



Can you think of a better way to improve your game?

Dear Fellow Chess Player,

The most important single development of our time is the computer. Today there are few people who are not at least somewhat familiar with computers - for work or for play. The world of chess, or of chess computers, may, however, be new to you.

I have been personally associated with Saitek since 1983, and can speak about its products from experience. Chess computers, formerly regarded as novelties or toys, are now an accepted part of the chess world, serving not only to introduce new players to the world's finest game, but also to encourage them to take part in tournaments against human opponents.

The Kasparov Training Program, a part of Saitek's Kasparov chess family, is dedicated to this goal - teaching you the fine points of the game, and encouraging you to take part in the world-wide community of chess players. Specially selected studies are co-ordinated with the book and computer to combine hands-on enjoyment with very real skill development.

I wish you enjoyment and satisfaction from your Kasparov Trainer - and who knows, the training you receive from it could bring us face-to-face across a chess board some day!

Good luck!

Garry Kasparov
World Champion

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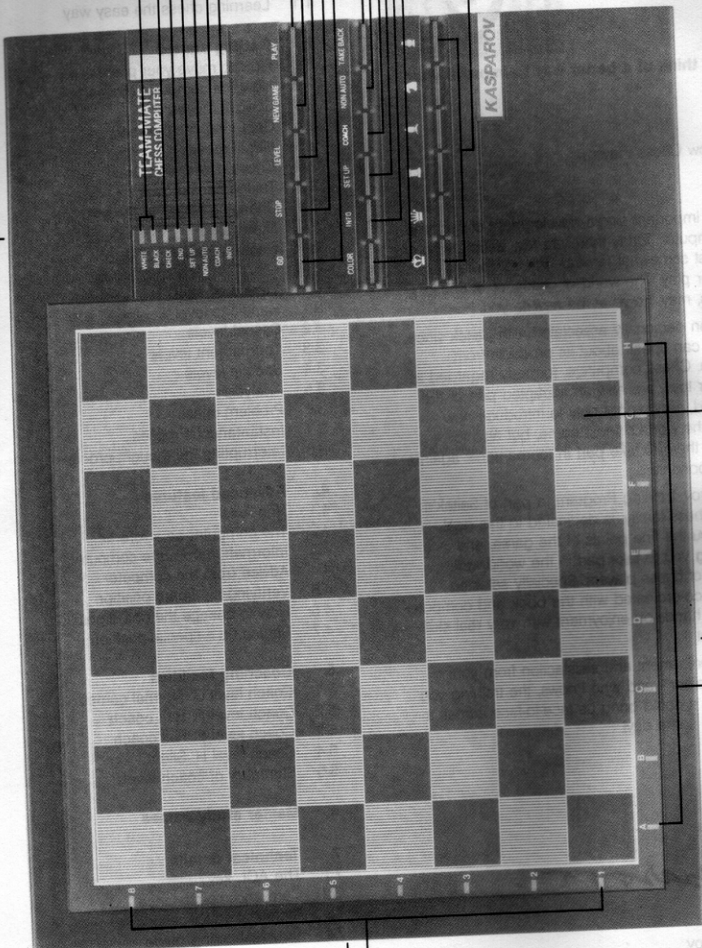
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KEYS, LIGHTS AND FEATURES

KEYS

- 1. PLAY** Execute next move. Pressing this key when it is your turn causes the computer to play the next move for you, pressing it when the computer is thinking interrupts the thought process.
- 2. NEW GAME** Press to reset the initial position for a new game.
- 3. LEVEL** Press to select level of skill.
- 4. STOP** Press to turn off the computer. The current position is saved in memory.
- 5. GO** Press to switch the computer on. Play is resumed at the point where the STOP key was pressed.
- 6. TAKE BACK** Press to take back last move. Up to eight moves can be retracted.
- 7. NON AUTO** Used to enter a sequence of moves.
- 8. COACH** Press to set coach level (E, F, G or H).
- 9. SET UP** Enter set up mode (to change or enter positions).
- 10. INFO** Press to get advice from the computer.
- 11. COLOR** Used to select color of piece being verified or set up.
- 12. Piece Keys** Used to choose promoted pieces, verify board position and set up new positions.

LIGHTS

- 13. WHITE/BLACK** Side to move. When the computer is thinking the appropriate color lamp flashes.
- 14. CHECK** King in check.
- 15. END** End of game.
- 16. SET UP** A position is being entered or modified.
- 17. NON AUTO** The computer acts as a referee and advisor.
- 18. COACH** A coach level is being selected or modified.
- 19. INFO** A suggestion is given.
- 20. Board lamps** The computer uses these lights to indicate game moves, take back moves, or show you which move it is considering. They are also used to verify the board position and to display the level of skill.

FEATURES

- 21. Sensor Chessboard:** each square has a sensor that registers piece movement.
- 22. ACL switch** (in base of set).
- 23. Battery compartment** (in base of set).
- 24. Chess piece storage compartment** (in base of set).
- 25. Socket for mains adapter.**

1. Introduction

Your Kasparov Team Mate Advanced Trainer is a unique chess partner and coach. Its strong program is specially integrated with our Computer Assisted Learning (CAL) book, **Kasparov Advanced Trainer - The step-by-step Program to Chess Mastery**, to provide you with your own portable chess coach. The carefully selected master-games and highlighted positions in the computer and the book give you an interactive chess-training program, whether you are a beginner or just want to improve your game.

In addition to the games and positions in the computer's memory, the Team Mate Advanced Trainer has many fine coaching functions that work for you **even when you aren't using the study positions**. In normal games, the computer monitors your moves and makes sure they do not break the rules of chess. It helps with openings and suggests moves when you ask. Special coaching allows it to give you blunder and threat warnings - and the take back feature lets you avoid the problem! At any time, the computer can show you the move it considers to be the best, and tell you how you are doing.

1.1 Learning chess the easy way

Your Kasparov Team Mate Advanced Trainer lets you learn chess and practice the easy way. The integrated book and games encourage you to improve your game - enjoyably! As you learn to play better chess, take on the challenge of higher and higher levels of play. The step-by-step training process allows you to monitor your progress on your way to chess mastery.

The Chess Rules

Remember, your Kasparov Team Mate Advanced Trainer knows the rules of the game - including castling, en passant, and stalemate. Sometimes it may appear to be playing irregularly when in fact it is obeying the chess rules. In case you are not very familiar with the game we have included a copy of the Rules of Chess. Additional information may be found in your local library, which is sure to have several books on the subject.

2. Getting started

Your Kasparov Team Mate Advanced Trainer uses advanced single-chip microcomputer technology and gives you over 250 hours of play on four 'C/R14/AM2 alkaline batteries. Open the battery compartment and insert the batteries as shown in Fig. 1.

Set up the chess pieces in the opening position and press **GO**. The computer is now ready to play a game against you. If it fails to react properly - sometimes static discharge causes it to "hang up" - use a pin or other pointed object to activate the ACL switch located in the base of the set. This clears the memory and resets the computer.

Quick Start

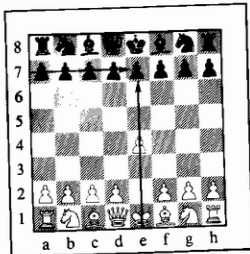
1. Press **GO** to switch on the computer.
2. Set up pieces — white pieces closest to you.
3. Press **NEW GAME**
4. Enter moves as described below.
5. Press **STOP** to switch the computer off.

2.1 How to move your pieces

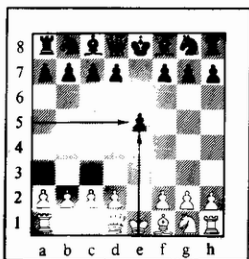
To make a move first press down on the piece you wish to move. You hear a short beep. Place the piece on its destination square and press down again. You hear a second beep and the computer begins to compute its reply.

2.2 How the computer moves

The computer indicates its own moves by sounding a beep and turning on two lights on the side of the chessboard. These lights indicate the horizontal row and vertical column of the piece the computer wishes to move. Press this piece down on its square. The computer now shows you where the piece must go. Move the piece to the square indicated and press down to complete the move.



The computer wants to move the king's pawn. Press down.



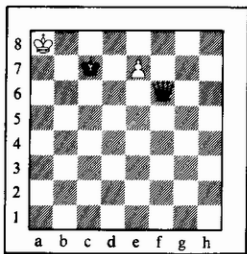
It wants to move it to this square. Place it there and press down.

2.3 Special moves

When capturing you only have to key in the move of the capturing piece.

When castling first move the king. The computer will remind you to move the rook.

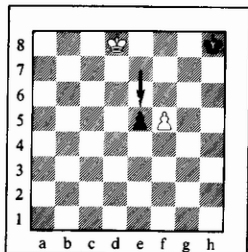
When you promote a pawn the computer will want to know which piece you choose. Press a piece key (bottom row) to tell it which piece you want. When the computer promotes you must press the piece keys to find out which piece it has chosen.



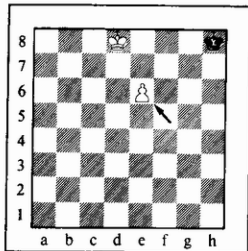
In the above position promoting the pawn to a queen would be fatal — Black can deliver immediate mate on a6! So White should promote the pawn to a knight, forking the black king and queen. This is how to do it: Press the pawn down, move it to the eighth rank, press it down there and replace it with a knight. Press the knight key (bottom row) to tell the computer what you have chosen.

2.4 Capturing "en passant"

Many beginners are not familiar with this rule (which was introduced into chess in the fifteenth century). Capturing "en passant" is when a pawn is on the fifth rank. If an enemy pawn crosses a square attacked by this pawn (because of its ability to move two squares on its first move) then the pawn may act as if the enemy pawn had only moved one square and capture it **en passant**. This can only be done on the very next move.



In the above position Black has just tried to avoid the capture of his pawn by advancing it two squares from e7 to e5.



White can capture the pawn en passant by moving his pawn from f5 to e6. The computer will always remind you to remove the captured pawn from the board.

2.5 Illegal moves

If you attempt to make a move that is not permitted by the rules then the computer will refuse to accept it. You will hear a double beep (high-low) and the board lights will stay on, showing you where the piece you are trying to move came from. You may place it on a legal square or on the original square and move another piece. You will also hear the error beep if you do not execute a computer move correctly, or if you press an improper panel key.

2.6 Check, Mate, and Draw

When the computer puts your king in check the CHECK light will go on. If a game ends in checkmate the END light will go on as well. The END light alone means that the game is a draw.

2.7 Taking back moves

To take back a move simply press **TAKE BACK** when it is your turn to play. The computer will help you to retract moves by showing you which pieces were moved and where they came from. You can take back up to eight moves (four for each side).

2.8 Changing sides

If at any time during a game you wish to change sides with the computer you may do so by pressing **PLAY** instead of making your move. The computer will make the next move for you and you can go on playing for the other side. You can change sides as often as you like. You can even press **PLAY** after every move and make the computer play the entire game against itself.

Playing a game with the black pieces

If you want to play a game with the black pieces, first set these up at the bottom of the board (the side nearest to you). Now press **NEW GAME, COLOR** and **PLAY**. The computer will make the first move for White, moving down from the top of the board.

2.9 New game

To start a new game press **NEW GAME** and set up the pieces in the starting position.

2.10 Game memory

You can interrupt a game at any stage (even when the computer is thinking) simply by pressing **STOP**. Play is interrupted and all lights are turned off to conserve battery power. The computer will "remember" the position for up to 24 months and be ready to resume play when you turn it on again by pressing **GO**. The level and all other parameters will remain unchanged.

3. Levels of skill

Your Kasparov chess computer has a total of 17 different levels of skill. They include levels for casual play, tournaments, speed chess, analysis and problem solving. Remember that just like a human being the computer becomes stronger when it has more time to think about its moves.

The levels may be changed at the beginning or at any time during a game.

How to change levels

When you press **LEVEL** the lights around the side of the board will display the level currently set. Keep pressing **LEVEL** until the level you want is displayed.

3.1 Handicap level

Level 0 is a special handicap level in which the computer plays almost instantaneously, with very little strategy or tactical insight. Even rank beginners should be able to beat it on this level.

Press **LEVEL** until no lights are on to set handicap level.

3.2 Casual levels

Levels 1 to 8 are for casual play. The board lights to the left correspond with each level.

Level	Average response time per move
1	1 second
2	2 seconds
3	3 seconds (switch-on level)
4	5 seconds
5	15 seconds
6	30 seconds
7	60 seconds
8	180 seconds

3.3 Tournament levels

The next four levels are for tournament play. The lights A — D at the bottom of the board correspond to each level described below.

Level	Primary time control	Secondary time control
A	30 moves in 30 min.	30 moves in 30 min.
B	40 moves in 2 hrs	20 moves in 1 hour (International tournament standard)
C	40 moves in 2½ hrs	16 moves in 1 hour (Grandmaster tournament)
D	50 moves in 2½ hrs	20 moves in 1 hour (US Chess Federation standard)

Take level B as an example: the computer will finish the first 40 moves in 2 hours (primary time control) and then play the following 20 moves within 1 hour (secondary time control). All further moves are played at a rate of 20 moves per hour.

Please note that in accordance with tournament regulations any time remaining at the primary time control is carried forward to the secondary time control, e.g. if the computer has made the first 40 moves in just one hour, it has a total of two hours for its next 20 moves. The remaining time for each time control is accumulated until the end of the game.

3.4 Special levels

Level Description

- E Speed chess — The computer will try to complete the entire game in five minutes (total computer thinking time — opponent's time not included).
- F 10 sec/move — The computer will play each move in 10 seconds (faster if it anticipates the opponent's moves).
- G Infinite level — The computer will go on thinking until you interrupt it by pressing **PLAY**. It will also play a move if it is forced or if it sees a forced mate.
- H Problem solving level — The computer will search for a forced mate and only play a move if it sees one.

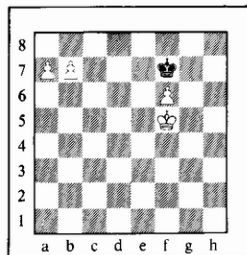
3.5 Analysis

"Infinite level" is especially useful for understanding complicated positions. The computer will analyse the position for many hours, even days, and you can watch it find better moves using the INFO function described in section 4.3.

3.6 Problem chess

The "Problem level" is used to solve mate problems ("White to play and mate in n moves") which you often find in newspapers and magazines. It is important to remember that on this level the computer will only play a move if it sees a forced mate. Watch the lights on the left-hand side of the board while the computer is thinking. They show you the "depth of search", i.e. how many moves the computer has checked. If light 3 was on when it played its move then it has found a mate in three moves. You can play moves for the defending side to see the entire continuation, even taking back moves to try alternative defences.

A chess problem
by Samuel Loyd (1867)



White to play and mate in three moves

Enter this position (as described in section 4.7) and set level H. Press **PLAY**. In a few seconds the computer will show you the solution: **1 a8 = B** (underpromotion to a bishop!). Try the defences 1... Kf8, 1... Ke8 and 1... Kg8 to see how White mates on his third move.

3.7 Instantaneous replies

All times given for the different levels of skill are average times over a large number of moves. Depending on the stage of the game and the tactical complexity of a position the computer may take considerably more (or less) time on individual moves.

If you have just made a move and the BLACK light to the right of the board is flashing (or the WHITE light, if the computer is playing with the white pieces) this means that the computer is thinking. At the beginning of a game, however, replies will be instantaneous on all levels. This is because the computer is playing moves that are stored in its "openings book". It knows a great deal about good openings that chess masters have discovered over the centuries.

But even in the middle of a game you may be surprised to find the computer very often replying instantaneously to your moves. There is a very good reason for this. While you are pondering over a move the computer is not idle — it tries to anticipate your possible replies. If you play one of the moves the computer considered, then it does not need to think any further. It just plays the move it has already computed — instantaneously.

3.8 Interrupting the thought process

If the computer is spending too long over a move you can interrupt it by pressing **PLAY** which will cause it to stop computing and play the best move it has found so far. This feature is especially useful on level G (analysis), in which the computer will go on thinking until you interrupt it by pressing **PLAY** — unless there is only one move it can play or it finds a forced mate.

So please remember...

Press **PLAY** when the computer is thinking to interrupt the thought process.

Press **PLAY** when it is your turn to play if you want to change sides (see section 2.8).

4. Advanced features

What we have seen so far is enough to give you countless hours of pleasure with your Kasparov Team-Mate Advanced Trainer. You can play straight games against it, correct mistakes and adjust the level of skill to match your own. But there are many other things the computer can do that make it even more fun to use. This chapter deals with each of them individually.

4.1. Non Auto

Normally, as soon as you have made a move on the sensor board, the computer immediately begins to compute its reply. But there are situations in which you just want to enter moves. For instance you may want to try a special opening against the computer, one it doesn't play of its own accord. Or you may want to force it to play a certain continuation in order to understand a complicated position.

In such cases just press **NON AUTO**. This puts the computer into a special mode in which it will not compute a reply, but only keep track of the moves you enter, making sure that they are legal. To return to normal play press **NON AUTO** a second time.

Note: While you are in **NON AUTO** mode the **NON AUTO** light is on. Pressing **NEW GAME** always cancels the function.

Playing through master games

One very interesting use of **NON AUTO** is to study master games. You can play through the World Championship games, or famous games you find in chess books, or in fact your own games against friends or the computer, in **NON AUTO** mode. Whenever you reach an interesting position and want to analyse it with the computer, press **PLAY**. It will compute and execute the next move.

4.2 The computer as a referee

The **NON AUTO** mode has another important use. When you play a game with a friend press **NON AUTO** and then play the game on the sensor board. The computer will act as a referee and advisor. It will protest if anyone makes an illegal move, and if either side needs help he can always press **PLAY** and get some advice from the computer.

4.3 Information from the computer

Would you like to know what your electronic chess partner is doing while it is computing a move? Well, your Kasparov chess computer will gladly tell you, giving you a wealth of information on its "thought process". It will show you which move it is presently considering and its evaluation of the current position. This is not just of passing interest — it can help you to learn more about the game.

Press **INFO** while the computer is thinking. It will show you the best move it has found so far. Note that the **INFO** light is turned on.

If you press **INFO** a second time (while the computer is thinking) the lights on the left-hand side of the board will show you what it thinks of the current position. The evaluation is on a scale of 1 to 8. This is how to interpret the display:

Light Meaning

- | | |
|---|-------------------------------------|
| 8 | White has a winning position |
| 7 | White has a clearly better position |
| 6 | White has an advantage |
| 5 | The position is balanced |
| 4 | The position is balanced |
| 3 | Black has an advantage |
| 2 | Black has a clearly better position |
| 1 | Black has a winning position |

You can watch the evaluation change as the computer looks more deeply into the position.

Note that the **INFO** display (best move or evaluation) is retained throughout the game, in fact even when you start a new game. You can switch it off by pressing **INFO** a third time.

An experiment with INFO

Press **NEW GAME** and **NON AUTO**, and then enter the following moves: 1.e2-e4 e7-e5 2.Ng1-f3 d7-d6 3.Bf1-c4 h7-h6 4.Nb1-c3 Bc8-g4. Now set the computer to level 8 and press **PLAY**. Press **INFO** and watch how the computer keeps changing its mind until it finds a really good move (5.Nf3xe5!). You should also press **INFO** again to see how the evaluation changes.

Experiment with the position to find out why the white queen may not be captured after 5.Nf3xe5. If you play 5...Bg4xd1 for Black the computer will immediately show you the reason!

4.4 Advice from the computer

During a game you may reach a position in which you can't think of a good move. Just press **INFO**. The computer will suggest a move for you, using lights to indicate that this is only a suggestion. You can accept its advice or play any other move you like.

Use of INFO

While the computer is thinking:

- Press **INFO** for "best move so far"
- Press **INFO** again for evaluation
- Press **INFO** a third time to cancel display

When it is your turn to move:

- Press **INFO** to get advice from the computer

4.5 Verifying the board position

It may sometimes happen that you have upset the pieces on the board or for some other reason are not sure that the position is correct. In such cases you can always ask the computer to show you the proper location of each piece.

This is very simple. Just press one of the piece keys. The computer will use the board lights to show you where that piece is located on the board. Press the same piece key again to find further pieces of the same kind (an error beep indicates that there are no more of the piece selected). You can check other pieces by pressing the appropriate piece keys, in any order you like. To change colors press **COLOR**. Watch the WHITE/BLACK lights to make sure which color the piece is.

4.6 How to change the board position

This, too, is very easy. First press **SET UP** to put the computer into set-up mode (the SET UP light is turned on). You can now remove or add pieces at will:

- To **remove a piece** simply press it down on its current square and remove it from the board.
- To **add a new piece** first select the color (by pressing **COLOR** if necessary). Now press the appropriate piece key and press the new piece on an empty square.

Make sure that the WHITE or BLACK lights correctly indicate the side to move next before you return to normal play by pressing **SET UP** again.

Try the following experiment: Press **NEW GAME** and **SET UP**. Now press the black queen down on its square and remove it from the board. Press **SET UP** again to quit set up mode. You can now play a "queen-odds" game against the computer (it will be playing without its queen). Try adding a second black king to the position. The computer will refuse to play the game, since the position is illegal.

4.7 Setting up a special position

If you want to set up a special position which contains only a few pieces, then it is better to start from scratch. Press **SET UP** and **NEW GAME**. This clears the board of all pieces. You can now enter the position as described above.

Example: To set up a position with white king on E1, white rook on A1, black king on D5, and black rook on B2, first place the pieces on the board. Now press **SET UP** and **NEW GAME** to clear the board. Press **COLOR** (if necessary) to turn the WHITE light on. Press the king key and then press the white king down on its square. Press the rook key and then the white rook on its square. Now press **COLOR** to turn the BLACK light on. Press the king key and press the black king on its square. Press the rook key and then the black rook on its square. Press **COLOR** (WHITE light on = White to move) and **SET UP** to return to normal play.

Note: In the above position the computer will permit castling. If you press **PLAY** it will castle and capture the black rook on the next move.

5. Coaching facilities

Your Kasparov Team-Mate Advanced Trainer has a number of unique coaching facilities that encourage the beginner to improve his playing skill and his understanding of the game. It will warn you when a piece is attacked, when you have committed a blunder, and it will take you through some of the most exciting games in the history of chess, quizzing you on the key moves and rating your skill.

5.1 Coach level G: Normal games

When you switch the computer on for the first time the coach level "G" is set. Games are conducted in the normal fashion.

5.2 Coach level F: Half coach

If you press **COACH**, then the F light below the board flashes and the **COACH** light is turned on briefly. In this mode ("half coach") the computer will warn you when it thinks you have committed a blunder. It does this in the following way:

Say you make a move that loses a piece. The computer will not reply to this move in the normal fashion (and gleefully capture the piece). It will sound a double warning beep and flash its next move with board lights. If you agree that your last move was really a blunder you can retract it (without pressing **TAKE BACK!**) and try something else. Or you can make the move the computer is flashing and challenge it to prove you went wrong.

5.3 Coach level E: Full coach

Press **COACH** a second time and you will enter "full coach" mode (the E light flashes). Now the computer will not only draw your attention to blunders, but it will also warn you when you are in danger of losing a piece. More specifically: When one of your pieces is attacked by a piece of lesser value, then the computer will sound the double warning beep and flash the square of the endangered piece for about ten seconds. Of course it does this before you actually make your move.

5.4 Coach level H: Silent

If you press **COACH** again then the H light flashes and the **COACH** light is turned off. This is the "silent" mode in which there are no beeps or warnings. You must watch the indicator lights and press pieces and keys carefully when playing without sound.

Pressing **COACH** once more gets you back to the normal coach level G.

5.5 Summary of coach levels

Level	COACH light	Effect
F = half coach	On	Blunder warning
E = full coach	On	Blunder and attacked piece warning
H = silent	Off	No sound, no coach
G = normal	Off	Normal sounds, no coach

When changing coach levels watch the lights at the bottom of the board. The coach level remains unchanged even when you press **NEW GAME**.

6. Master study games

Your **Kasparov Team Mate Advanced Trainer** knows eight of the most beautiful and interesting games in the history of chess. The **Kasparov Advanced Trainer** book takes you step-by-step through these games, from loading them into the computer to understanding the complexities of the play.

Each of the games has been selected for both its teaching and enjoyment value, to enhance your performance in a practical and fun way. As you go through the games, the computer asks you to make choices about the best possible moves in several critical positions, and evaluates you on your answers. As you learn the fine points of chess you can see your performance rise with your skill and experience.

7. Technical details

7.1 The ACL key

Computers sometimes "lock up" because of static discharge or some other electrical disturbance. If this happens use a pencil to activate the ACL key on the back of the cabinet for a few seconds. This resets the computer and clears its memory. You can also remove the batteries for about a minute to reset the computer.

7.2 Care and maintenance

Your computer is a precision electronic device. Do not subject it to rough handling or expose it to extreme temperatures or moisture. Do not use chemical agents to clean the set as these may damage the plastic. Weak batteries should be replaced promptly as they might leak and cause damage to the computer.

7.3 Technical specifications

Processor:	6301
Speed:	8MHz
LED lamps:	24 green color
Keys:	17
Power consumption:	0.12W
Battery requirement:	4 C/R14/AM2
Battery life:	250 hours (alkaline batteries)
AC adapter plug:	9V DC at 300mA with 2.1mm ID/5.5mm OD
Dimensions:	335x252x37mm
Weight:	1kg (without batteries)

Saitek reserves the right to make technical changes without notice in the interest of progress

7.4 Troubleshooting guide

SYMPTOMS	POSSIBLE CAUSES	WHAT YOU SHOULD DO
1. The computer does not react, behaves erratically or "freezes" in the middle of a game.	Batteries weak or bad.	Replace batteries.
	Batteries not inserted properly.	See Fig 1.
	Static discharge or electrical disturbance has caused the computer to lock up.	Press ACL key as described in section 7.1).
2. The computer refuses to accept a move or key presses but keeps sounding the error beep.	Is it your turn? (look at the color lamps) Is your king in check? (CHECK lamp) Will your move put your king into check? Are you trying to castle incorrectly? (check the rules) Did you move the rook first when castling?	Make sure you are familiar with the chess rules (read the "Rules of Chess" manual). Use the piece keys to confirm the board position, use TAKE BACK to reconstruct the last move.
	The computer is still thinking (color light flashing).	Press PLAY to interrupt the thought process.
	The computer is trying to show you a move (perhaps from the last game).	Press a piece on the square indicated
3. The computer cheats or makes legal moves.	It has made a special move like — En passant — Castling (king or queen side) — Pawn promotion	Make sure you are familiar with the chess rules (read the "Rules of chess" manual). Use the piece keys to confirm the board position, use TAKE BACK to reconstruct the last move.
	Your board position is not correct, some pieces have been displaced.	Verify the board position (see section 4.5).
	Batteries are running out.	Replace batteries.
4. The computer will not play a move.	NON AUTO function is on.	Press NON AUTO to turn it off, then press PLAY
	You are in help mode F and have made a move that is not in the openings (see Chapter 5).	Press PLAY to continue or TAKE BACK to try another move (see section 5.5).
	You are playing a study position and have made an incorrect move (see section 6).	Press PLAY to continue or TAKE BACK to try another move (see section 5.6).
5. Computer is silent.	Help mode H is set (see section 5.4).	Press COACH to set help mode G.
6. Chessboard square or key does not respond correctly OR lights do not come on correctly.	Faulty contacts. Check as follows: Remove batteries, reinstall them, hold the NEW GAME key down while switching the computer on. You can now test square and key. Press the ACL key in the back to return to normal play.	Consult Service Centre if error persists.

8. Summary of all functions

Getting started

Insert batteries, set up chess pieces and press **NEW GAME**.
Press **STOP** to switch the computer off. **GO** to switch it on again.

Your moves

Press the piece down on the "from" square and then on the "to" square.

Computer moves

Board lights show row and column of "from" square, then of "to" square.

Special moves

Captures: key in move of capturing piece only.

Castling: key in king move first, then rook move.

Pawn promotion: move pawn to last rank and press piece key to tell the computer which piece you choose (or to find out which piece the computer chooses).

Illegal moves

Error beep (high-low). Put piece on a legal square, or on the original square to cancel the move.

Game signals

CHECK light = king in check

END light = draw

CHECK + END lights = checkmate

Take back moves

Press **TAKE BACK**. Up to eight moves can be retracted.

Changing sides

Press **PLAY** instead of making a move.

Game with the black pieces

Press **NEW GAME, COLOR** and **PLAY**. The computer will make the first move for White, moving down from the top of the board.

New game

Press **NEW GAME**.

Game memory

Press **STOP** to interrupt the game at any stage. Play may be resumed later by pressing **GO**. Position and all parameters are stored for up to 24 months.

Levels of skill

Levels 1 — 8 are casual levels, A — D tournament levels, E = speed chess,
F = 10 second chess, G = infinite level, H = problem level, 0 = handicap level.
To change levels press **LEVEL** until the board lights display the desired level.

Interrupt

Press **PLAY** while the computer is thinking.

Non Auto

Press **NON AUTO** and enter moves for both sides (to enter special openings or force a continuation). NON AUTO light is on. Press **NON AUTO** again to resume normal play.

Info

While the computer is thinking:

Press **INFO** for best move found so far

Press **INFO** again for evaluation

Press **INFO** a third time to cancel display

When player to move:

Press **INFO** to get advice from the computer

Verify position

Press piece keys. Press **COLOR** to switch colors.

Set up position

Press **SET UP** and then:

Press **NEW GAME** to clear board.

Remove pieces by just pressing them down.

Add new pieces by selecting color and piece type (with **COLOR** and piece keys) and pressing piece on board.

Press **COLOR** for side to move.

Press **SET UP** to return to normal play.

Coach

Press **COACH** to set coach level (watch board lights E — H)

G — normal play

F — blunder warning

E — blunder and attack warning

H — silent

Study games

Consult study book.

ACL key

Use a pencil to activate.