

CHESS KING

Triomphe

INSTRUCTION MANUAL

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1 INTRODUCTION

Your TRIOMPHE is a chess opponent that is ready to play you at any time and will never tire of playing game after game. Using the computer is simple—you just move the pieces on the chessboard in much the same way as you would against a human opponent.

The main part of this manual explains how to use the computer. Sections 2–4 are all you need to read in order to start a game. The Appendix (pages 9–19) teaches you the main rules of chess, in case you are a beginner or novice.

2 STARTING A GAME

Always use the power adaptor that is supplied with the computer. The adaptor comes with a lead ending in a small plug. This plug should be inserted at the back edge of the machine and the large plug inserted in the mains socket.

Set up the pieces in the starting position. White should be playing “up the board”, i.e. with the control keys on his right.

Turn the ON/OFF switch to the ON position. The green light at the top right-hand corner of the chessboard shows that the power is switched on. The two red lights which come on at the ends of the back row of white pieces show that the computer is ready for White to make a move.

Before starting a game, you may adjust the computer’s level of playing strength if you like. See Section 6.

If you want to play White, start the game like this:-

- (a) Press down on the centre of the square occupied by the piece you want to move. The best way is to tilt the piece slightly and press with the edge of the base.

The machine “beeps”, and four red lights come on—at both ends of the rank (or horizontal row of squares) and at the top and bottom of the file (or vertical column) in which your piece is located.

- (b) Move your piece to the square where you want to go, and press down with it again. The machine gives another beep. It has now registered your move.

The computer may now make its reply instantaneously. If on the other hand it needs time to think, the pair of lights on the right and left-hand edges at the “Black” end will flash on and off, to show that a move is being computed for Black.

When the computer is ready with its move, it gives a characteristic sound signal and switches four lights on. The lights point towards the piece it wants to move, by showing the row and column in which this piece is to be found.

Press down with the piece indicated. The lights change, and point towards a new square. Move the computer’s piece to this square, and press it down. The two lights at the “White” end come on again. Make your next move in the same way as before.

If you want to play Black, start by pressing the key labelled MOVE, and the computer will make the first move for White. Afterwards, when it is your turn, the pair of lights at the ends of Black’s back rank will be on.

3 CORRECTING ERRORS

If you press with one of your pieces but then decide not to move it after all, simply press it down on its square a second time. The lights pointing to this square will go out, and you are free to move any piece you like.

If you move a piece to a square where it cannot legally go, the computer gives its error signal—a double beep. Complete a legal move with your piece, or press it down again on the square where it was before and move a different one.

The error signal is also heard if you make a mistake when carrying out a move for the computer. Simply continue making the move as indicated by the lights.

4 SPECIAL MOVES

(a) Captures:

You carry out a capture (for yourself or the computer) just like any other move. The capturing piece is pressed down on its old and new squares, while the captured piece is removed from the board without being pressed. A pawn capture en passant is handled no differently.

(b) Castling:

In order to castle, make the king's move by pressing the piece down in the usual way, but move the rook without pressure. If the computer decides to castle, the lights will indicate the move of the king only. Carry out the moves of both pieces, pressing down with the king but not with the rook.

(c) Promotion of Pawns:

Whenever a pawn reaches the far end of the board, the computer assumes it is being promoted to a queen.

For the rules which apply to these special moves, see the Appendix (pages 14-15 and 17-18).

5 CHECKMATE—STALEMATE—NEW GAME

If either player checkmates his opponent, all the lights along the right and left-hand edges of the chessboard will come on.

To denote stalemate, all the lights on the top and bottom edges come on.

To start a new game, rearrange the pieces and press the NEW GAME key. You may do this at any time. The computer also assumes that a new game is starting whenever you switch off the power and then switch on again.

6 LEVELS OF PLAYING STRENGTH

There are eight levels of skill at which TRIOMPHE may be instructed to play. On the higher levels, it naturally needs more time for computing than on the lower ones. The following table gives the approximate time taken over a move on each level:—

Level	Time	Level	Time
1	10 seconds	5	2 minutes
2	20 seconds	6	3 minutes
3	30 seconds	7	4 minutes
4	1 minute	8	6 minutes

Remember that these times are only averages. On any level, the computer is likely to use much more time in a complex position—with queens and many other pieces on the board—than in a simple one.

At any time when it is your move, you can check the level on which the computer is currently playing. Press the key marked LEVEL. You will then see a number of lights come on at the right and left-hand edges of the chessboard. If only the bottom pair of lights comes on the computer is on Level 1. If two lights appear on each side, then it is on Level 2—and so on.

Once the level is displayed, you can change it, if you wish, by pressing the LEVEL key again, one or more times. Each press of the key takes you one level higher—or, from Level 8 back to Level 1.

When the lights display the level that you want, carry on with the game. The lights stop indicating the level when you press any other key (except Sound), or any square. Until you change it again (which you may do as often as you like), the level remains the same—even when a new game is started.

Level 1 is automatically selected when you first switch on the power.

7 INTERRUPTING THE COMPUTER—CHANGING SIDES

If you press the MOVE key while TRIOMPHE is computing, it will cut short its calculations and make the move which is best according to its analysis so far.

Note that special operations such as changing the level or checking the position (see Sections 6 and 9) can only be carried out when it is your turn to move. For this reason you may sometimes want to interrupt the computer's analysis.

If you press MOVE when it is your turn, the computer will start computing a move for the side you have been playing, and will expect you to take over the other side. You can move sides like this as often as you like. By pressing the MOVE key after every move played, you can make the computer play an entire game against itself.

8 TAKING BACK MOVES—PLAYING BOTH SIDES

If you press the TAKE BACK key while TRIOMPHE is computing or announcing its move, this move is cancelled and you have the option of making one in place of it. This is another way of changing sides.

If it is your turn to move, you may press TAKE BACK in order to retract the last move played. The "rank" and "file" lights come on, pointing towards the piece that was moved; press down with this piece, and the lights will change to indicate the square where it came from. Move the piece back, and press it down again. Don't forget to replace any piece that was captured.

You can now make another move in place of this last one — or else press TAKE BACK once again, to retract the preceding move. Up to four ‘half-moves’ (i.e. two moves for each side) can be taken back at any one time.

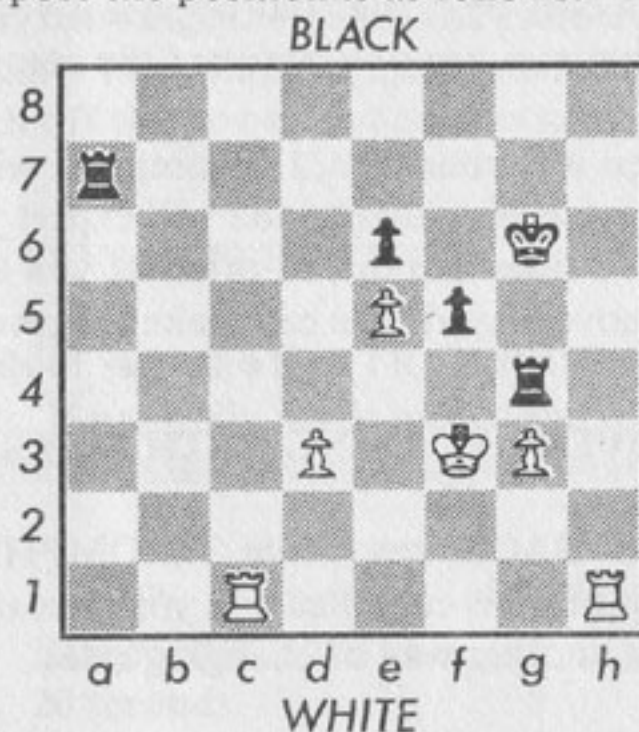
So if you play a move and then have second thoughts about it, you can press TAKE BACK to cancel the computer’s reply, then press the same key once again, retract your own move, and make a different one. TAKE BACK may be used even after one side has been checkmated!

You can also use the TAKE BACK key in order to make a continuous sequence of moves for both sides. Carry out a move for one side, press TAKE BACK, move for the opposing side, press TAKE BACK again ... and so on. In this way, you can make a game begin with any opening of your choice; or you can bring about a special position to see how the computer handles it. When you want the computer to resume play, press the MOVE key.

9 CHECKING THE POSITION

In case of confusion (if, say, you accidentally knock any pieces over) you can make the computer show you where every piece should be, according to its memory. You do this by using the six keys marked with piece symbols (♔ ♚ ♖ ♗ ♘ ♙).

As an example, suppose the position is as follows:—



To check the positions of the pawns, press the ‘‘pawn’’ key (♙). The lights at both ends of the third rank (the row of squares third from the bottom) come on, showing that this rank is the nearest one to White’s end that has pawns on it. At the same time, to show which squares on this rank the pawns should be occupying, the lights come on at the top and bottom of the ‘‘d’’ and ‘‘g’’ files (the fourth and seventh columns from the left).

Now press ♙ again. The next rank that has pawns on it is the fifth. So the lights for this rank come on, together with the lights at the top and bottom of the ‘‘e’’ file. At the same time, the lights for the ‘‘f’’ file blink (flash on and off). This shows that the pawn on the square f5 is a black one.

Press ♙ a third time, and the lights for the sixth rank come on, while the lights for the ‘‘e’’ file blink. If you press ♙ a fourth time, the ‘‘error’’ signal tells you that there are no pawns on the board other than those already indicated. (A fifth press of the ‘‘pawn’’ key will have the same effect as the first one—the computer starts demonstrating the pawn positions all over again.)

In the same way, you can check the positions of the kings and rooks; a white piece is indicated by the ‘‘rank’’ and ‘‘file’’ lights continuously on, while in the case of a black piece the ‘‘file’’ lights blink. If you press the ‘‘queen’’, ‘‘bishop’’ or ‘‘knight’’ keys you will simply get the ‘‘error’’ signal, telling you that there are no such pieces on the board.

When you’ve checked as many pieces as you want, simply carry on with the game.

If you press a ‘‘piece’’ key when the computer is announcing a move, the positions of the pieces will be indicated as though the move had already been carried out.

10 SOUNDS

Press the SOUND key if you prefer the computer to operate without its audio signals. The sounds can be switched on again by repressing the same key.

APPENDIX: THE MAIN RULES OF CHESS

A. THE CHESSBOARD AND PIECES

The game of chess is played between two opponents, using a chequered board of 64 squares. Each player begins the game with a set of 16 chessman, or pieces. One player’s pieces are light-coloured, his opponent’s are dark-coloured. (For convenience they are called white and black, whether those are their actual colours or not; also ‘‘White’’ and ‘‘Black’’ may refer to the players themselves.)