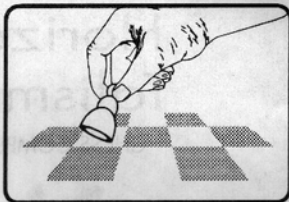


IMPORTANT INFORMATION

USE OF CHESS PIECES

- 1 If you are using pieces with magnets in the bases and your move does not seem to have registered, press down with the **EDGE** of the piece.

Magnets in bases of chess pieces are **NOT** essential to the proper operation of the computer. If a magnet falls out of the base of a piece, continue to use it in the normal way without the magnet and the computer will function correctly.



RESET SWITCH

Sometimes computers malfunction due to electrostatic discharge or other electrical disturbances, or when batteries are inserted. If this happens push a thin rod into the **RESET** hole in the base of the computer and press down for about one second. This Resets the computer, clears its memory and returns it to normal operation.

WARNING

The chess pieces supplied with this chess computer may be small enough to be swallowed. Please keep the chess pieces out of the reach of small children.

NOT SUITABLE FOR CHILDREN UNDER AGE 3 YEARS.

QUICK START

This is a brief introduction to your Chess Computer. To fully understand its operation it is necessary to **READ THE INSTRUCTION MANUAL CAREFULLY.**

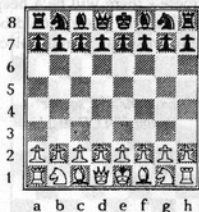
CHESS RULES The rules of chess are explained in the "Learn Chess" section of the instruction manual. Your computer knows the rules of chess - **THE COMPUTER WILL NEVER BREAK ANY OF THE RULES**, so if you think the computer has "cheated" check this instruction manual, especially the section on **SPECIAL MOVES.**

STARTING PLAY

INSERT BATTERIES Insert the batteries in the base of the computer as specified by the label near the battery compartment, remembering to ensure that the positive tip of each battery matches up with the + sign in the battery compartment.

SWITCH ON Press the ON key. **IF YOU HAVE JUST INSTALLED NEW BATTERIES AND THE COMPUTER DOES NOT RESPOND, PUSH A THIN OBJECT INTO THE "RESET" HOLE IN THE BASE OF THE COMPUTER AND PRESS DOWN ONCE.**

SET UP THE CHESS PIECES Set up the chess pieces in the initial position with the white pieces nearest to you.



For those of you who are beginners or fairly new to the game of chess, the chess pieces and their symbols are identified in a chart in the instruction manual.

Chess board set up for the start of a game.

Do not mix old and new batteries.
Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.

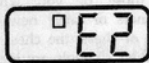
START THE GAME The computer indicates squares and functions using an LCD display. Press the NEW GAME key - When you see PG in the display, press NEW GAME again - the "White" symbol □ will appear in the display.

SETTING THE LEVEL OF PLAY The computer has 420 levels of play. When first switched on, Black's thinking time is set to a maximum of 10 seconds per move while White's is unlimited.

To change levels follow the procedure explained in "Setting the Levels of Play" (section 6) in the instruction manual.

MAKING MOVES Normally you play the white pieces. Each square is identified by co-ordinates (a letter and a number) which are marked on the chessboard, for example E2. To make your move, press down with the piece you wish to move - there will be a beep and the co-ordinates of the square will show in the display. Move the piece to its new square and press down. **IF YOU ARE USING PIECES WITH MAGNETS IN THE BASES AND THE MOVE DOES NOT APPEAR TO HAVE REGISTERED, PRESS DOWN WITH THE EDGE OF THE PIECE.**

When you have completed your move the "Black" symbol ■ will show in the display and the computer indicates its move by showing in the display the co-ordinates of the piece it wishes to move (e.g. E7). Press down on this piece - there will be a beep and the co-ordinates of the square to which the piece should be moved will show in the display (e.g. E5). Press down on the piece to complete the move.



Example of a square shown in LCD display.

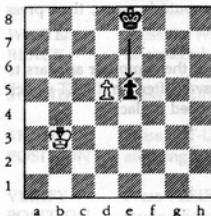
CAPTURING A PIECE To make a capture, press down with the piece you want to move. Remove the captured piece and press your piece down on the square of the captured piece.

TO START A NEW GAME First make sure that the computer's move has been completed. Then press the NEW GAME key - when you see PG in the display, press NEW GAME again - the "White" symbol □ will appear in the display. You may now proceed to play the new game.

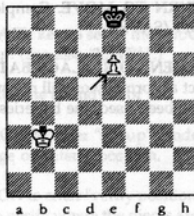
TO VERIFY THE POSITIONS OF THE PIECES You may wish to check the position of the pieces on the chess board, for example if you accidentally knock a piece over. The section VERIFYING THE POSITION in the instruction manual explains how to check positions.

SPECIAL MOVES Sometimes beginners or inexperienced players do not understand some of the special moves - in particular EN PASSANT captures and CASTLING. These moves are explained in detail in the instruction manual. **REMEMBER THAT THE COMPUTER MAY ALSO MAKE THESE SPECIAL MOVES.**

EN PASSANT captures An EN PASSANT capture is possible when an enemy pawn, on its first move, moves two squares and crosses over a square attacked by your pawn. Your pawn may act as if the enemy had moved only one square and capture it *en passant*, **but ONLY ON YOUR NEXT MOVE.**

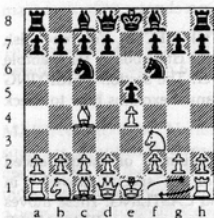


Black advances two squares: E7 to E5.

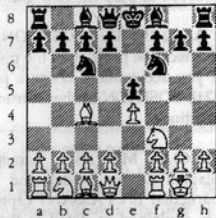


White captures En Passant by moving his pawn from D5 to E6.

CASTLING allows the king to be moved to a safer position near a corner and at the same time brings the rook into play. This is done by moving the king two squares (in either direction, left or right) towards a corner and the rook in that corner jumps over the king onto the square next to it. For the conditions in which castling is allowed read the section on CASTLING in section 2 (Learn Chess).



Before King-side castling

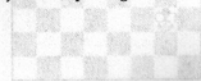


After King-side castling

SWITCH OFF AND SAVE THE POSITION When you want to stop playing press the OFF/SAVE key. The computer switches off and remembers the position. To resume play press the ON key.

NOTE: The computer **CANNOT BE SWITCHED OFF** (or a NEW GAME started) **WHILE IT IS STILL THE COMPUTER'S TURN TO MOVE.** Complete the computer's move, then press OFF/SAVE.

WHEN TO REPLACE BATTERIES If the computer appears to act abnormally or will not switch on, even after the RESET switch has been used, the batteries probably need replacing.



KEYS

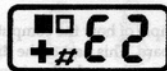
- ON** Press the ON key to switch on the computer. The game is resumed from the position where the OFF/SAVE key was pressed.
- OFF/SAVE** Press to switch the computer off while saving the current game position.
- NEW GAME** Press the NEW GAME key **twice** to start a new game.
- MOVE** Press the MOVE key to make the computer play the next move. At the start of the game press MOVE if you want the computer to play White.
- TAKE BACK** Press TAKE BACK after the computer has moved, if you want to take back its move and your last move.
- LEVEL** Press the LEVEL key to see White's current maximum thinking time for each move. Then press the LEVEL key again to change the maximum thinking time.
- When White's maximum time has been set press the WHITE/BLACK key to see Black's current maximum time and then use the LEVEL key to change it.
- WHITE/BLACK** Press the WHITE/BLACK key to select the colour of a piece being set up. (See also "LEVEL".)
- SOUND** Press SOUND to switch the sound on or off.
- SET-UP POSITION** Press SET-UP POSITION to enter "set-up" mode, allowing you to change or enter a position.
- VERIFY POSITION** Press VERIFY POSITION to enter "verify position" mode, allowing you to verify where the pieces are.
- Piece Keys** These are the keys identified by the chess piece symbols.

Press the appropriate piece key in "set-up" mode before putting that piece on its chosen square.

Press the KING/STYLE key to see the computer's current playing style then press the KING/STYLE key again to change the style.

After pressing NEW GAME, press the pawn, knight, bishop, rook or queen key if you want to play a game with limited material (teaching mode).

DISPLAY



The display shows which colour is to move next, the square where a piece is located or moving from or to, as well as check and the result of the game. Here you can see all of the symbols and other information which can be shown on the display.

- This is the "White" symbol. It will be on when you are playing white and it is your turn to move. It will also be on when you are setting up a chess position in the computer and the next piece you set-up is going to be a white piece. It will be on when the computer is displaying White's maximum thinking time per move. And it will be on when you are verifying the squares for the chess pieces in the computer's memory and the square you are verifying is occupied by a white piece.
- This symbol will be flashing when the computer is playing White and it is thinking about its move.
- This is the "Black" symbol and is used in a similar way to the "White" symbol.
- The "Black" and "White" symbols are on together when the computer is displaying its "style".
- + # The "Check" and "Set-up" symbols are on together when the computer is displaying the time limit per move for White or Black.
- + The "Check" symbol. It is on whenever you or the computer makes a move which puts the other player in check.

The "Set-up" symbol. It is on whenever you have put the computer into "set-up" mode in order to be able to set-up a special position on the computer's chess board, for example a position from a chess book or magazine.

E 2 This is an example of how the computer displays a square on the chess board. This part of the display can also show the result of the game and other information.

The display shows which colour is to move next, the square where a piece is located or moving from or to, as well as check and the result of the game. Here you can see all of the symbols and other information which can be shown on the display.

This is the "White" symbol. It will be on when you are playing white and it is your turn to move. It will also be on when you are setting up a chess position in the computer and the next piece you set-up is going to be a white piece. It will be on when the computer is displaying White's movement thinking time per move. And it will be on when you are setting the squares for the chess pieces in the computer's memory and the square you are setting is occupied by a white piece.

This symbol will be flashing when the computer is playing white and it is thinking about its move.

This is the "Black" symbol and is used in a similar way to the "White" symbol.



The "Black" and "White" symbols are on together when the computer is displaying its "set-up".

The "Check" and "Set-up" symbols are on together when the computer is displaying the time limit per move for White or Black.

The "Check" symbol is on whenever you or the computer makes a move which puts the other player in check.

CHESS PIECES & SYMBOLS

TABLE TOP MODELS

					
					
KING	QUEEN	ROOK	BISHOP	KNIGHT	PAWN
ROI	DAME	TOUR	FOU	CAVALIER	PION
KONIG	DAME	TURM	LAUFER	SPRINGER	BAUER
KONING	DAME	TOREN	LOPER	PAARD	PION
REY	DAME	TORRE	ALFIL	CABALLO	PEON

CHESS PIECES & SYMBOLS

PORTABLE MODELS

					
					
KING	QUEEN	ROOK	BISHOP	KNIGHT	PAWN
ROI	DAME	TOUR	FOU	CAVALIER	PION
KONIG	DAME	TURM	LAUFER	SPRINGER	BAUER
KONING	DAME	TOREN	LOPER	PAARD	PION
REY	DAME	TORRE	ALFIL	CABALLO	PEON

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The computer is powered by batteries as specified on the label near the battery compartment. Remove the lid on the base of the unit and install the batteries in their compartment, making sure that the polarity of the batteries is correct. If your computer may be operated using an AC/DC adapter, information concerning the adapter is on the rating label on the base of the unit.

When you load new batteries the symbol will be on and the computer will be ready to start a new game with a time limit of 10 seconds per move for Black. **OCCASIONALLY AFTER INSERTING NEW BATTERIES OR CONNECTING AN ADAPTER THE COMPUTER MAY ACT ABNORMALLY - PUSH A THIN OBJECT INTO THE "RESET" HOLE IN THE BASE OF THE COMPUTER AND PRESS DOWN ONCE.**

If you have not just loaded new batteries, to switch on the computer press the ON key. The computer will remember the position which was on the board when you last switched it off.

6 **SETTING THE LEVELS OF PLAY**

Your chess computer allows you to choose between 420 "levels" of play. To make the program play a stronger game give it a longer time limit for its moves. To make it play a weaker game give it less time. To give yourself an easier game set your own time limit high (or "unlimited"), while if you want to make it tougher for yourself set a low time limit. It is the combination of time settings for you and for the computer that create the 420 playing levels.

By combining the 420 levels of play with the 6 different starting configurations (the 5 teaching modes plus the standard starting position) you can choose from 2,520 level combinations.

To see the current level (the time limits for White and Black) press LEVEL when it is your turn to move. The + and # symbols come on together -- this tells you that a time limit is being displayed. You will also see the symbol, and the right hand part of the display shows the time per move allowed for White. If you have just installed the batteries or connected the adapter, White's thinking time is "unlimited", which is displayed as un.

If you want, you can now alter White's time limit by re-pressing the LEVEL key. From un, the display switches to 0. If you press LEVEL a few more times, the display changes to 5, then 10, 15 etc. -- increasing in steps of 5. The number indicates how many seconds White is allowed per move. After going up as far as 95, the display reverts to un, then 0, 5, 10 ... and so on.

When the LCD shows the time limit that you want for White, you can press the WHITE/BLACK key to display the current limit for Black. (Note that the symbol comes on to replace) When you first start to use the computer, the time limit for Black is 10 seconds per move. You can change this time by re-pressing LEVEL in the way already described.

You can switch between the colours using the WHITE/BLACK key as often as you like. The options of specifying the time limits for both White and Black gives you a total of 420 combinations - but if both limits are 0 it is a special case (see below). After setting the times for both colours, press any square of the chessboard or any key except LEVEL or WHITE/BLACK (or ON). The display stops showing the + # sign, and play can continue.

The computer will make each of its moves within the maximum thinking time specified for the colour it is playing. If its time limit is zero it will play almost instantaneously. With "unlimited" time, it will take an average of about 5 minutes per move, though some individual moves may take much longer. On this level the computer can solve "mate-in-two" problems - see section 16.

If the time limit for the side you are playing is not "unlimited", the LCD will show your remaining thinking time in seconds, counting down to zero. When you are down to 5 seconds, the computer sounds 3 warning beeps, and if your time runs out it sounds 6 beeps. However, the computer does not mind if you overstep the limit; you can still make your move and continue the game normally. If you don't like the beeps, select "unlimited" time for the side you are playing.

If you set both time limits to zero, the computer will be in "multi-move" mode, as explained in section 15. This means it will allow you to play moves for both sides while it verifies that each of your moves is legal, and it will not compute any moves itself.

7 MAKING MOVES

To make a move simply press down gently with the piece you want to move on its "from" square. The liquid crystal display (LCD) will display the colour symbol (□ if you are playing white or ■ if you are playing black) and the letter and number corresponding to the "from" square. **IF YOU ARE USING PIECES WITH MAGNETS IN THE BASES AND THE MOVE DOES NOT APPEAR TO HAVE REGISTERED, PRESS DOWN WITH THE EDGE OF THE PIECE.**

Then press down with the same piece on the "to" square to complete the move, or re-press the "from" square to cancel the move.

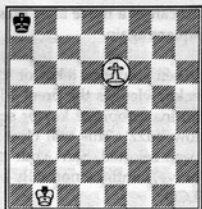
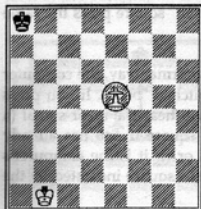
Here is an example at the start of a new game. If you wish to move the pawn in front of White's king from e2 to e4, press with that pawn on the e2 square and you will see E2 appear on the LCD. Now press down with that pawn on the e4 square and your move is completed.

8 THE COMPUTER'S MOVE

If the colour symbol on the LCD is flashing it means that the computer is thinking about its move. While the computer is thinking none of the keys has any effect, except for the MOVE key (see section 14).

When the computer has decided on its move the LCD will display its colour symbol and the letter and number corresponding to the "from" square. Press down the computer's piece on this square. Then the computer will display the "to" square. Press the computer's piece on its "to" square. The LCD will then display the □ or ■ symbol according to which player's turn it is next. Here is an example.

Imagine that the computer is playing White. If it is the computer's turn to move from the position in the left hand diagram on the next page and it decides to advance its pawn from e5 to e6, the □ symbol will be on and the display will show E5.



If you press down with the computer's pawn on the e5 square you will see the display change to e6. If you then press down with the computer's pawn on the e6 square the □ symbol will go off and the ■ symbol will come on, showing you that it is now Black's turn to move (in other words, it is your move next).

The position on the chessboard should then look like the one in the right hand diagram because you have moved the computer's pawn from e5 to e6.

9 THE CHESS RULES

Remember that your chess computer knows the rules of the game, including the rules about castling, *en passant* captures, pawn promotion and stalemate. **It will never break any of these rules.**

Sometimes it may seem that the computer has made an irregular move but what will have happened is that you will accidentally have made a mistake when entering a move (either your own move or one by the computer), or you may have accidentally put one or more of the chess pieces on the wrong square during the game. If this happens you should verify the locations of all the pieces by using "verify position" mode (see section 17).

If you are in any doubt about any of the rules of chess you should take another look at "LEARN CHESS" (section 2).

10 ERRORS

To cancel a move after pressing the "from" square press the same square again.

When you press a key or square in the normal way, the computer acknowledges the press with a high pitched "beep". If you press an inappropriate key or square you will hear the error signal (a low buzz). This will clear the "from" square if one has already been selected. Start your move again, or (if it is the computer's move) continue normally by pressing the square indicated by the LCD.

11 SPECIAL MOVES

CAPTURES

Captures are treated normally with no special display. If the computer makes a capture it will display its "from" square in the usual way and then, after you have pressed down with its piece on the "from" square, the computer will display its "to" square in the normal way. The computer's "to" square will be currently occupied by one of your pieces, and the computer's move captures this piece.

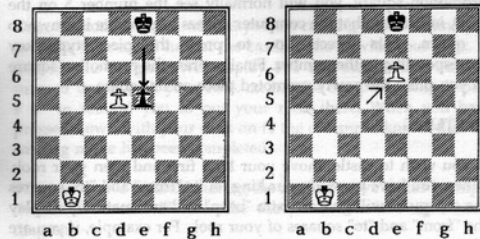
If you make a capture the computer also displays your "from" and "to" squares in the usual way, with no special display to indicate that you are making a capture.

EN PASSANT CAPTURES

Press the "from" and "to" squares of the capturing pawn. The computer will then display the square of the pawn being captured. You should now press the square of the pawn being captured as you remove it from the board. This applies whether the *en passant* capture is made by you or the computer.

Here is an example. In the position in the left hand diagram on the next page let us imagine that the computer is Black and has just advanced its pawn from e7 to e5. This double pawn move, landing on a square next to your pawn on d5, allows you to make

an *en passant* capture. (If you do not understand why, take another look at the paragraph "EN PASSANT CAPTURES" in section 2.)



To capture the black e5 pawn, move your pawn from d5 to e6 (marked □) in the usual way by pressing down with the pawn first on d5 and then on e6 (as though the black pawn had advanced just one square, to e6, instead of two squares to e5). Then press down with the black pawn on e5 and remove it from the board. The position will now be as shown in the right hand diagram.

PAWN PROMOTION

Press the "from" and "to" squares for the pawn in the normal way. The LCD shows the appropriate colour symbol and the number 5 (denoting a queen). If you wish to promote your pawn to a queen there is no need to change what is on the LCD. Simply press the QUEEN key to select it. The LCD then shows the promotion square again. To complete your move, press down on this square as you place the new piece on the board.

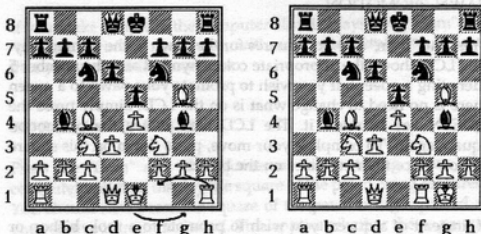
If, instead of a queen, you wish to promote to a rook, bishop or knight, when the computer displays the number 5 on the LCD press the ROOK, BISHOP or KNIGHT key to display 4, 3 or 2 respectively. When the number of the desired piece is shown, press the piece type key again to select it. The LCD then shows the promotion square. Press this square to confirm the move as you place the promoted piece on the board.

If the computer promotes a pawn it will display its move in the usual way (the "from" square then the "to" square of its pawn) then, when you have moved the computer's pawn to its promotion square, you will normally see the number 5 on the LCD, indicating that the computer wishes to promote its pawn to a queen. This directs you to press the piece type key corresponding to the number. Finally, press the promotion square as you place the newly promoted piece on its square.

CASTLING

If you wish to castle, move your king first and then your rook. When you have pressed your king on its "from" and "to" squares the computer will give an extra "beep" and automatically display the "from" and "to" squares of your rook. For example, if you are playing white and you decide to castle king's side, you press with your king on the square e1 followed by the square g1, and the computer will display **H 1** followed (after you press the rook on h1) by **F 1** to remind you to move the rook to the square f1.

When the computer castles, the move is carried out in the same way. Here is how the board will look before and after this example.



In the position shown in the left hand diagram imagine that you are playing White and you decide to castle king's side. First you press down with the white king on the square e1 and your computer will display the fact that you are moving from the e1 square. Then you press down with the white king on the square

g1. This tells the computer that you are making the castling move (since any other move by the king may only be to a square adjacent to its current square).

Once the computer knows that you are castling it will remind you to make the second half of the castling move with your rook. In this case the computer will display **H 1** and then, when you have pressed down with your rook on h1, the computer will display **F 1** to remind you to put your rook there. When you have pressed down with your rook on f1 the computer knows that the castling move has been completed.

When you have finished making the castling move in this example the chess board will look like the position in the right hand diagram.

12 CHECK, CHECKMATE, etc.

If either player gives check, the computer turns on the + symbol on the LCD display and sounds 6 beeps.

If you or the computer give checkmate the LCD will show either 0 1 (Black wins) or 1 0 (White wins). You will also hear 12 beeps.

If either player gives stalemate the LCD shows ==

If either player makes a move which causes a simple repetition of position (the same moves back and forth 3 times) the LCD shows 3=

If the game is drawn under the 50-move rule the LCD shows 50.

13 NEW GAME

To start a new game press the NEW GAME key. The LCD will display

P G

and you may now press NEW GAME again to confirm that you want to start a new game, in which case the □ symbol will be displayed and the computer is ready to begin.

Instead of pressing NEW GAME a second time to start a new game with all the pieces on the board, when the LCD displays PG you may press:

	PAWN	to start a game with only kings and pawns
	QUEEN	to start a game with only kings, queens and pawns
	ROOK	to start a game with only kings, rooks and pawns
	BISHOP	to start a game with only kings, bishops and pawns
or	KNIGHT	to start a game with only kings, knights and pawns

If you start a game by selecting one of the above options the computer will be ready to play with only those pieces indicated (the kings, pawns and one other piece type where appropriate), all of which will be on their usual squares for the start of the game. These five options are designed to help beginners. When you first learn to play it may help you to understand how to make good use of your pawns if you just play with the kings and the pawns on the board. When you feel that you know how to use your pawns properly, and how to use your king to attack your opponent's pawns, try playing with just kings, knights and pawns. Then work through all the other pieces, one by one.

In some situations (e.g. the computer is thinking or displaying its move, or you are in the middle of carrying out a "special" move), pressing the NEW GAME key will have no effect. In that case: If the LCD is showing a letter and a number, for example E2, press that square. If the LCD is showing a piece type (1, 2, 3, 4 or 5) press the corresponding "piece type" key (PAWN, KNIGHT, BISHOP, ROOK or QUEEN). If the LCD shows # (the set-up symbol), you should exit from "set-up position" mode as explained in section 18. Having completed the operation you should now be able to press the NEW GAME key to get a new game.

14 INTERRUPTING THE COMPUTER and CHANGING SIDES

If you press MOVE when the computer is thinking it will immediately make the best move it has found so far.

If you press MOVE when it is your move, the computer will swap sides with you and make the next move.

Note that the MOVE key is inoperative if the time limit for both sides has been set to 0 (multi-move mode) - see section 15.

15 PLAYING BOTH SIDES (MULTI-MOVE MODE)

This mode is useful if you want to use the computer as a chessboard and referee for a game between yourself and a friend, or if you wish to enter a special sequence of moves, for example the moves of a particular chess opening or the moves of a game which you have found in a newspaper or a chess book.

To enter multi-move mode set both players' maximum time to 0. You will then be able to make moves for both sides. When you have entered a move for one side the computer will not start to think about a reply move, it will wait for you to enter the move for the other side.

If you are using multi-move mode to enter a special sequence of moves into the computer, once you have finished entering all the moves you may continue to play from the resulting position by changing levels, i.e. by giving White and Black the amounts of thinking time you find suitable. Once you have selected the new level you may make the next move yourself, or you may ask the computer to make the next move by pressing the MOVE key.

16 SOLVING MATE-IN-2 PROBLEMS

Your computer can solve chess problems of the kind found in newspapers, chess books or magazines. Such problems normally have a caption saying something like "White to play and mate in 2 moves". This means that you must find the next move for White and it must be a move which forces checkmate on the following move. So White's first move in the problem position is the key to

solving the problem and no matter how Black responds to it White will be able to give checkmate on his second move.

Your computer can solve any of these mate-in-2 problems (unless they involve a pawn promotion to a knight, bishop or rook, which would be quite unusual).

First set-up the problem position as described in section 18 (Setting Up a Position). Then set your computer's maximum time setting (see section 6) to "unlimited" and press the MOVE key so that it starts thinking. Once it finds the solution to the problem it will display the first move of the solution. You may then make this move on the computer's chess board in the usual way. If you then make a defensive move in reply, the computer will respond with a checkmating move.

If you set-up a position for unlimited thinking time by the computer but there is no way to force checkmate in 2 moves, the computer will make the best move it can find.

17 VERIFYING THE POSITION

In case of confusion (e.g. if pieces get knocked off the board), you may want the computer to tell you which pieces should be on which square.

To enter "verify position" mode, press VERIFY POSITION when it is your turn to move, and the display will show

u

in the left-hand digit.

To verify what is on a particular square, press on that square. If the square is occupied then the LCD will display the appropriate colour symbol, followed by "u", followed by the piece number (1=pawn; 2=knight; 3=bishop; 4=rook; 5=queen; 6=king). If the square is vacant, the display will show "u0".

To exit from verify position mode, re-press VERIFY POSITION (or press any other key). The **u** disappears, and you may continue play.

18 SETTING UP A POSITION

It is possible to construct a particular position, for example one that you have found in a chess book or magazine, and play against the computer from there.

To enter "set-up position" mode press SET-UP POSITION when it is your turn to move. The display will show the \square or \blacksquare symbol, which indicates the side whose piece will next be placed on the board. The computer will also display the set-up symbol, which is the # symbol near the lower left-hand corner of the LCD.

While the computer is in set-up position mode you can clear the board. To do so press the MOVE key. The LCD will display **Cb** and you should then re-press the MOVE key to confirm that you want to clear the board, or you may press any other key or square to cancel the "clear board" command.

To place a piece on a square, press the appropriate "piece type" key, then press the square. This automatically replaces any piece that was on the square before.

To clear a square, press that square without first pressing a piece type key.

If the next piece that you wish to place on the board is the opposite colour to the last piece placed, switch colours by pressing the WHITE/BLACK key.

To exit from set-up mode press SET-UP POSITION. Note that whichever colour symbol is displayed when you exit from set-up mode, it will be that player's turn to move next. If you wish to change the side to move next, simply press the WHITE/BLACK key immediately before you exit from set-up mode.

You should now be able to play against the computer from the position you have constructed. Either carry out a move for the side whose turn it is to move next, or press MOVE to make the computer do so.

When you exit from set-up mode the program tests that: (a) each player has exactly 1 king; (b) the side to move is not giving check;

and (c) there are no pawns on the 1st or 8th rank. If the position is illegal, the computer gives its error signal and displays "??". You can now: [i] press VERIFY to use verify position mode (see section 17) in order to find out what you have done wrong; [ii] press SET-UP POSITION to re-enter set-up mode (to correct the position); or [iii] simply press NEW GAME twice to start a new game.

N.B.: There can be no castling with a rook that has been inserted on the board in "set-up" mode. If you want to create a position in which the players have castling rights, you can do so by entering "set-up" mode after using the NEW GAME key to return to the starting position. Then leave the rooks alone while you rearrange other pieces as appropriate. To make castling with a particular rook impossible, remove the rook and re-insert it.

19 TAKE BACK

If you make a move which you realize is a mistake, after the computer replies you can take back the computer's reply and your own move. To take back a move press TAKE BACK, whereupon the LCD displays the "to" square of the last move. You may now press TAKE BACK again to cancel the command or you may press on the "to" square, in which case the LCD displays the "from" square. Now move the piece back to its "from" square and press that square.

If the move was a capture the LCD will now display the colour symbol and the number corresponding to the captured piece (1=pawn; 2=knight; 3=bishop; 4=rook; 5=queen.) Press the piece type key corresponding to the captured piece and the computer will display the square on which the capture was made. Now press the square where the capture was made as you replace the captured piece on the board.

If the move taken back was a castling move, the computer directs you to take back the king move first, then the rook move.

If the move taken back was a pawn promotion, the computer directs you to move the promoted piece back by indicating the "to" and "from" squares, then it displays the number 1 (because the piece moved was a pawn) whereupon you should press the

PAWN key. Finally press the "from" square again as you replace the pawn on the board.

If the move taken back was a capture *and* a pawn promotion, press the "to" square, the "from" square, the "piece type" key (for the captured piece), the "to" square (as you replace the captured piece on the board), the PAWN key and finally the "from" square as you replace the pawn on the board.

N.B.: Take-back resets the 50-move count and erases any repetition of position data, but restores castling rights where appropriate.

20 STYLES OF PLAY

The computer can play in 5 different styles:

Style 1	Very Passive
Style 2	Passive
Style 3	Normal
Style 4	Aggressive
Style 5	Very Aggressive

In **Very Passive** style you will generally find that the computer keeps its own pieces near its side of the board and does not like to advance them very much.

In **Passive** style it still has a tendency to keep its own pieces near its side of the board but less so than when playing in "Very Passive" style.

In **Normal** style the computer does not play unusually passively or aggressively. With this style its play is likely to be strongest.

In **Aggressive** style the computer likes to advance its pieces up the board more than normal.

In **Very Aggressive** style it likes to advance its pieces up the board even more than when playing in "Aggressive" style.

Changing Styles

To enter "change style" mode press the KING/STYLE key. The display will show the "STYLE" symbol (this is made up of the ■ and □ symbols together) and the current style number. To change the style number press the KING/STYLE key again - this increases the style number by 1 (after style 5 the computer cycles back to style 1).

To exit from "change style" mode press any other key or square.

21 SOUNDS

The beeper normally sounds whenever you press a key, and at certain other times. If you prefer to play without the sounds, press SOUND to switch the sound off. Press it again to switch the sound on (you will then hear a double beep).

When the sound is off, the LCD will display ? in all cases where it would normally give its audible error signal. Press any key or square to clear the ? from the display, then proceed as you would with the sound on.

22 MEMORY

If a game in progress has to be interrupted, the computer can be switched off (with the OFF/SAVE key) and will retain the game position in its memory.

When you switch on again, the situation will be wholly unchanged, and the game can be resumed as before.

23 SWITCHING OFF AND SAVING THE GAME

Press OFF/SAVE - the board position is retained in memory. You may even put away the chess pieces, since you can find out where they are when you resume the game simply by using verify position mode (section 17) or by writing down the locations of the pieces when you interrupt the game.

HOW TO USE YOUR PIECES

A Special Teaching Method Built into your Chess Computer!

WHAT IS OUR SPECIAL TEACHING METHOD?

Our special teaching method teaches beginners in a simple, methodical way the fundamentals of chess, ranging from individual-piece moves to strategies for the whole game.

New players can choose from five easy-to-follow teaching modes. In the first mode, for example, you compete against the computer in a game in which only the pawns and kings are used. Once you have understood that mode, you progress to the next modes where more chess pieces are used. The five teaching modes are:

- MODE 1: Uses kings and pawns.
- MODE 2: Uses kings, knights and pawns.
- MODE 3: Uses kings, bishops and pawns.
- MODE 4: Uses kings, rooks and pawns.
- MODE 5: Uses kings, queens and pawns.

This simple teaching method has proven to be the most effective teaching method in chess.

HOW THE SPECIAL TEACHING METHOD WORKS

You can start a new game in which each player has only the king and eight pawns. By playing this form of "mini-chess" you will gain valuable experience as to how the pawns and kings interact with each other, for example - how a king can be used to attack

enemy pawns or to prevent a passed pawn from being promoted.

To start a game of mini-chess with only the kings and pawns on the board press NEW GAME followed by the PAWN key (see section 12).

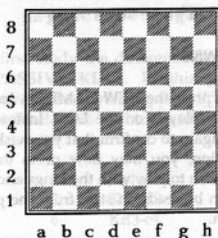
Similarly, you can learn how each of the other piece types interacts with the kings and pawns by pressing NEW GAME followed by one of the other piece type keys (KNIGHT, BISHOP, ROOK or QUEEN).

In the following pages you will learn about the pawns and the other piece types, and how they interact with each other. The piece symbols in the chess diagrams are similar to those used on the piece type keys on your chess computer.

CHESS NOTATION

We describe the moves of a chess game using a system called "algebraic notation". The files, or vertical columns of squares on the chessboard, are identified by the letters a-h (looking at the board from White's side, and reading from left to right). The ranks, or horizontal rows, are numbered 1-8, starting from the White end.

Black plays from this side



White plays from this side

So every square can be named by the letter of its file and the number of its rank - like a grid reference on a map. So at the start of the game the white king is on e1 and the black queen is on d8.

" - " between the "from" and "to" squares indicates a simple move.

" x " between the "from" and "to" squares indicates a capture.

The initial letter K (king), Q (queen), R (rook), B (bishop) or N (knight - to distinguish it from a king), is used before the "from" square whenever a piece other than a pawn is being moved.

Thus Ng1-f3 means "knight moves from g1 to f3"

while Re1xe7 means "rook on e1 captures on e7".