User Manual
Mode D'emploi
Bedienungsanleitung
Instrucctiones de manejo
Gebruiksaanwijzing

SPHINX
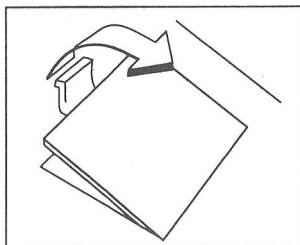
BATTERY INSTALLATION
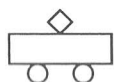

(FIG. 1)
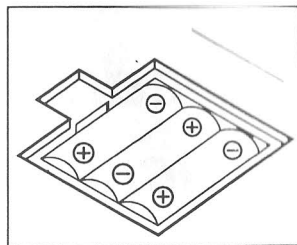
(FIG. 2)

CAUTION:

BATTERIES TO BE INSTALLED BY ADULT ONLY.

1. TO INSTALL BATTERIES, OPEN THE BATTERY DOOR AS SHOWN IN FIG.1
2. USE THREE 1.5 VOLTS BATTERIES
   TYPE: CARBON, ALKALINE
   SIZE: R6, AA, SUM-3, MN 1500
3. CAPACITY OF BATTERY: 500mAh
4. **WARNING**
   THE UNIT SHOULD ONLY BE POWERED BY THE ABOVE BATTERIES. MAKE SURE YOU HAVE INSERTED THE BATTERIES CORRECTLY (FIG.2). POLARITIES ARE SHOWN IN BATTERY COMPARTMENT.
   DO NOT USE RECHARGEABLE BATTERIES
5. TRANSFORMER USED SHALL COMPLY WITH CEE PUBLICATION 15.

CAUTION:

CHARGING UNIT TO BE USED WITH THE TOY SHOULD BE REGULARLY EXAMINED FOR POTENTIAL HAZARD, SUCH AS DAMAGE TO THE CABLE OR CORD, PLUG, ENCLOSURE OF OTHER PARTS AND THAT, IN THE EVENT OF SUCH DAMAGE, THE TOY MUST NOT BE USED UNTIL THAT DAMAGE HAD BEEN PROPERLY REMOVED.

AUTHORIZED REPRESENTATIVE

(YOU ARE ADVISED TO KEEP THE ABOVE DETAILS)

User Manual

CONTENT

Congratulations with your new chess computer. Its many features include:

- 64 different levels from beginner to intermediate!
- 4 different playing styles (normal, aggressive, defensive, and random)
- Sensory playing board — registers your move automatically when you press down on the FROM and TO squares
- Take back feature — take back your last two moves
- Hint feature — let the computer suggest your next move
- Threat feature — the computer warns about checks and other threats
- Move feature — learn by watching the computer play against itself
- Verify and set-up positions
- Play with selected pieces only (e.g., play a game with only kings, queens and pawns on the board).
- Detects mates, stalemates, draw by 50 move rule and draw by repetition
- Knows how to mate with king and queen against king, king and rook against king, and king and two bishops against king
- Thinks in the opponents time
- Opening library with 20 different chess openings
- Postal chess level — analyzes up to 24 hours per move
- Solves mate problems up to mate in 5 moves

1. BATTERIES

Your chess computer uses three AA batteries (not included). To insert new batteries:

1. Press down on the battery compartment cover latch and remove the cover.
2. Place the three new AA batteries in the battery compartment. Make sure that you place them correctly as indicated by the + and - signs.
3. Replace the battery compartment cover. You should hear the characteristic New Game melody. If this does not happen, open the battery compartment again and check that all the batteries are placed in the correct direction as indicated by the + and - signs.

Note: If the computer does not function properly, try to replace the batteries.

Caution: NEVER leave dead or old batteries in the computer. Remove the batteries if you will not use the computer for several days. Leaving old batteries in the computer could damage the computer.

2. STARTING A NEW GAME

Set up the pieces on the chess board in their starting position and turn on the computer by pressing the ON key. Then press the NEW GAME key. You will hear the characteristic New Game melody, and a red light in the lower left corner comes on, indicating that it is white to move. You can always reset the computer at any time by pressing the NEW GAME key.

Note: The computer retains the current position in memory even when it is turned off. If you want to start a new game, you must always press the NEW GAME key after turning the computer ON.

3. ENTERING MOVES

To enter a move:

1. Press down gently on the center of the square occupied by the piece you want to move. The most convenient way to do this is to tilt the piece slightly and press down very lightly with the edge of the piece on the center of the square. The computer gives a beep, and two red lights come on. These two lights indicate the rank and the file of the FROM square you have just pressed down.

2. Place the piece on the TO square you want to move to, and press down gently on the center of that square. The computer gives a beep again. It has now registered your move and starts computing its reply.

Caution: Only a very light pressure is necessary, provided that you press at the center of the squares. Pressing down very hard on the squares can in the long run damage the sensory playing board.

4. COMPUTER MOVES

In the beginning of the game the computer will normally be able to move immediately because of its opening library, which contains 20 different chess openings. Later in the game the computer will flash a red light in the upper left corner while it is thinking, indicating that it is black to move and that the computer is thinking.

When the computer has chosen a move, it gives a characteristic beep:

1. Two red lights come on, indicating the rank and the file of the FROM square of the piece, the computer wants to move. Press down gently on the square and pick up the piece.

2. The lights change to show the TO square that the computer wants to move to. Place the piece on this square, pressing it gently. The red light in the lower left corner comes on again, indicating that it is now your turn to move.

5. SPECIAL MOVES

CAPTURES are performed just like any other move:

1. Press the FROM square and pick up the moving piece.

2. Press TO square and put down the piece on the new square. Remove the captured piece from the board without pressing any squares.

EN PASSANT CAPTURES are performed in the same way, except that the computer will remind you to remove the captured pawn:

1. Press the FROM square and pick up the moving pawn.

2. Press the TO square and put down the pawn on the new square.

3. The computer will remind you to remove the captured pawn by showing the en passant square. Press down on the square and remove the captured pawn.

CASTLING is performed by first making the king's move in the usual way. When you have pressed the FROM and TO squares of the king, the computer will remind you to move the rook.

4

To make a king's side castle for white:

1. Pick up the white king on E1 and press the square.

2. Place the king on G1 and press the square.

3. The computer will remind you to move the rook by showing the FROM square of the rook. Pick up the white rook on H1 and press the square.

4. The computer will show the TO square of the rook. Place the rook on F1 and press the square.

To make a queen's side castle for white:

1. Pick up the white king on E1 and press the square.

2. Place the king on C1 and press the square.

3. The computer will remind you to move the rook by showing the FROM square of the rook. Pick up the white rook on A1 and press the square.

4. The computer will show the TO square of the rook. Place the rook on D1 and press the square.

PAWN PROMOTION is performed automatically by the computer:

1. Press the FROM square and pick up the pawn.

2. Find a queen of the right color among the captured pieces (if there are no queens of the right color among the captured pieces, you can use a rook and place it up-side down instead). Press the TO square and put down the queen on the new square in the usual way.

The computer assumes that you always want to promote to a queen. If you want to promote to a rook, bishop, or knight instead, you can do so by changing the position (see SET-UP POSITION later). The computer itself will always promote to a queen.

6. ILLEGAL MOVES

If you try to make an illegal or impossible move, or try to do something else which is not possible, you will hear the error signal. Whenever you hear this signal, it means that you have done something wrong, and that your last entry has been ignored.

If you try to make an illegal move, or try to move one of the opponent's pieces, you will hear the error signal. You can just continue and make another move instead by pressing the FROM and TO squares.

If you hear the error signal, and the computer is showing a square, it normally means that you must press on this square.

5

7. CHECK, MATE AND DRAW ANNOUNCEMENTS

When the computer gives check, it beeps happily and the CHECK light comes on.

If the computer checkmates you, or you checkmate the computer, it plays a small melody, and the CHECK and DRAW/MATE lights come on. If you checkmate the computer the lights are steady, if the computer checkmates you the lights are flashing.

If you stalemate the computer, the DRAW/MATE light comes on, indicating that the game is a draw. If the same position occurs 3 times in a row, or if neither player moves a pawn or captures a piece for 50 moves, the DRAW/MATE light also comes on, but you can still continue playing if you want to.

8. OFF/SAVE MODE

When a game is over, you can press the NEW GAME and start a new game, or turn the computer OFF by pressing the OFF/SAVE key. The computer is not turned completely off, but instead retains the current chess position in its memory while using a minimum of current. This means that you can stop in the middle of a game, and then switch the computer ON again later on and continue the game. This also means that you must always press the NEW GAME key after turning the computer ON, if you want to start a new game.

9. SOUNDS

If you prefer your computer to operate without its audio signals, just press the SOUND/COLOR key when it is your turn to move. The sounds can be switched on again by pressing the SOUND/COLOR key again.

10. LEVELS

The computer has 64 different levels, which are organized in the following way:

LEVEL NUMBER	APPROX. TIME PER MOVE	NORMAL STYLE	AGGRES- SIVE STYLE	DEFEN- SIVE STYLE	RANDOM STYLE
1	BEGINNER	A1	C1	E1	G1
2	3 sec.	A2	C2	E2	G2
3	5 sec.	A3	C3	E3	G3
4	10 sec.	A4	C4	E4	G4
5	20 sec.	A5	C5	E5	G5
6	30 sec.	A6	C6	E6	G6
7	45 sec.	A7	C7	E7	G7
8	1 min.	A8	C8	E8	G8
9	2 min.	B1	D1	F1	H1
10	3 min.	B2	D2	F2	H2
11	5 min.	B3	D3	F3	H3
12	10 min.	B4	D4	F4	H4
13	30 min.	B5	D5	F5	H5
14	24 hours	B6	D6	F6	H6
15	MATE LEVEL	B7	D7	F7	H7
0	MULTI MOVE	B8	D8	F8	H8

The computer has 16 different time settings:

- Level 1 is a special weak BEGINNER level for beginners. The computer moves almost instantly on this level. Note that the HINT feature (see HINT later) does not work on this level.

- Level 2-13 gives a range of time settings ranging from 3 seconds per move to 30 minutes per move. The playing strength on these levels ranges from beginner to intermediate. The times are approximate average response times. The computer will spend more time in complicated positions and less time in simple positions and in the endgame. The computer thinks in your time too, so sometimes it will be able to move instantly, because you made the move it had anticipated! The program also moves instantly when it plays a move from the opening library.

- Level 14 is a special analysis level which will analyze the position for around 24 hours or until you terminate the search by pressing the MOVE key (see TERMINATING SEARCH later). This is very useful for analyzing a position or for playing postal chess against the computer.

- Level 15 is a special MATE LEVEL for solving mate problems (see MATE PROBLEMS later).

- Level 0 is a special MULTI MOVE mode that allows two persons to play against each other, while the computer checks that the moves are legal (see MULTI MOVE later).

The computer also has 4 different playing styles:

- On NORMAL playing style the computer will concentrate equally on attacking and defending.

- On AGGRESSIVE playing style the computer will concentrate on attacking the opponent, and will normally avoid exchanging pieces if possible.

- On DEFENSIVE playing style the computer will concentrate on building a solid defensive position, it will make many pawn moves, and it will normally exchange pieces whenever possible.

- On RANDOM playing style the computer will make many pawn moves, and will sometimes make a strange move rather than always playing the best move.

When you press the NEW GAME key, the level is set to level 2 and the playing style is set to NORMAL. To change the level or the playing style, do the following:

1. Press the LEVEL key to enter the level setting mode. The computer shows the current level and playing style (A2 for level 2 and NORMAL playing style). The THREAT light will also be on (see THREATS later).

2. Look in the table above, and find the square that corresponds to the level and playing style, you want to select. Press that square on the board.

3. Press the LEVEL key again to exit from the level setting mode. Then make a move by entering the FROM and TO squares, or press the MOVE key and let the computer make a move.

If you want to check the level number or playing style WITHOUT changing the level, do the following:

1. Press the LEVEL key to enter the level setting mode. The computer will show the current level (A2 for level 2 and NORMAL playing style).

2. Press the LEVEL key again to exit from the level setting mode.

You can change or check the level and playing style at any time during the game, when it is your time to move.

11. MATE PROBLEMS

Level 15 is a special MATE LEVEL for solving mate problems up to mate in 5 moves, if given enough time. To solve a mate problem, do the following:

1. Set up the position on the board (see SET-UP POSITION later).

2. Select level 15 by pressing the LEVEL key and B7, D7, F7, or H7, and the LEVEL key again.

3. Press the MOVE key, and the computer will start analyzing.

The computer will think until it has found a mate, and then it will play the first move in the mate sequence. You may then make a move for the opponent, and the computer will find the next move in the mate sequence and so on. If there is no mate in the position the computer will analyze indefinitely. The approximate times for solving a mate problem are:

Mate in 1	1 second
Mate in 2	1 minute
Mate in 3	1 hour
Mate in 4	1 day
Mate in 5	1 month

12. MULTI MOVE

Level 0 is a special MULTI MOVE mode. In this mode the computer will not move itself, so you may enter the moves for both players. You can use this feature to enter a particular opening, or to replay a game to a certain position. You can also use the computer as a normal chess board, playing against another person while the computer checks that all the moves are legal.

To enter the MULTI MOVE mode:

1. Select level 0 by pressing the LEVEL key and B8, D8, F8, or H8, and the LEVEL key again.

2. Play as many moves as you want, pressing the FROM and TO squares for both players.

3. When you are done, exit the MULTI MOVE mode again by pressing the LEVEL key and selecting another level.

13. CHANGING SIDES AND TURNING THE BOARD

If you press the MOVE key, the computer will make a move. Thus if you want to change sides with the computer, just press the MOVE key. The computer will make a move, and expect you to move for the other side.

If you press the MOVE key again, the computer will move again, and in this way you can even let the computer play the whole game by itself!

If you want to play an entire game with the black pieces, do the following:

1. After pressing the NEW GAME key, press the LEVEL key and select a level. Then press the SOUND / COLOR key. This turns the board around, placing the black pieces at the bottom of the board and the white pieces at the top of the board. Set up the pieces accordingly with the black pieces at the top of the board and the white pieces at the bottom of the board. Remember to place the white queen on a white square and the black queen on a black square. Then press the LEVEL key again to exit from the level setting mode.

2. Press the MOVE key. The computer will now make a move for white from the top of the board, and expect you to play the black pieces from the bottom of the board.

14. TAKING BACK MOVES

If you press down on one of your pieces, but then decide not to move it after all, just press down on the square a second time. The computer will no longer show the square of the piece, and you can make a different move by pressing the FROM and TO squares.

If you have already completed a move, and the computer is thinking about its reply, press the TAKE BACK key, and the computer will stop thinking. Then do the following:

1. Press the TAKE BACK key again.

2. The computer will show the square of the last moved piece. Press down on the square and pick up the piece.

3. The computer will then show the square that the piece came from. Press on this square and move the piece back.

4. If you take back a capture or an en passant capture, the computer will remind you to replace the captured piece by showing the square that the piece came from. Press down on the square and replace the piece on the board.

5. If you take back a castle, you must first take back the king move and then the rook move, pressing the squares for both the king and the rook.

6. If you take back a pawn promotion, you must remember to change the queen back sto a pawn.

If you want to take back a move, and the computer has already indicated its reply, you must first carry out the computer's move in the normal manner. Then press the TAKE BACK key and take back the computer's move in the same way as described above. Then press the TAKE BACK key once more, and take back your own move.

If you want to take back two moves, press the TAKE BACK key a third time, and take back the computer's second last move. Then press the TAKE BACK key a fourth time, and take back your own second last move. If you try to take back more moves, the computer will give an error signal. You must instead take back the moves by changing the position (see SET-UP position later).

15. HINT

To get a piece of advice on what to move:

1. Press the HINT key.

2. The computer will show the FROM square of the move, the computer expects you to make. Press down on the square (or simply press the HINT key once more).

3. The computer will then show the TO square of the move. Press down on the square (or simply press the HINT key once more). The hint is now complete.

4. You can now make the suggested move by pressing the FROM and TO squares again, or you can make a different move instead.

The move showed is the move the computer expects you to make. Whenever it is your turn to move and you are considering your move, the computer is also thinking about its reply! If you actually make the move the computer expects, it will often be able to respond immediately.

To see what the computer is thinking about while it is analyzing:

1. Press the HINT key while the computer is thinking and the light in the upper left corner is flashing.

2. The computer will show the FROM square of the move, the computer at the moment considers the best. Press down on the square (or simply press the HINT key once more).

3. The computer will then show the TO square of the move. Press down on the square (or simply press the HINT key once more). The hint is now complete, and the computer starts thinking again.

You now know the move that the computer is probably going to make, and you can start considering your reply instead of just waiting.

16. THREATS

When the computer gives check, it beeps happily and the CHECK light comes on. But the computer will also warn you about other types of threats, which might cause you to lose material. When the computer makes a move which is not a check but which threatens to win material, the THREAT light will come on. To see where on the board the threat is:

1. Press the THREAT key.

2. The computer will show the square where the computer threatens to win material. Normally the square contains one of your pieces, which the computer threatens to take. But it can also be a square where the computer threatens to promote a pawn, to mate your king, or to make a fork which gives check and threatens one of your other pieces at the same time. Press down on the square (or simply press the THREAT key once more), and the THREAT light goes off.

3. Now make a move which avoids the threat. If you do not know what to do, you can press the HINT key and get a piece of advice from the computer.

If you do not want the computer to automatically warn you about threats by turning on the THREAT light, you can turn the automatic threat warning off in the following way:

1. Press the LEVEL key. The computer will show the current level, and the THREAT light will come on. Press the THREAT key to turn the automatic threat warning off. The THREAT light goes off. Press the LEVEL key again to exit from the level setting mode.

Even when the automatic threat warning is turned off, you can still press the THREAT key after the computer has made a move to see if the computer threatens anything. If the computer does not threaten anything, you will hear the error signal.

17. TERMINATING SEARCH

If you press the MOVE key while the computer is thinking, it will immediately stop analyzing and play the move it at the moment considers the best (the same move that is shown when you press the HINT key).

18. VERIFY POSITION

In case of confusion, for instance if you accidentally upset the board and the pieces, you can make the computer show you where every piece should be according to its memory.

Do the following:

1. Press the VERIFY POSITION key to enter the verify position mode.

2. Press one of the six piece keys. The computer will show you where the pieces of that type are by lighting one of the rank lights to the left of the computer and one or more of the lights at the bottom of the computer. A steady light indicates a white piece while a flashing light indicates a black piece.

3. Press the same piece key again, and the computer will show you the next rank in the same way.

4. When there are no more pieces of that type on the board (or if there were no pieces of that type on the board to start with), the computer will go back and show a single light in the lower or upper left corner indicating the side to move. You can now either press another piece key, or press the VERIFY POSITION key to exit the verify position mode.

19. ENTER POSITION

To change the position on the board, or enter a completely new position, do the following:

1. Press the SET-UP POSITION key to enter set-up position mode. The SET-UP light comes on.

2. If you want to set up a complete new position, press the TAKE BACK key to clear the board.

3. Press one of the six piece keys. If there are any pieces of that type on the board, the computer will show them as described under VERIFY POSITION.

4. To remove a piece of that type from the board, simply press the square of the piece, and the corresponding light at the bottom of the computer goes off.

5. To move a piece of that type from one square to another, first remove the piece from the FROM square by pressing the square. Then press on the empty TO square where you want the piece to go, and the corresponding light at the bottom of the computer comes on.

6. To add a piece of that type to the board, simply press down on an empty square, and the corresponding light at the bottom of the computer comes on. A steady light indicates a white piece while a flashing light indicates a black piece. If the color is wrong, remove the piece by pressing on the square again, then change the color by pressing the SOUND/COLOR key, and finally press the square again to add the piece. If you want to add more pieces of the same type and color, simply press on the other empty squares, one by one.

7. When you are finished changing or entering the position, check that both sides have one king, and that the player to move cannot capture the opponent's king.

8. The color of last piece you removed, moved or added determines which side is next to move in the position. If this is not the correct color, change it either by removing and adding a piece of the correct color, or by pressing the SOUND/COLOR key

9. Finally exit the set-up position mode by pressing the SET-UP POSITION key again. The SET-UP light goes off. You can now either enter a move by pressing the FROM and TO squares, or let the computer move by pressing the MOVE key.

20. PLAYING WITH SELECTED PIECES

The computer contains a special option, which allows beginners to learn how to move the pieces one piece at the time. Immediately after pressing the NEW GAME key, you may:

1. Press the PAWN key to start a game with only kings and pawns.

2. Press the KNIGHT key to start a game with only kings, knights and pawns.

3. Press the BISHOP key to start a game with only kings, bishops and pawns.

4. Press the ROOK key to start a game with only kings, rooks and pawns.

5. Press the QUEEN key to start a game with only kings, queens and pawns.

21. MAINTENANCE

Your chess computer requires very little maintenance. The following tips will help you care for your computer and make it look new for years:

Keep the computer dry. If it gets wet, wipe it dry immediately.

Use fresh batteries. Do not leave old or dead batteries in the computer. Take out the batteries if you do not plan to use the computer for several days.

Handle the computer carefully. Do not drop it on the floor.

Wipe the computer with a damp cloth occasionally to keep it looking new. Do not use chemicals, cleaning solvents, or strong detergents.

If the computer does not function properly, first try to replace the batteries. Then read the instructions carefully to see if there is something you might have misunderstood. Then bring the computer to your dealer. Do not tamp or modify the electronics of the computer, as this may damage the computer and invalidate the warranty.