

CompuChessTM

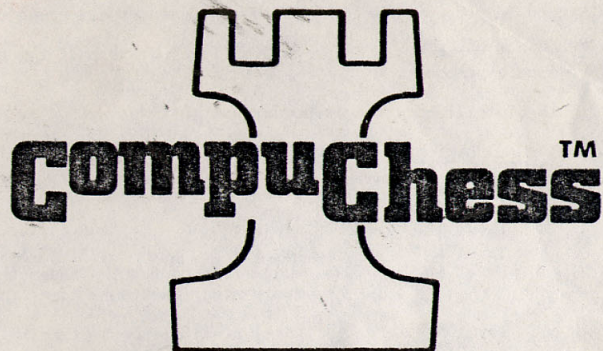
“The Second
Edition”

“CompuChess I”

OWNERS MANUAL



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THE SECOND EDITION

**A TRUE
COMPUTERIZED
Chess
OPPONENT**

PLUS

three additional games!

- ✓ The Game of Knights**
- ✓ Amazon Queen**
- ✓ SURVIVAL**

COMPUCHESS
- The Second Edition -

The Second Edition includes the following features different than CompuChess I.

1. Speed improvement; Corresponding levels take half the time to determine a response.
2. The Intelligence levels compare as follows:

| <u>2nd Edition</u> | | <u>CompuChess I</u> |
|--------------------|---|---|
| Level 1 | = | Level 1 |
| Level 2 | = | Level 2 |
| Level 3 | = | Level 3 |
| Level 4 | = | Level 4 |
| Level 5 | = | Equivalent of Level 4 "deep think" on every move. Response time typically 2 to 9 minutes. |
| Level 6 | = | Level 5 with response time halved. (CompuChess I Level 6 has been deleted because of unacceptable think times.) |

3. Improved Gamesmanship; each level is correspondingly smarter because of altered strategic preferences.
4. Randomizing; an improved balance of randomizing has been devised to include a study of more major pieces.
5. Improved problem solving; the Second Edition solves all Mate-in-Two problems and will not declare an illegal stalemate when it sees that it can be mated in two moves. Level 6 has been allocated to problem solving, and typically Mate-in-two problems can be solved in two hours, with many even quicker.
6. The addition of three more games utilizing the chess pieces and board:

A. THE GAME OF KNIGHTS

The Game of Knights is similar to standard chess, except the board power is distributed among Knights and Pawns only. The Kings remain Kings, but all the remaining back row pieces are converted to Knights. Similarly, the Pawns have their normal chess starting positions.

CompuChess will automatically prepare the board for The Game of Knights when selection "E" is depressed in response to the display bP (see Page 4 of Owners Manual). Extra black and white Knights are supplied with CompuChess; the Second Edition.

1) Game Features

Normal game openings don't apply, of course, in The Game of Knights, which presents the chess enthusiast with a unique challenge. The Pawn game gains importance, because Pawns will promote to Queens (see Page 5 of Owners Manual).

B. AMAZON QUEEN

The AMAZON QUEEN is a Queen with the additional capability of being able to move like a Knight as well as a Queen. She becomes an extremely powerful piece and CompuChess will both use and protect her.

Selection "F" in response to bP will cause CompuChess to recognize play with the Amazon Queen. It is very likely that CompuChess will open by bringing the Queen out early.

C. SURVIVAL

The game of SURVIVAL will challenge the masters. Immediately, the player is placed in a middle game situation where he has no pre-planned strategy. The object of the game, of course, is to defend his position and mate CompuChess.

Selection "G", in response to bP, will cause CompuChess to randomly select one of 1500 possible middle game situations. The situation will not start in a check or mate situation, but some major pieces will probably be under attack for both black and white.

The level selection serves two functions in this game (see Page 4 of Owners Manual). First, when selection "G" is depressed, CompuChess will recognize the level selected as a handicap selection in the game of SURVIVAL. It will automatically set up an intelligence level of 4 for play, handicap the player a number of major pieces according to his selection, and respond on the display with GOFP. This means GO FIND PIECE. The player then depresses the "fp" key and locates all of the board pieces to place them where CompuChess says they are (see "Finding Pieces", Page 7 of Owners Manual).

After all of the pieces are placed in their assigned location, the user then depresses "MD" to enable him to enter his first move (see Page 8).

Should the player want to play SURVIVAL at an intelligence level different than 4, he may then reset the unit, select a new intelligence level and then depress "C" to continue the game prepared. The process is identical to altering the unit's intelligence in mid-game, as with CompuChess I (see Owners Manual, Page 6).