 min B2	5 Min. C2		20% E2	Fixed Depth 0 to 29 F2	Set Primary Moves G2	Set Primary Moves H2
2 SEC. A1	40 in 2 hr. B1	2 Min. C1	Easiest for Human D1	10% E1	Mate in 1 to 16 F1	Set Primary Moves G1	Set Primary Moves H1

### 2.6.2 BLITZ LEVELS (Squares C1-C8)

Playing levels with **preset total times** for each side may be selected by pressing **LV**, activating one of the C-squares (C1-C8) and pressing **CL**. The Chart of Playing Levels shows the preset total time for each side within the appropriate square.

### 2.6.3 EASY LEVELS (Squares D1-D8)

Choosing one of these levels will allow you to play with a specific restriction on the computer. The program will not consider all of the root moves and therefore Level D1 is the easiest for a human player.

### 2.6.4 HANDICAP LEVELS (Squares E1-E8)

When selecting one of these levels the computer will adjust its use of time to use at a percentage (x%) of the human's time (i.e. at Level E5 the computer will play approximately twice as fast - 50% as the human).

### 2.6.5 FIXED DEPTH LEVEL (Square F2)

Use **ST**, **TB** and **LV** keys to set required depth. Fixed Depth Levels may be selected by pressing **LV**, activating the F2 square and pressing **CL**. On these levels, the only preset condition is the computer's ability to look ahead. For example, Level G2 restricts the computer's lookahead to two ply or two half-moves (one half-move = one move for one player). As you use the fixed depth levels, you will always know how far ahead your opponent is analyzing its next move. Using these levels can train you to improve your ability to see further into a game and you can measure your success by the number of games you win. The specified depth is one more than the full-width depth, i.e. the selective search counts as 1 Ply.

### MATE FINDER LEVELS (Squares H1-H8)

Use **ST**, **TB** and **LV** Keys to set required depth. Mate Finder Levels may be selected by pressing **LV**, activating the F1 square and pressing **CL**. When a Mate Finder Level is chosen, the Vancouver will concentrate solely on solving mate problems you have set up. To give the computer a mate problem to solve (a mate in 3, for example), do the following:

1. Set up the position in Problem Mode.
2. Set the computer on Level F1 (press **LV**, activate Square F1).

3. Use the **ST**, **TB** and **LV** keys to set the mate depth to 3, then press **CL**.
4. Press **RV** to make the computer start thinking. The Vancouver will think for as long as it takes to find a solution to the problem. As soon as a solution is found, the display will show **[n 3]**, indicating a mate in 3.

At this point, you may do any of the following:

- a. If you would like to see an alternate mate in 3 solution, do not enter the computer's move on the board; instead, press **RV** and the computer will search for an alternate solution (see Section 2.8 for details).
- b. If you would like to see the computer's mating move and its predicted line of play, press the **ST** Key repeatedly to get the computer's principle variation, as described in Section 2.4.
- c. If you would like to play through the actual mating line, simply enter the indicated move on the board. Then enter your next move, and the computer will announce the next mating move—in this case, it would display **[n 2]**. Continue this procedure to see the whole mating line. After the computer's mating move has been entered on the board, the display will show **[n]**.

**Note:** If no mate is found, the display will flash **[-Nn-]**.

### INFINITE LEVEL (Squares F3-F8)

To select an Infinite Level, press **LV** and activate any board squares F3 thru F8. The Infinite Level allows the computer unlimited search time for each move. The computer will continue to search, looking deeper and deeper until it finds a forced mate or until the 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 pressing **RV**. If desired, you may follow the computer's thought and search processes as they take place (see Section Three, *Rotating Display Options*).

### 2.6.6 USER SELECTABLE TIME CONTROLS (Computer Time Controls on Squares G1-G8; User Time Controls on Squares H1-H8)

The User Selectable Time Controls allow you to set specific time controls for your games. The selected time limitations are set separately for both the computer and for yourself: the computer's time controls are set using Squares G1 through G8, and your own time controls are set using Squares H1 through H8.

**Note:** The instructions which follow are exactly the same, whether you are setting time controls for yourself or for the computer.



In typical tournament play, a certain number of moves must be completed within a certain time limit (e.g., 40 moves in two hours). If the specified number of moves is completed before the end of the allotted time, a second time limit is added if the game is not yet over. These time blocks are referred to as Primary Time, Secondary Time. Whereas a typical Primary Time may allow 40 moves in two hours, the corresponding Secondary Time may allow ten moves in 30 minutes.

The squares in the G- and H-files allow you to set any combination of time/number of moves for all two time blocks—Primary, Secondary, they all work together to set up the desired time controls. As you read this description, refer to the Playing Level Chart for an overview of the function of each of these squares.

The following is an example of how to set time controls. For the sake of the example, let's assume that you want to set the computer's time controls by using the G-files. Remember—to set your own time controls, you would follow exactly the same procedure, merely using the H squares in the example instead of the G squares.

1. Press the LV Key and then activate Square G1 to let the computer know that you want to set the Computer's Time Controls. The first thing you will do is set the amount of time allowed for the Primary time control. The amount of time is displayed in hours and minutes. The display will show **Px:xx**, indicating P for primary, with x hours and xx minutes. Note that the first digit is flashing at this point. This indicates that this is the number you may set first—the digit representing hours.  
*To set the flashing digit, use the following keys:*  
**Each time you press the ST Key, the flashing digit will increase by one.**  
**Each time you press the TB Key, the flashing digit will decrease by one.**
2. Press either the ST or TB Key (depending on whether you want to increase or decrease the digit) until a 1 is flashing to indicate 1 hour.
3. Press the LV Key and note that the display advances to the next digit—the first minutes digit.  
**Each time you press the LV Key, the display will advance to the next digit so that you can set it.**
4. Press either the ST or TB Key until a 3 is flashing to enter 3 for 30 minutes.
5. Press the LV Key to advance the display to the second minutes digit.
6. Press either the ST or TB Key until a 0 is flashing to enter 0 minutes. You have now set the Primary time control for 1 hour and 30 minutes.
7. Next, set the Primary number of moves. Do so by activating Square G2. The display will show **Pn:xx**, indicating P for primary, n for number, and xx for

the number of moves. Note that the first x is flashing. As above, this indicates the digit that you may now set.

8. Using the ST, TB, and LV Keys as described above, enter digits to set the desired number of moves for the Primary time control. *If you enter 0 for the number of moves, the computer will assume that you want to play the whole game in the amount of time you have specified.*
9. Now activate Square G3. The display will show **Sx:xx**, indicating s for Secondary, and x:xx for the time. Using the above method, enter digits for the Secondary time control.
10. Activate Square G4, and the display will show **Sn:xx**, indicating that you may now set the number of moves for the Secondary time control. Do so, as shown above.  
*If you enter 0 for the number of moves, the computer will assume that you want to play the rest of the game in the amount of time you have specified.*
11. Press CL to exit Level Mode, and you may now begin play using the time controls you have set up.

The squares in the G- and H-files also serve another function—they can verify information about the Preset Time Control and Preset Total Time Levels. Whenever you enter one of these levels, Level A2 for example, the computer is pre-set for a certain time control. In order to verify the setting of that particular level, do the following:

1. Press Level, activate Square A2, and press CL to enter Playing Level A2 into the computer.
2. Press Level again, and now activate Square G1. Note that the display shows **P0:05**, indicating that Level A2 has a default Primary time control setting of 5 minutes.
3. Activate Square G2 and note a display of **P60**, which indicates that Level A2 has 60 as its default Primary number of moves.
4. When you have finished checking all desired time controls, always remember to press the CL Key to return to normal game play. Note that the computer will still be set to your original playing level, in this case Level A2.

This method can also be used to simply review the time controls you have already set up. By pressing LV and activating any of the G-file squares, the settings you have entered for those squares will be shown in the display.

*The following additional rules also apply to the User Selectable Time Control settings:* The maximum allowable settings are 9:59 for time and 99 for the number of moves. The secondary time control always repeats.

## 2.7 OPTION KEY

The Premiere has many Game, Rotating Display, Printer, and Advanced Feature Options which may be selected by using the **Option Key** to enter **Option Select Mode**. Section Three of this manual provides you with detailed instructions on how to use Option Select Mode.

## 2.8 RV KEY

### Changing Sides with the Computer

If, during a game, you would like to change sides with the computer, press the **RV Key** when it is your turn to move. The computer will then take over your pieces and computer's side and continue to play the same game. You may switch as often as you wish during a game.

If you want to see the computer play against itself as you make its moves on the board, press **RV** to make the computer start thinking. When the Premiere announces its move, make that move on the board. Then press **RV** again to make it start thinking for the other side. Repeat this procedure as often as desired, watching as the computer plays both sides of the game.

**Note:** The Auto Play Option is another method which will allow you to have the computer play against itself. In this case, however, the Premiere will automatically make all the moves internally, playing for both sides. When the game is over, you may use replay to see the game, or you can even print it out, if desired. For a full description of the Auto Play Option, see Section 3.1.5.

### Forcing the Computer to Move

At any time when it is the computer's turn to move, you may force the Premiere to stop thinking and make a move immediately on any level. To force the computer to move, press the **RV Key** while the Premiere is thinking. The computer will stop thinking and play the move it considers to be the best one it has found in its search so far.

### Requesting Alternate Moves

If the computer has displayed its move and you would prefer to see it calculate an alternate move, **DO NOT ENTER THE COMPUTER'S DISPLAYED MOVE**. Instead, press the **RV Key**. The computer will then calculate a different move—one it considers to be the "next best" move. You may repeat this process as often as you wish, and eventually the computer will have shown you all legal moves for that side in that position.

Be aware of the fact that each time you ask for an alternate move, the computer will come up with a less desirable move than the last. This is because it will always make the best possible move first, and then the next-best, and then the next, etc. After the computer comes back with its move, you may enter a move for the next-best, and then the next, etc. As a result, some of these later moves would not be considered "good" moves—and, under normal conditions, the computer would never play them. If the computer finds that there are no more legal moves in the position and the **RV Key** is pressed again, the computer will display **-No-** flashing.

If you ask to see alternate moves *while the computer is still playing from its Opening Book*, the Premiere will show you alternate move choices that are present in the book (see Section 1.12). If the All Openings Option is in effect (see Section 3.1.6), the computer will cycle through all the available book moves for that position (except blunders). If the All Openings Option is *not* in effect when you ask for alternate moves, the Vancouver will only play book moves that are marked Tournament level.

On mate solving levels the computer will search for alternative mating moves and will display **-No-** flashing if it cannot find an alternative mate. Once the computer has shown you all of the book choices in that position and the **RV Key** is pressed again, the computer will calculate the move it thinks best.

## 2.9 NEW GAME KEY

### New Game (with Previous Options Selected)

A new game of chess may be started at any time—your current game may be over, or you may simply wish to abandon the current game and start another one. Pressing **NEW GAME** returns all pieces back to their initial starting positions and the computer is ready to begin a new game of chess. Alternatively, you need only set up the pieces for a new game and begin to play.

When the **NEW GAME Key** is pressed, any memory of a previous game is erased once a move is played that differs from that game (unless you have saved the game into Permanent Memory, as described in Section 4.1), but **all level and option selections\* are retained in Permanent Memory automatically, and will remain in effect for all future games unless you change them**. This feature is, therefore, especially handy for those of you who tend to select the same options for most games.



\*The Auto Play Option is the only option which will **not** be retained if the **NEW GAME** key is pressed.

### Full Reset (New Game Without Previous Options Selected)

To start a new game *without* any of the previous level or options selected (Full Reset), press the **OPTION** Key and then the **NEW GAME** Key. By using the **OPTION-NEW GAME** combination, you are erasing all current level and option selections and starting a completely new game.

## 2.10 CL KEY

### Clear Function

The **CL** Key is often used to tell the computer that you have finished some particular operation and you would like to exit that mode. Press **CL**, for example, to exit Option Select Mode, Replay Mode, Problem Mode, Take-Back (Memo) Mode, Position Verify, and after Level selection.

## 2.11 DM KEY

### Display Move Suggestions

If it is your turn to move and you would like the computer to suggest a move, press **DM**. The computer will indicate a suggested move by flashing the **from** and **to** LEDs for that move, and showing the move in the display window. If you opt to make the suggested move, enter it as you normally would. If you decide to make a different move, simply make the move of your choice.

## SECTION THREE: OPTION SELECTIONS

### INTRODUCTION TO OPTION SELECT MODE

In addition to the keys and special features described previously in this manual, a number of additional options may also be selected to enhance your enjoyment of the computer. These options are chosen by "activating" various squares on the playing surface.

#### "Activating" Option Squares

In the option descriptions which follow, you will be directed to "activate" a given square to select a particular option. An option square is "activated" when the LED in that square is lit. The procedure for activating a square is as follows:

1. If the square is occupied by a piece, lift the piece off the square and then replace it. The LED in the square will light to indicate that the option is selected.
2. If the square is empty, select any piece, place it on the desired square, and then remove it. Again, the LED in the square will light to indicate that the option is selected.

To enter **OPTION SELECT MODE**, press the **OPTION** Key. Pressing **OPTION** repeatedly will cycle through the options described below.

**Note:** The Printer Options are only available when a Fidelity Printer is being used with the Vancouver.

After you have chosen your desired options, press the **CL** Key to enter your choices into the computer and exit Option Select Mode. Whenever you go back into Option Select Mode, the display will default to the last set of options you were selecting from.

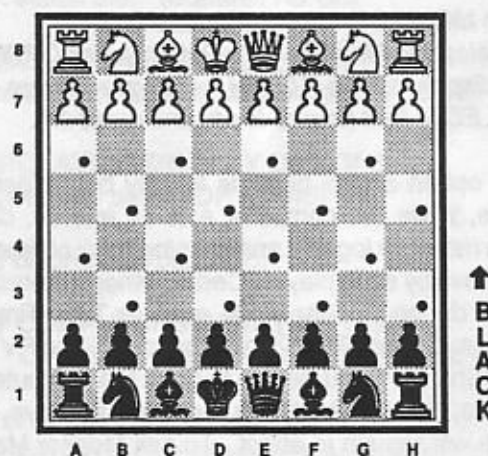
### 3.1 GAME OPTIONS

Please see the chart below for a variety of interesting Game Options from which you may choose.

#### 3.1.1 EASY MODE (Square A1)

To select the Easy Mode Option, press **OPTION** until the display shows **GAME** activate Square A1 until the LED in that square is on, and press **CL**.

Easy Mode is an option which weakens all playing levels without affecting the computer's time controls. This is accomplished by restricting the computer's use of its allotted time. Ordinarily, the computer will do some of its thinking on your time—while you are contemplating your next move. This feature is part of what makes your computer such a tough opponent. For example: If you set the computer on Level A2 to give it roughly five seconds per move, but you take two minutes to consider your move, and the computer guesses what you are



Board set-up with Black from the Bottom (Game Option D1) activated

EASY MODE	SOUND OFF	MONITOR MODE	BLACK FROM THE BOTTOM	AUTO PLAY	RANDOM	LEARNER MODE ON	RESIGN
A1	B1	C1	D1	E1	F1	G1	H1

GAME OPTIONS  
(Squares A1 through H1)



going to play, the computer would have used the whole two minutes to think about its reply. You might as well have selected a much higher level!

Selecting Easy Mode will prevent the computer from thinking on your time. Since this weakens all the skill levels, you are thus given many more playing levels to choose from.

**Note:** There is no advantage to using the Easy Mode Option along with any of the Fixed Depth Levels (G1–G8), since these levels halt on depth, not time.

### 3.1.2 SOUND OFF (Square B1)

To select the Sound Off Option, press **OPTION** until the display shows **[GAME]**, activate Square B1 until the LED in that square is on, and press **CL**.

Choose this option if you would like completely silent operation of the game. To turn the sound back on again, go back into Option Select Mode and activate Square B1 again to deselect this option. The sound can be turned off or on as often as desired during a game.

### 3.1.3 MONITOR MODE (Square C1)

To select the Monitor Mode Option, press **OPTION** until the display shows **[GAME]**, activate Square C1 until the LED in that square is on, and press **CL**.

This option allows humans to play both sides of the game, while the computer acts as referee, checking each move for legality and keeping track of times taken per move by each player. Certain other features remain active during Monitor Mode, such as Total Time, Take Back, and the ability to replay the game. The RV Key will also function if you decide to have the computer make a move, but after the computer makes its move, Monitor Mode will remain in effect. To exit Monitor Mode and continue playing the game against the computer, press **OPTION**, activate Square C1, and press **CL**. Then simply make your next move and the computer will respond as in a regular game.

**Note:** If you have the Countdown Clock Option activated while in Monitor Mode, the computer will automatically announce any time forfeits which may occur.

### 3.1.4 BLACK FROM THE BOTTOM (Square D1)

To select the Black from the Bottom Option, press **OPTION** until the display shows **[GAME]**, activate Square D1 until the LED in that square is on, press **CL**.

Selecting Black from the Bottom allows you to play with the Black pieces set up at the bottom of the board.

When you choose this option, be sure to set the pieces up correctly, as shown in the diagram (note the positions

of the Kings and Queens). You may also use Position Verify (PV) to be certain of where the pieces should be placed. Once you have verified proper piece locations, press **RV** to make the computer start thinking. *Switching to this option during a game is not advised.*

### 3.1.5 AUTO PLAY (Square E1)

To select the Auto Play Option, press **OPTION** until the display shows **[GAME]**, activate Square E1 until the LED in that square is on, and press **CL**.

The Auto Play Option is a method whereby you may ask the computer to finish up a game for you or even play an entire game internally. There are many ways in which this feature can be both helpful and extremely interesting. You may have a position, for instance, where you think White has a winning attack coming out of the opening book, and you would like to see if White can really win. Or, as another example, you might be playing a game and beating the Vancouver, but you can't continue playing, and you would like to see if your side could have won. In either of these cases, this feature will enable you to see how the game might have turned out. The computer will continue any game internally by itself, playing for both sides. It will play to the end of that one game, and then stop. The display window will indicate whether the game went to checkmate or a draw. Additionally, if White wins, the **Check** LED will be on steadily at the end, and if Black wins, the **Check** LED will be flashing.

To use the Auto Play Option, simply activate Square E1 at the point where you want the computer to pick up the game. The Vancouver will play the game at the time controls of the current Playing Level. If the sound is on, you will notice that the Vancouver will beep each time it makes an internal move. For silent operation, you may turn the sound off by using Game Option B1 (see Section 3.1.2).

When the game is over, the Vancouver will *automatically* turn off the Auto Play Option—you do not have to go back into Option Select Mode and turn this option off. You may then replay the entire game on the board to see how it turned out, as described in Section 4.1. If you have a Fidelity Printer, you may also print out the entire Auto Play game, if desired (see Section 6.2).

You may interrupt the Auto Play game at any time by pressing the **OPTION** Key and activating Square E1 to make the LED go out. To continue the same game playing against the computer, first use Position Verification (see Section 2.2) to set up the board position correctly, and then simply make a move as in a normal game.

**Note:** If you activate the Auto Play Option at the beginning of a new game while the computer is still in book, you will hear it beep rapidly at first. This is because it is making several book moves very quickly, and (if the sound is on) you will hear a beep for each book move. As soon as the computer starts thinking about its first move, the beeping will slow down.

### **3.1.6 RANDOM (Square F1)**

Computer will not always play the best move (a small random number is added to evaluations).

### **3.1.7 LEARNER MODE ON (Square G)**

If the player makes a bad move then the display flashes "-??" in humans window and computers window shows the computers current evaluation score. The following keys can now be used:

- |     |  |
|-----|--|
| ST  | Press to look at 3 moves of principle continuation (then evaluation again). This should indicate why move was a blunder.   |
| DM  | The computer will show on LEDS and in window the move it suggests instead of the blunder.  |
| TB  | To takeback the blunder move. Human can then choose another move.  |
| CLR | To continue playing with the blunder (learner mode does not work on very fast playing levels or on the first move played after takeback or after the end of opening book). |

### **3.1.8 RESIGN (Square H1)**

This option is switched on by default. The computer will resign when its position gets hopeless (but not if it see's it will be mated). When computer announces its move it will make a special sound and its display will flash "rESG". Human can press New Game or else continue playing.

### **3.1.9 HASH TABLES OFF (Square E2)**

Forces computer to play without using its hash tables.

### **3.1.10 PAWN STRUCTURE OFF (Square F2)**

Forces computer to play without using its pawn structure knowledge.

### **3.1.11 RISKY/ACTIVE PLAYING STYLE (Square G2)**

Active is default. Risky may be set instead. If both are off then computer will use SOLID style.

### **3.1.12 PROGRAMMABLE (BOOK BUILDER) BOOK (Square A3)**

This must be enabled for the computer to use the book builder book.

### **3.1.13 ALL OPENINGS (Square B3)**

Same as 2265 ALL OPENINGS option.

### **3.1.14 BLITZ, MODERN, CLASSIC, GAMBIT, HUMAN, NORMAL BOOK OPTIONS (Squares B3-H3)**

The Vancouver program has 6 different opening books. The options allow the human to choose which book is required. Only one of these options may be selected. If none are selected then the computer will play without an opening book (unless there is a programmable book, book builder, and it is selected).

### **3.1.15 SELECTIVE DEPTH (Squares A4-H4)**

The Vancouver has a choice of selective search depths. 12 is the default and is strongly recommended.

### **3.1.16 CONTEMPT FACTOR (Squares A5-H5)**

Choose a +ve contempt factor for the program to avoid draws and a -ve factor if the program should accept draws.

### **3.1.17 OPERATOR TIME (Squares A6-H6)**

The operator time is added to the computers internal clock after each move.

### **PRINTER OPTIONS**

See Section 5.3. (Squares A8-D8)

See Game Options Chart on Page 21 for more detailed information on the individual square functions.

### **3.2 ROTATING DISPLAY OPTIONS (Display shows OPTN DISP)**

(See diagram on page 22).

#### **3.2.1 COMPUTERS ROTATING DISPLAY OPTIONS (Square A1-H1 and E2-H2)**

Any of the 12 pieces of information may be selected to be displayed on the computers window while it is thinking. If more than 1 piece of information is selected then the display will rotate. It is not possible to select no information. Either the Move Time or Count Down Time (depending on H4 option) will always be displayed).

#### **3.2.2 HUMANS ROTATING DISPLAY OPTIONS (Square E3-H3)**

Any of the 4 pieces of information may be selected to be displayed on the humans window while it is the humans turn to move. If more than 1 piece of information is selected then the display will rotate. It is not possible to select no information. Either the Move Time or Count Down Time (depending on H4 option) will always be displayed).



### 3.2.3 COUNTDOWN (Square H4)

When activated the default display is the Count down time. The computer activates the option automatically if a Blitz playing level is chosen. The rotating display options take precedence.

### 3.3 PIECE VALUE OPTIONS (Display shows OPTN PVAL)

Use rank 1 to adjust pawn piece values from 60% to 130%. Other ranks for other pieces. 100% is the default and is strongly recommended for normal play (See diagram on page 23).

### 3.4 GAME LOAD, GAME SAVE, GAME DELETE (Display shows **LOAD** **SAVE** **DELE** )

Up to 48 games can be saved in the backup memory. Each game is referenced by its co-ordinates. Ranks 7 and 8 cannot be used. Led's will light to indicate which games are stored in backup memory. For example if LED's A1, B1 and D4 are lit then there are three games stored in backup memory.

To Load a game press Option key until the display shows OPTN LOAD. Then select a square to load that game.

To Save a game press the Option Key until the display shows OPTN SAVE. Then select a square to save the game on the board in backup memory. You must choose a square that is not already used (or use delete first).

To Delete a game press OPTN key until display shows OPTN DELE. Then select a square delete a game.

*Note: It may not be possible to save 48 long games in memory. If the save command refuses to save a game it means that memory is full and a game or games must be deleted to make space.*

*Squares on the first and second rank save all OPTIONS and LEVEL settings along with the game. Other squares only save the game and not the Options and Level information.*

### 3.5 SAVING OPTIONS AND LEVEL SETTINGS

Suppose you wish to play games using very complex option and level settings. It can be time consuming and complex to set up a large number of options. However, it is possible to save settings using the save game option and a square on the first or second rank. Simply save the New Game position. To restore your setting

simply use the Load Game option. Up to 16 different settings can be saved in this way.

OP, PB, NG,

K2, D2, Q2, EL, H2, QH, AV, AE, CH,  
OP, OP, NI, EL, CH

## GAME OPTIONS

PRINTER ON/OFF	PRINTTIME WITH MOVE	PRINT DOUBLE HEIGHT	PRINT FIGURINE ALDEBRIAC				
A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
14 SECONDS	12 SECONDS	10 SECONDS	8 SECONDS	6 SECONDS	4 SECONDS	2 SECONDS	0 SECONDS
A6	B6	C6	D6	E6	F6	G6	H6
AVOID DRAWS				GO FOR A DRAW			
.25p	.50p	.75p	0	-.75p	-.50p	-.25p	0
A5	B5	C5	D5	E5	F5	G5	H5
0	0	2	4	6	8	10	12
A4	B4	C4	D4	E4	F4	G4	H4
PROGRAMABLE (BOOK BUILDER BOOK	ALL OPENINGS	BLITZ BOOK	MODERN BOOK	CLASSIC BOOK	GAMBIT BOOK	HUMAN BOOK	COMPUTER BOOK
A3	B3	C3	D3	E3	F3	G3	H3
				HASH TABLES OFF	PAWN STRUCTURES OFF	RISKY PLAYING STYLE	ACTIVE PLAYING STYLE
A2	B2	C2	D2	E2	F2	G2	H2
EASY MODE	SOUND OFF	MONITOR MODE	BLACK FROM BOTTOM	AUTO PLAY	RANDOM	LEARNER MODE ON	RESIGN
A1	B1	C1	D1	E1	F1	G1	H1

} OPERATOR  
TIME

} CONTEMP  
FACTOR

} SELECTIV  
DEPTH

} BOOK  
OPTIONS

} GENERAL  
OPTIONS



## DISPLAY OPTIONS

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	MOVE TIME (HUMAN) E3	TOTAL TIME (HUMAN) F3	MOVES TO NEXT CONTROL (COMPUTER) G3	COUNT DOWN CLOCK (HUMAN) H3
A2	B2	C2	D2	MOVE TIME (COMPUTER) E2	TOTAL TIME (COMPUTER) F2	MOVES TO NEXT CONTROL (COMPUTER) G2	COUNT DOWN CLOCK (COMPUTER) H2
SEARCH DEPTH A1	SCORE B1	1ST MOVE PRINCIPLE VARIATION C1	2ND MOVE D1	3RD MOVE E1	4TH MOVE F1	5TH MOVE G1	CURRENT MOVE BEGIN SEARCHED H1

} HUMAN  
ROTATING  
DISPLAY

} COMPUTER'S  
ROTATING  
DISPLAY

Humans rotating display is in Humans Window while computer is waiting for a human move.

Computer rotating display is in computers window while computer is thinking.

Count down square when activated is Countdown Clock.

## PIECE VALUE OPTIONS DISPLAY SHOWS

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1

} QUEEN  
P. VALUE

} ROOK  
P. VALUE

} BISHOP  
P. VALUE

} KITE  
P. VALUE

} PAWN  
P. VALUE

▲  
DEFAULT  
VALUE



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## SECTION FOUR: ADVANCED FEATURES AND BOOK BUILDING

### 4.1 PERMANENT MEMORY

The Vancouver has a Permanent Memory feature which will allow you to save or replay a game.

#### Saving a Game In Permanent Memory

The Vancouver's Permanent Memory will allow you to save your game, unplug the unit and go back at any time to either continue or replay the same game. The Permanent Memory will retain the last game stored until you save another game. In order to save a game in Permanent Memory, press the **OPTION** Key and then the **RV** Key. This will store the current game, including all of its Option and Level settings.

Note that if you do a save in the middle of a game and you later power up with the pieces in the same position as they were when you did the save, the computer will automatically be ready to continue that same game.

### INTRODUCTION TO THE BOOK BUILDER

Since the days of the first chess computers, programmers have equipped their machines with moves from Grandmaster play to help them through the troubled waters of the chess openings. Later, as machines grew in sophistication and more memory space became available to them, the libraries of opening moves grew and expanded until they became valuable opening move study guides for owners of computer chess games. Only recently has it become possible to take the ultimate step—permitting the user to build his own opening book.

The Book Builder will allow you to create a custom-designed opening library, permitting you to build your very own book from scratch. You will be able to choose and control the variations your chess computer will play. This section of the manual will show you how to build or modify your very own library of opening variations. You can enter moves simply by playing them on the board—then change or rearrange them with a few keystrokes. What you have here is a powerful, versatile companion to your study of chess that is *surprisingly easy to use!*

### 4.2 GETTING STARTED

Enter the Book Builder by pressing the **LV** Key and then

the **RV** Key. Any previous book you may have stored in Permanent Memory will be copied into a work area for you to expand or modify. Now set the pieces up as for a new game, and you are ready to use the Book Builder.

Any changes you make to the opening book are made only to the working copy of the book. The Permanent Memory is not affected until you return to normal game play (for details, see Section 5.2).

### 4.3 BASIC OPERATION

#### Displaying the Move Number

While you are entering moves in the Book Builder, the display will automatically show the side to move and the current move number. For example, when **W 01** is displayed, this indicates that it is White's first turn to move; when **B 02** is displayed, this tells you that it is Black's second turn to move.

#### Displaying the Contents of Your Opening Book

If your opening book contains moves in the current position, pressing the **DM** Key will show you those moves. If there are no moves in the current position and you press the **DM** Key, the display will simply continue to show the move number. The **DM** Key functions basically as it does in the normal game's suggested move feature, but with a few differences.

The first time you press the **DM** Key, you see the first move in book in the current position. The move is shown on the board LEDs and in the display window. The second press of the **DM** Key gives you the second move, and so on. When all of the moves have been exhausted, pressing the **DM** Key lights no move at all. Pressing the **DM** Key yet one more time starts the sequence over again from the first move. There is no random selection of variations as in the normal operation of your Vancouver. Moves are always displayed in the order in which they are stored in the book.

Pressing the **CL** Key turns out all the LEDs and displays the move number in the window again. Pressing the **DM** Key after the **CL** Key starts the cycle over, with the first move in the book in the current position.

## Adding Moves and Variations to Your Opening Book

Moves and variations are added to the opening book by playing them on the chessboard. You play both the White and Black pieces (similar to Monitor Mode during normal game operation). When you play a move on the board, a check is made to see if the move you played is in the opening book. If so, a single beep shows you that the move was found in the book. If the move you played is not yet in the opening book, that move is added to the opening book. A double beep shows you that the move was added to the book.

**Note:** Using the **TB** Key takes back a move on the chessboard, but does **not** remove it from the opening book. To remove a line, see below.

## Removing Moves and Variations from Your Opening Book

To eliminate a move from your opening book, first play forward or take back, as needed, to reach the position where that particular move is about to be made. Then press the **DM** Key until the move is displayed. Now press the **RV** Key. The total number of moves to be removed (i.e., the move and all variations stemming from it) will show in the display window. At this point, you may either cancel your request by pressing the **CL** Key, or go ahead with the removal by pressing the **RV** Key again. When the **RV** Key is pressed this time, the move and all variations stemming from that move are then removed from the book.

To empty the entire book, press the **OPTION** Key followed by the **RV** Key. The total number of bytes to be removed (i.e., the size of the whole book) will show in the display window. At this point, you may either cancel your request by pressing the **CL** Key, or go ahead with the removal by pressing the **RV** Key. When the **RV** Key is pressed, the entire working copy of the book will be cleared.

## Leaving the Book Builder to Return to Normal Game Play

To exit the Book Builder and save your book, press the **OPTION** Key, followed by the **NEW GAME** Key. The book you have been building will be stored in the computer's Permanent Memory, and you will be returned to normal game play. This process may take several seconds. When time appears in the display window instead of the move number prompt, you may resume normal game play.

To return to normal play **without** saving the book you have been working on, press the **OPTION** Key followed by the **LV** Key. The changes you have made to the book during this work session will be discarded and the book will remain as it was when you entered the Book Builder.

## 4.4 BOOK BUILDER DISPLAYS

Although it might seem that using the Book Builder would be a good way to store your games for later study, unfortunately this is not so. The maximum depth any line can go is to move number 32. Beyond that, certain tables of information which the program needs to get around in the book would be exhausted. If you attempt to enter lines which are too long, you will hear a buzz. The move will not be saved.

If you are in the Book Builder and you do not have a variation selected but are simply entering moves, the display will automatically show the side to move and the move number. For example, when **W 01** is displayed, this indicates that it is White's first turn to move; when **B 02** is displayed, this tells you that it is Black's second turn to move. These displays help you keep your place when you are adding long lines to the book. Similarly, whenever you press the **TB** Key to take back a move, this display information will help you back up to the position where a variation is to be inserted.

Another display which can occur while entering moves is the **Book Full** indicator. Again, you will hear a buzz and the move will not be saved, but this time the window will display **-bF-**. This indicates a more serious problem—you are all out of space in your book RAM area, and no more book moves can be added unless other variations are removed.

## 4.5 ADVANCED BOOK BUILDER FEATURES

### Controlling the Order of the Moves in Your Opening Book

A new move is added after all other move choices. The order does effect the probability of the program choosing moves. Moves at the top of the list are more likely to be played. To change the order press **TM** while a move is showing on the board. This puts the move to the top of the list (a list can be sorted to any desired order using this function). Playing a move which is not in the book adds that move to the book. The new move is added after all the other move choices that are already in the book at that position.



## Mark Displayed Move not as Tournament Level

When you leave the Book Builder and return to normal game play, the Vancouver will play only the Tournament Level move choices (unless the All Openings Option is selected, as described in Section 3.1.6). If you would like to mark a particular variation as not a Tournament level move choice, press the **PB** Key while the move is showing on the board. A **colon ( : )** will appear in the display when a Tournament move is shown. Pressing the **PB** Key again will clear the Tournament status of the move.

Moves without a colon are played regardless of "All Openings" Option. Moves with a colon are only played if "All Opening" Option is on.

**Note:** When you return to normal game play, be sure to select the All Openings Option to see all the moves you have added.

## Mark Displayed Move as a Blunder

Occasionally, you may wish to enter a move which may be considered a mistake. You would want the Vancouver to know how to respond to such a move, but you would not want the computer to play that move itself. To mark a move as a Blunder, press the **PV** Key while the move is showing on the board. **One lower dot ( . )** will appear in the display when a Blunder move is shown. Pressing the **PV** Key again will clear the Blunder status of the move.

**Note:** Even when the All Openings Option is selected, the computer will still avoid playing Blunder moves.

## Check Remaining Free Space

The Book Builder can store 200 moves. At any time, you can see how many free moves remain in your book. To do so, press the **ST** Key. The amount of free moves will be displayed in the window. To continue, press the **Clear** Key.

## Check For Transpositions

In openings, frequently the same position can be reached by different move orders. Such matching positions are called **transpositions**. Your Vancouver is able to detect transpositions when they occur during the play of the game, and can transpose from one book line to another and even from one book to another. This happens automatically during the play of the game.

While you are **building** a book with this feature, transpositions are detected automatically. If a move

which is a transposition is entered into the book then you will hear just a single beep.

## 4.6 PRINTING MOVES AND VARIATIONS FROM WITHIN THE BOOK BUILDER

If you are using a Fidelity Printer with your Vancouver, the Book Builder will permit you to print all or part of your opening book. Different commands allow you to print the move choices in a single position or print an entire variation.

### Print Current Variation

To print the current variation, press the **OPTION** Key followed by the **PV** Key. The moves played up to that point to reach the current position will be printed. If you are at the beginning of the game, with no moves played on the board, you will hear a buzz and nothing will be printed out.

### Print Moves in the Current Position

To print the move choices in the current position, press the **OPTION** Key followed by the **TM** Key. You will see displayed on your Fidelity Printer the move choices in the book at the position currently set up on the board. If there are no moves in book at this position, you will hear a buzz and nothing will be printed out.

### Print All Variations from the Current Position

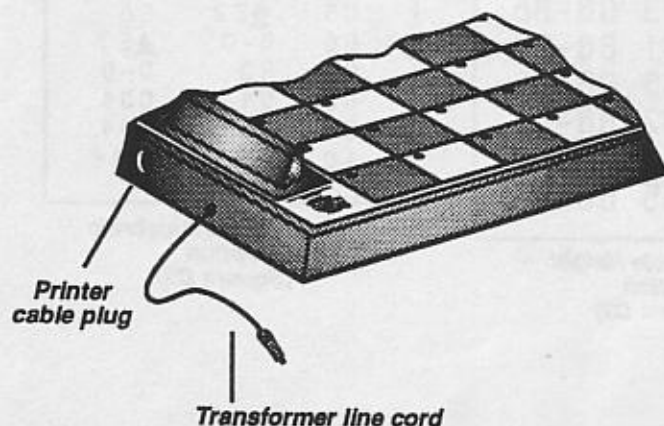
To print the variations from a particular position, press the **OPTION** Key followed by the **PB** Key. If you are at the beginning of the game, with no moves played on the board, your entire opening book will be printed out. If you are a number of moves into the game, first the moves already played will be printed to show the history. Next, a diagram of the board in the current position is printed. Finally, all of the book lines that extend from the current position will be printed. Thus, you can print out all or any part of your book. If there are no moves in book at this position, you will hear a buzz and nothing will be printed out.

## SECTION FIVE: PRINTER INFORMATION

### 5.1 USING THE FIDELITY PRINTER

When you use the Vancouver with a Fidelity Printer, you have at your disposal a number of Printer Commands and Options which will add variability and special features to the printouts of your games and chess positions.

To use the Fidelity Printer with your Vancouver, simply plug the printer signal cable into its receptacle on the



side of the computer's housing. Once the printer is plugged into the computer and the switch has been turned on, you may turn the Vancouver's connection to the printer on and off by using Printer Option H3, as described in Section 3.3.1. For actual printer operation, refer to the Fidelity Printer Operating Instructions provided with the printer.

**Note:** The computer will not accept any moves or commands while the printer is actually printing.

### 5.2 PRINTER COMMANDS

When the Fidelity Printer is connected and on, four different **Printer Commands** are available. The difference between these Printer Commands and the Printer Options described in Section 3.3 is that whereas the Options are ongoing features which you can select for your printouts, the Commands are one-shot orders to the printer to accomplish certain tasks. Once you have pressed the key sequence to execute a particular Printer Command, the command is carried out immediately, as follows:

**OPTION-PB** Print out current board position  
**OPTION-PV** Print out entire game  
**OPTION-TM** Print out total time taken for both sides in the game

**OPTION-ST** Print out move information (principle variation, total time, number of nodes per second searched, search depth, and score)

**Note:** When the printer is on and you set up a board position in Problem Mode, that board position will automatically be printed out for you when you exit Problem Mode.

### 5.3 PRINTER OPTIONS

The Vancouver also has several Printer Options to choose from. These options are ongoing features which, once chosen, will remain in effect until you cancel them. To set a desired printer option, enter Option Select Mode by simply pressing the Option Key. Activate squares A8 through D8 for that desired option. Press the CL key to exit Option Select Mode.

PRINTER ON/OFF	PRINT TOTAL TIME	PRINT DOUBLE HEIGHT	PRINT FIGURINE ALGEBRAIC
A8	B8	C8	D8

**PRINTER OPTIONS**  
(Squares A8-D8)











**Sample printouts with Printer Options selected:**

CHESS CHALLENGER		
01	G1-F3	D7-D5
	00:02	00:00
02	B2-B3	C8-F5
	00:01	00:00
03	C1-B2	E7-E6
	00:03	00:00
04	G2-G3	G8-F6
	00:02	00:00
05	F1-G2	F8-E7
	00:03	00:00
06	E1-G1	E8-G8
	00:08	00:00
07	F3-H4	F5-G4
	00:04	00:11
08	F2-F3	G4-H5
	00:00	00:05
09	B2-A3	G7-G5
	00:12	00:01

**Print Time with Move  
Option  
(Square B3)**

CHESS CHALLENGER		
01	D2-D4	D7-D5
02	G1-F3	G8-F6
03	C1-G5	F6-E4
04	G5-F4	C7-C5
05	E2-E3	D8-B6
06	D1-C1	B8-C6
07	C2-C3	C8-F5
08	B1-D2	A8-C8
09	D2XE4	F5XE4
10	D4XC5	B6XC5

**Print Double Height  
Option  
(Square C3)**

CHESS CHALLENGER		
01	E4	C5
02	 F3	D6
03	 D3	 C6
04	C3	 F6
05	 C2	E5
06	O-O	 E7
07	H3	O-O
08	D4	CD4
09	CD4	ED4
10	 D4	 B4

**Print Figurine Algebraic  
Option  
(Square D3)**