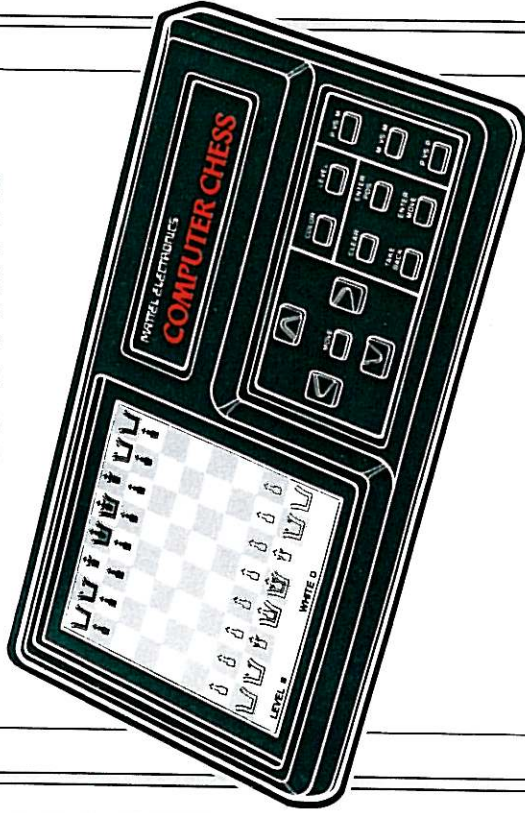


No. 1992-0920-G1

MATTEL ELECTRONICS® COMPUTER CHESS



INSTRUCTIONS



**The chess master's choice!
Take it anywhere!**

PROOF OF PURCHASE

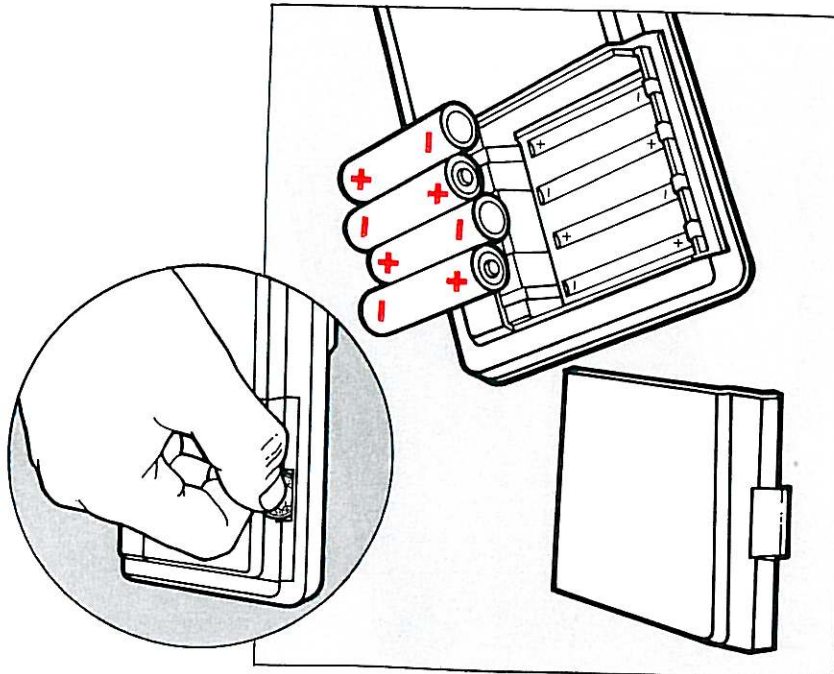


Other electronic games
available from Mattel Electronics.
Look for them!

PRODUCT NO. 1992-0920

BATTERY INSTALLATION

Be sure the game is OFF, then turn it face down. To open the battery cover, insert coin as shown and twist slightly. Pull cover up and out to remove.



Insert 4 AA batteries. Next place cover into slots and snap shut.

Your Power Options

Alkaline Batteries
Carbon Zinc Batteries

22
6

Approximate Hours of Use

When your game is in the Save-mode (see page 15), you will use energy in your battery at a slower rate. When the battery becomes weak, the Liquid Crystal Display becomes dim and the game may appear to malfunction. It's time to put in fresh batteries!

THREE WAYS TO PLAY

PLAY ALONE and the computer plays against you.
WATCH THE COMPUTER PLAY AGAINST ITSELF, and you can study the computer's techniques.
OR PLAY AGAINST SOMEONE ELSE, and the computer operates the chessboard and can give hints on moves.

This game has been designed to meet all applicable FCC rules. Because of this, there is very little chance that this game will cause interference to television or radio reception. However, the FCC has asked all electronic game manufacturers to give you the following information:

If you notice interference with radio or television reception while this game is on, move the game away from the television or radio. If the game is the cause of the interference, then moving the game away from the radio or television should eliminate the problem. If you are having problems with your radio or television reception you may find the following booklet (Stock #004-000-00345-4) helpful: "How To Identify and Resolve Radio and TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402.



THE CONTROLS

OFF ON SAVE

OFF ON SAVE:
TURNS GAME ON & OFF,
OR SAVES GAME FOR
FUTURE PLAY.

COLOR:
ALLOWS BLACK
TO MOVE FIRST.

LEVEL:
SETS COMPUTER SKILL LEVEL
(1-4, 4 IS MOST ADVANCED).

PVS M:
PLAYER VS
MACHINE
GAME KEY.

MVS M:
MACHINE VS.
MACHINE
GAME KEY.

PVS P:
PLAYER VS.
PLAYER
GAME KEY.

MOVE:
SELECTS CHESSMAN
TO MOVE, OR ASKS
COMPUTER TO TAKE
NEXT MOVE.

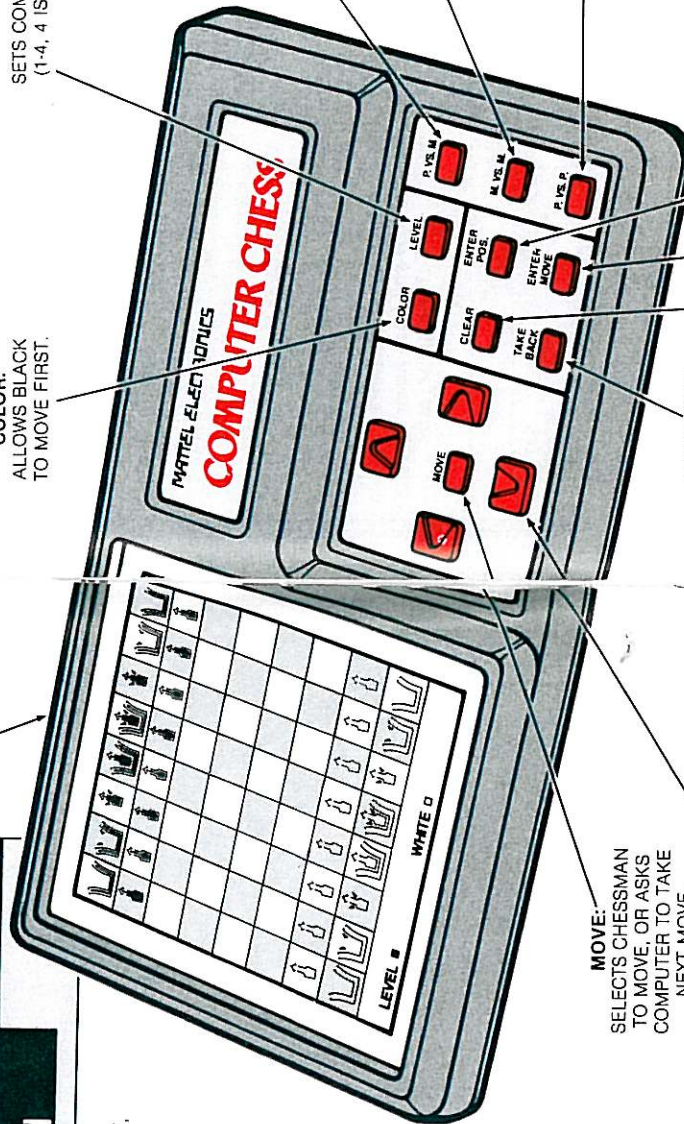
DIRECTION KEYS:
CONTROLS THE
DIRECTION THAT
CURSOR MOVES.

TAKE BACK:
ERASES THE
LAST MOVE.

ENTER MOVE:
COMPLETES THE
CHESS MOVE.

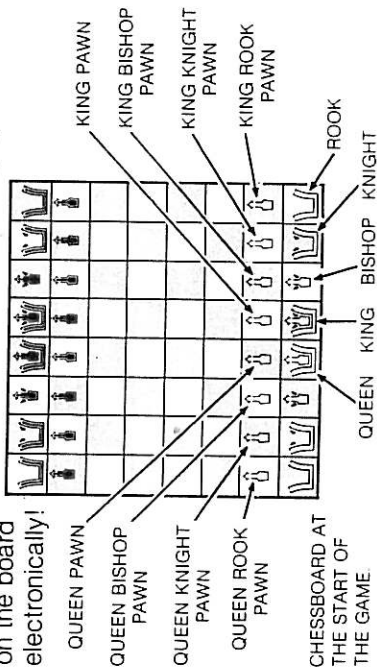
ENTER POS:
SETS UP SELECTED
BOARD POSITIONS.

CLEAR:
CLEARS THE BOARD (AT START OF GAME),
OR ERASES THE CURSOR (DURING THE GAME).



THE CHESSBOARD

Computer Chess is a totally self-contained game — with the board's squares and chessmen appearing on the Liquid Crystal Display. The chessmen change position on the board electronically!

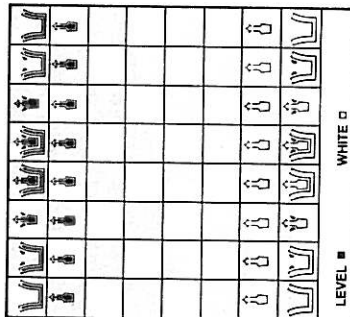


CHESSBOARD AT THE START OF THE GAME

*****NOTE: This first part of the instructions is for those who already know how to play chess. If you have never played or want to brush up on the rules of the game, refer to page 16.**

TURN THE GAME ON

After you have installed the batteries or connected the game to a Mattel Electronics® Super AC Adaptor, turn the game to **ON**. This automatically sets up the Player vs Machine game at skill level 1 (beginning). At the start of the game the board and display look like this:



TURN GAME ON. GAME SET AT PLAYER VS MACHINE, LEVEL 1, WHITE'S MOVE.

SELECT SKILL LEVEL

The computer will play chess at four different levels of difficulty. Level 1 is for beginning chess, levels 2, 3 & 4 each increase in skill, with level 4 designed for very experienced play. As the skill level increases, it takes the computer longer to complete a move. Here's how to choose a skill level:

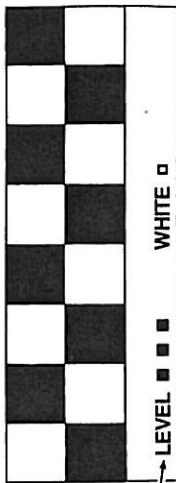
For Level 1: Turn game to **ON**. (Computer takes about 1-3 seconds to move.)

For Level 2: Press **LEVEL** once. (Computer takes about 3-30 seconds to move.)

For Level 3: Press **LEVEL** twice. (Computer takes about 10 seconds-5 minutes to move.)

For Level 4: Press **LEVEL** three times. (Computer takes about 1-30 minutes to move.)

If you choose level 4, then want to switch to level 1, press **LEVEL** a fourth time and the game is back to level 1.



DISPLAY SHOWS SKILL LEVEL 3

Player vs Machine: You can change from skill level to level at any point in the game.

Machine vs Machine: You select a skill level only at the beginning of the game.

Player vs Player: You can change from level to level at any point in the game. However, the skill level only affects the skill level at which the computer gives hints.

CHOOSE THE PLAYING MODE

Computer Chess offers three different playing modes. You can play to compete, or play to learn! Choose the game to fit your situation!

In Player vs Machine, you play alone and the computer is your opponent. You may select from many unique features: play White or Black chessmen, take back moves, set up selected board positions, and have the computer give you hints or make moves for you. See pages 12 and 13 for details.

To choose this mode, turn the game on to **[ON]**. Or if you have chosen one of the other games and want to change to Player vs Machine, press **[PVS M]**.

In Machine vs Machine, you can watch the computer play against itself. This is a great way to improve your game by watching the computer's moves. Once you choose this mode, the game continues automatically until it's completed. (The only way to change from this mode mid-game, is to first switch to Save, page 15, then turn the game to On and choose another mode.)

To choose this mode, press **[MVS M]**. Then to start the game, press **[MOVE]**. The game now continues automatically until it's completed.


In Player vs Player, you face off against another player! You can select the same features listed above under Player vs Machine.

To choose this mode, press **[PVS P]**.

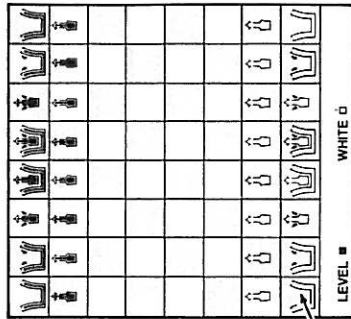


ACTIVATE CURSOR


You will use a cursor to select and move chessmen. When the cursor is on top of a chessman, that piece flashes. When the cursor is on an unoccupied square, it looks like this:  and flashes.

To activate the cursor in Player vs Machine and Player vs Player, press any **[DIRECTION KEY]**. At the start of the game the cursor is activated on the White Queen Rook, which flashes. It's White's turn to move and the display shows: WHITE . On subsequent moves, the cursor activates on the chessman that was last played.

AT THE START OF THE GAME,
CURSOR ACTIVATES ON THE
WHITE QUEEN ROOK!



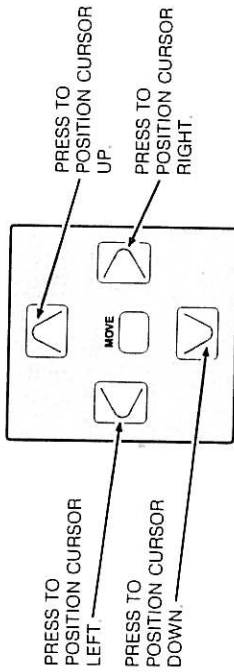
CURSOR IS HERE

If you want Black to move first, at the start of the game, merely press **[COLOR]** before activating the cursor. Display shows: BLACK . This is necessary when you want your opponent to move first, or especially to set up a situation for study where Black moves first (see Set Up Selected Positions, page 13.)

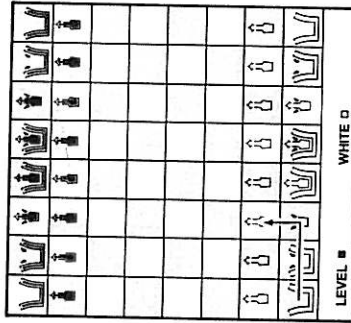


SELECT CHESSMAN TO MOVE

Once the cursor is activated, press a **[DIRECTION KEY]** to advance the cursor from square to square. The chessman it lands on flashes. When the cursor is on top of the man you desire to move, press **[MOVE]**.



For example, to position the cursor from the Queen Rook to the Queen Bishop Pawn, press the > Direction Key twice, then the ^ Direction Key once. The cursor is now on the Queen Bishop Pawn and flashes. Press Move and you've selected this piece.



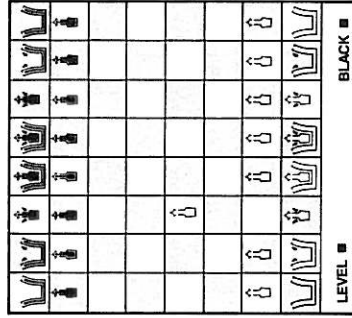
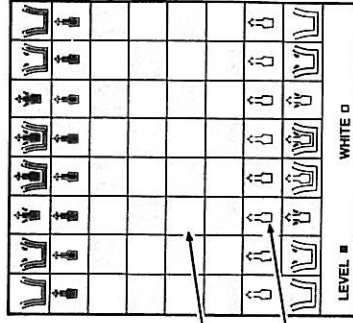
***** NOTE:** To move the cursor several squares in succession, hold down the Direction Key and the cursor keeps moving until you release the key.



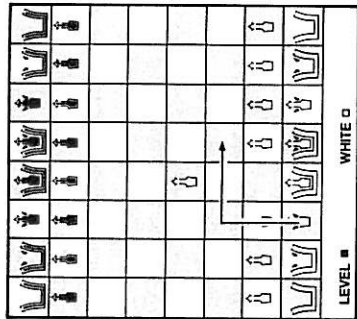
MOVE CHESSMAN

After you have selected the chessman (by pressing Move), press the **[DIRECTION KEYS]** to position the cursor where you want that man to move. When the cursor flashes in the square you've chosen, press **[ENTER MOVE]**. The man automatically moves to that position.

For example, first select the Queen Bishop Pawn. Now move the cursor to Queen Bishop 4 by pressing the ^ Direction Key twice. Press Enter Move and the Queen Bishop Pawn moves to the cursor location.



Since the cursor only moves vertically and horizontally, you must move it this way to position the Bishop. For example, to move your Queen Bishop to King 3, move the cursor up two and to the right two.



CURSOR POSITIONED HERE
TO MOVE BISHOP

If you want to change the move, press **CLEAR** before pressing Enter Move. The cursor is no longer activated. Continue by re-activating the cursor, selecting and moving a chessman.

If you try to enter an illegal move, the computer blocks your attempt. After you press Enter Move, the cursor and selected chessman will keep flashing, and the display will show: **ILLEGAL MOVE**. Try another move with the same man, or press Clear and move another man.

RE-ACTIVATE CURSOR

Once a move is completed, it's the opponent's turn to move.

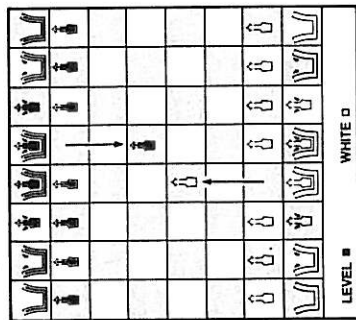
Computer's Move: The computer automatically chooses a man to move. It flashes 3 times in its old position, then flashes 3 times in the new square, and stays there.

Player's Move: Player presses any **DIRECTION KEY** to re-activate the cursor. Continue by selecting and moving a chessman.

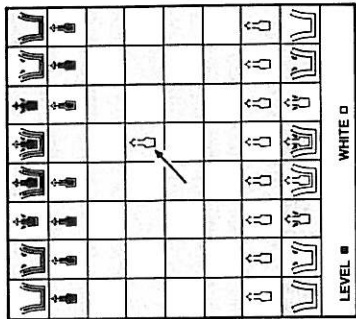


SPECIAL GAME MOVES

Capturing: When a legal move results in the capturing of an opponent's chessman, that man disappears from the board.



BEFORE WHITE PAWN
TAKES BLACK PAWN.



AFTER CAPTURE.

Casting: When this move is legal, move the King two squares towards the Rook. The latter will automatically move after pressing the Enter Move Key. See page 22 for examples.

Pawn Promotion: When a Pawn reaches the other side of the board, it automatically becomes a Queen. But you can change the new Queen to any other chessman you like, except a second King. (The game will allow this, but will not allow any subsequent moves.) To do this, position cursor on top of this Queen, then press **ENTER POSITION** and release when the man you want appears on the board.

En Passant: When this move is legal, move the Pawn to the proper square and the opposing Pawn will automatically be removed.



Check & Checkmate: When one player checks the other, the display shows: CHECK . And when the checked King cannot move out of check, the display shows: CHECKMATE, and the game is over. The display also shows ILLEGAL MOVE, telling opponent there is no further move! To start a new game, turn the game off for 5-10 seconds, then on again.

Stalemate: If it's your turn, and you have no legal move, and you're not in check, the game is stalemated. The display shows: DRAW . You can draw to other legal methods: Agreement, 50-move rule, Threefold repetition and Insufficient mating material. However the computer will not claim these for you!

UNIQUE PLAYING FEATURES

There are several unique features built into Computer Chess to help sharpen your game! We realize that the following are not permissible in strict chess rules, but we include these features to help you learn and perfect your game!

TAKE BACK THE LAST MOVE

Taking back the last move is helpful when you make a mistake or when you want to change your strategy. To do this, press [TAKE BACK] and the computer retraces the last move. You can take back up to the last 3 moves played (two of your opponent's and one of yours).

COMPUTER GIVES HINTS/MAKES MOVES FOR YOU

Anytime you want the computer to advise you, press [MOVE] before the cursor is activated. The computer proceeds to make your next move. Now you may Take Back that move and make your own, or let the computer's move stand.



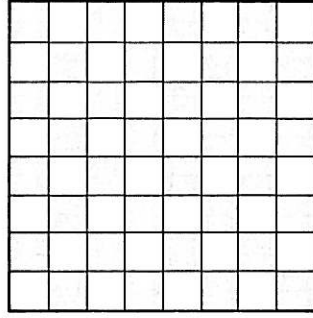
12

In Player vs Machine, if the computer moved your man, press Move again for the computer to take his move. Or if you desire, you can switch sides with the computer and control his men by proceeding to take the next move.

If you continually press Move, the computer will keep making moves for both sides. This is an alternative way for having the machine play against itself!

SET UP SELECTED POSITIONS

To sharpen your strategy and improve your playing, set up situations on the board for study. Practice mating threats and other tactics. To do this, at the start of the game and before a move is completed, clear the board by pressing [CLEAR] once. Now use a [DIRECTION KEY] to move the cursor to the desired square on the board.

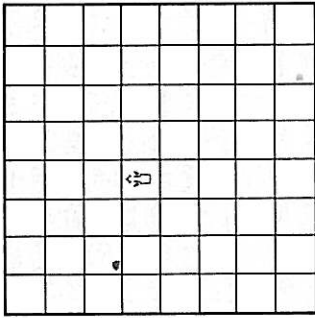


BOARD CLEARED AND CURSOR IN POSITION.

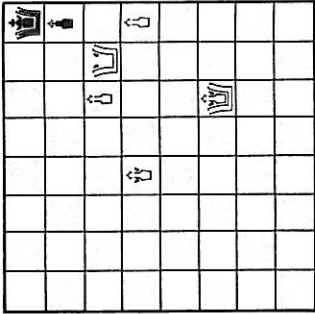
Hold down [ENTER POSITION] and the computer cycles through all the chessmen in order. When the man you want appears, release the key. Repeat on other squares to create a particular situation on the board.



13



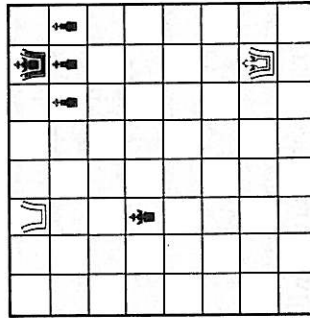
USE ENTER POSITION
KEY TO PLACE
BISHOP HERE.



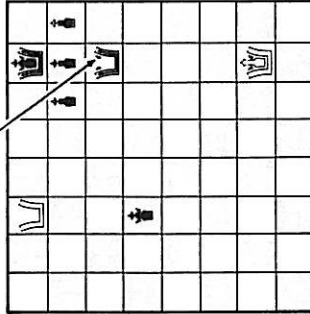
SITUATION FOR
STUDY PUT ON
THE BOARD.

ADD, CHANGE OR DELETE CHESSMEN

During play, a chessman can be added, changed or deleted from the board for instructional or entertaining purposes. Move the cursor to the desired square, hold down **ENTER POSITION** and release when the desired piece or blank appears.

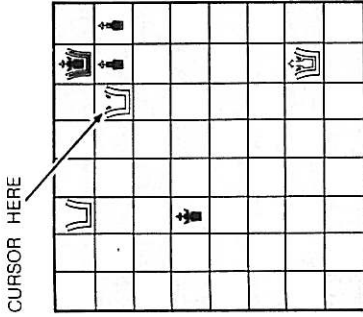


BOARD BEFORE
ANY CHANGES



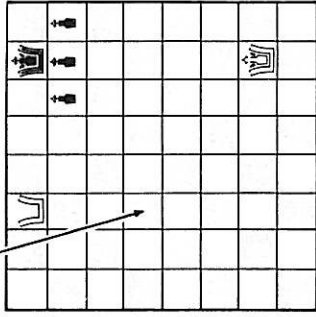
CURSOR HERE

ADD BLACK KNIGHT: PRESS
ENTER POSITION UNTIL
KNIGHT APPEARS. RELEASE



CURSOR HERE

CHANGE BLACK PAWN TO
WHITE KNIGHT: PRESS ENTER
POSITION UNTIL KNIGHT APPEARS
RELEASE.



CURSOR HERE

DELETE BLACK BISHOP:
PRESS ENTER POSITION
UNTIL BLANK APPEARS.
RELEASE.

SAVING THE GAME

If you want to take a break, you can save the game situation for future play. To do this, it must be a player's turn and the cursor must not be activated. (Press Clear if the cursor is on.) Then slide the 3-position switch to **SAVE**. When you want to resume play, slide switch to **ON**. The game begins where it left off. A fresh set of batteries will save the game for several days. However, there is a small amount of drainage on the battery in save-mode.

NOTE: When the game resumes from save-mode, it will automatically reset to Level 1, in Player vs Machine mode. You may then change to any level or playing mode.



TURN TO SAVE AND STORE GAME
FOR FUTURE PLAY.

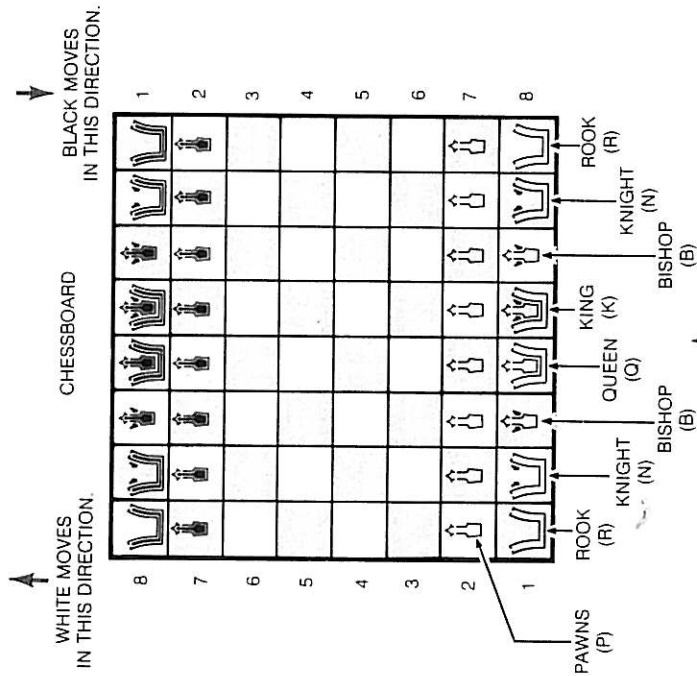
THE BASICS OF CHESS

OBJECT OF CHESS

Two players take turns moving chessmen and capturing opponent's men. Each tries to position his chessmen so that the opposing King cannot escape being captured — checkmate!

THE BOARD

There are 64 squares in the chessboard: 8 rows of 8 alternating black & white squares. Your chessmen are positioned on rows 1 & 2, and move toward the other side of the board.



MOVE PIECES

Each player takes turns moving his chessmen from one square to another. You can only make one move per turn. Study Chessmen below to learn the direction each man moves. Moving a man incorrectly is an illegal move and must be taken back and played again. At the start of the game, White takes the first move.

CAPTURE PIECES

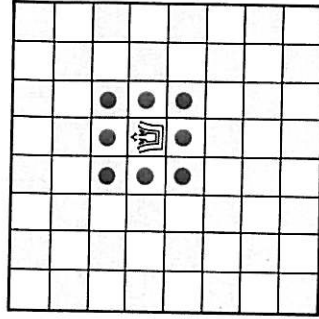
A capture takes place when your chessman lands on the same square as an opponent's man. The opposing chessman is removed from the board and your man replaces it. You cannot capture your own man, and only one chessman can occupy any one square. You can only capture one chessman per turn. All chessmen capture in the same way they move, except the Pawns.

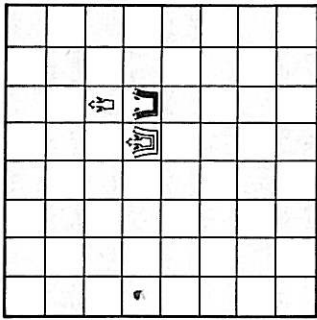
CHESSMEN

Each player has 16 chessmen to begin the game. One player uses the White chessmen, the other player uses the Black. You can move your chessmen forward toward your opponent's side, or back toward your side, except the Pawns. The following describes how each piece can move on the board, and the power each has for capturing.

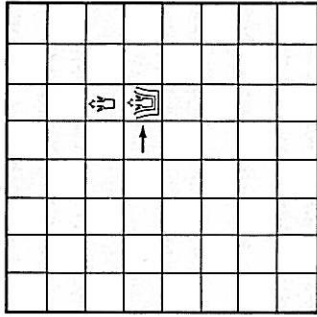
King: Each player has one King which can move or capture one square in any direction (vertically, horizontally, diagonally). The King cannot move where it may be captured by opponent's man.

THE KING CAN MOVE TO ANY OF THE SQUARES MARKED WITH A ● IF UNOBSTRUCTED BY ANY OF HIS OWN MEN.

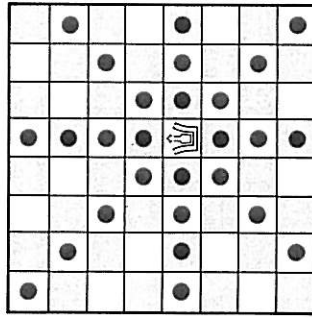




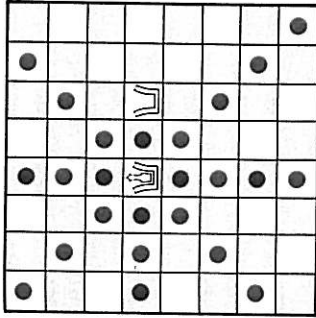
THE WHITE KING CANNOT LAND ON THE WHITE BISHOP, BUT HE CAN CAPTURE THE BLACK KNIGHT AS SHOWN.



Queen: Each player has one Queen which can move or capture as far as desired in any direction (vertically, horizontally, diagonally). Once it meets any other chessman, it can go no farther.

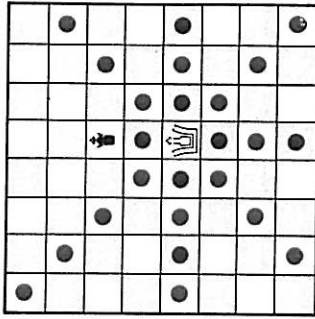


THE QUEEN CAN MOVE TO ANY OF THE SQUARES MARKED WITH A ● IF UNOBSTRUCTED.

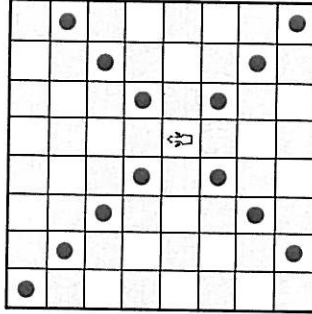


THE QUEEN CAN MOVE TO SQUARES WITH ●s, BUT CANNOT MOVE TO SQUARE WITH ITS OWN ROOK, OR BEYOND.

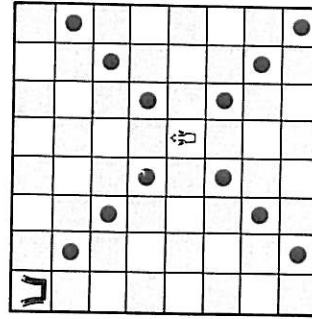
QUEEN CAN MOVE TO ●s OR CAPTURE BISHOP.



Bishop: Each player has two Bishops, which can only move and capture diagonally. Once the Bishop meets another chessman, it can go no farther.

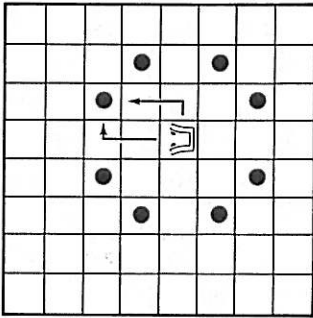


BISHOP CAN MOVE TO ANY OF THE SQUARES MARKED WITH A ● IF UNOBSTRUCTED.

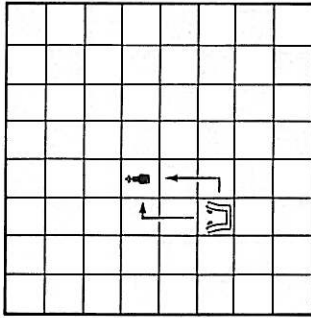


BISHOP CAN CAPTURE THE ROOK.

Knight: Each player has two Knights which always move and capture by moving in an L pattern: always moving vertically & horizontally in one play. The Knight always moves 3 squares at a time, and can jump over other pieces to complete its moves.

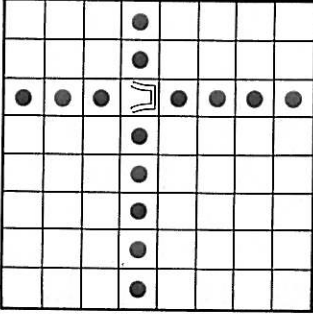


KNIGHT CAN MOVE TO ANY OF THE SQUARES MARKED WITH A ●.

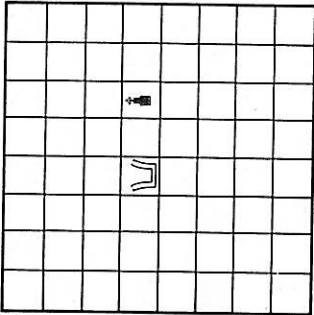


THE KNIGHT CAN CAPTURE THE PAWN AS SHOWN

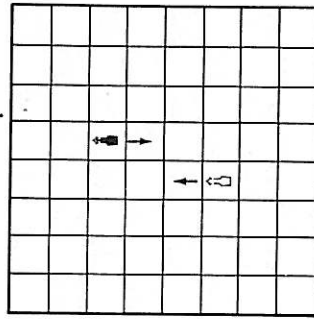
Rook: Each player has two Rooks which only move and capture horizontally and vertically.



ROOK CAN MOVE TO ANY OF THE SQUARES MARKED WITH A ●, IF UNOBSTRUCTED.

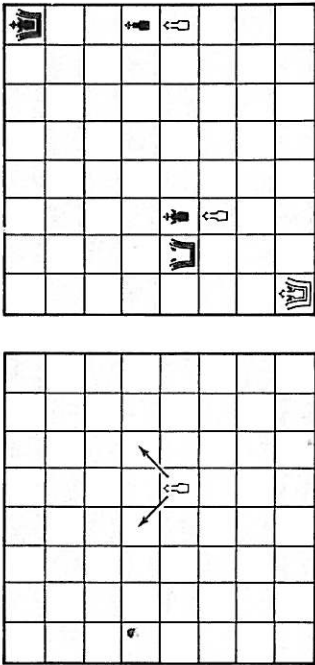


THE ROOK CAN CAPTURE THE PAWN AS SHOWN.



PAWNS CAN MOVE FORWARD 1 SQUARE.

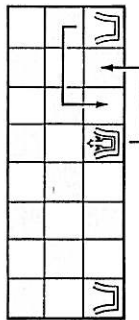
Pawn: Each player has eight Pawns which move differently than the way they capture. Pawns are the only men which move forward, never backward. Each Pawn can move directly forward 1 or 2 squares on its first move and only 1 square thereafter. Pawns capture on the diagonal, one space only.



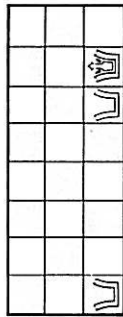
PAWN CAPTURES ON THE DIAGONAL. FOR EXAMPLE, THE QUEEN BISHOP PAWN CAN CAPTURE THE BLACK KNIGHT, BUT CANNOT MOVE FORWARD AS IT'S BLOCKED BY THE BLACK BISHOP

CASTLING

Castling is used to position your King on a fairly safe square. In order to castle, 1) the King and Rook must not have moved from their original positions, 2) there must be no chessmen in between the King & Rook, and 3) the King must not be in check immediately before, during or immediately after the move. The King is moved two squares toward the Rook and the Rook is placed on the other side of the King.



POSITION BEFORE CASTLING ON KING'S SIDE. (BOARD REVERSES FOR QUEEN'S SIDE OF THE BOARD.)



AFTER CASTLING, KING'S SIDE.

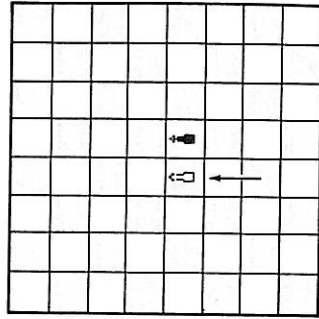
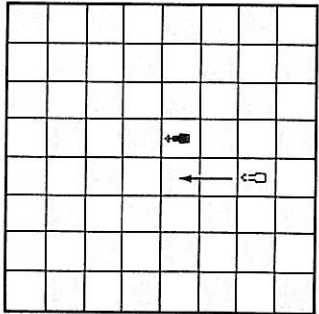
PAWN PROMOTION

Pawn promotion takes place once a Pawn reaches the 8th row. It is promoted to Queen, Bishop, Knight, or Rook.

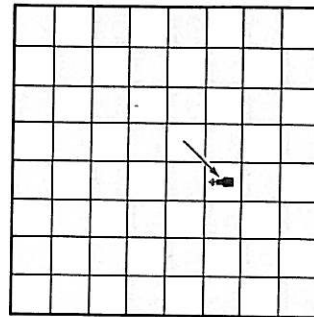
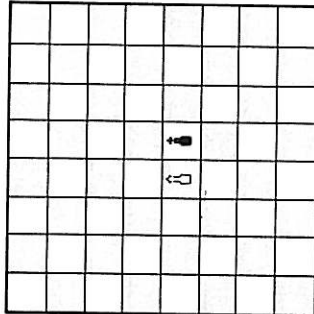


EN PASSANT

En passant (in passing) applies only when a Pawn captures a Pawn. One Pawn in its original position moves 2 squares, and lands next to an opponent's Pawn. The latter can capture the former, or choose not to, on the next turn only.



WHITE MOVES.

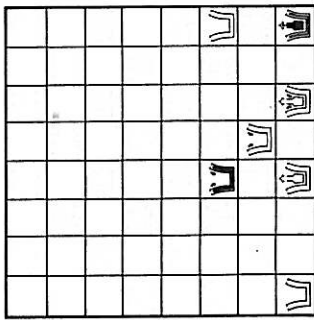


BLACK CAPTURES ON THE DIAGONAL. WHITE IS REMOVED.

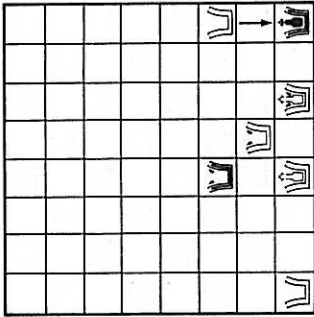


CHECK & CHECKMATE

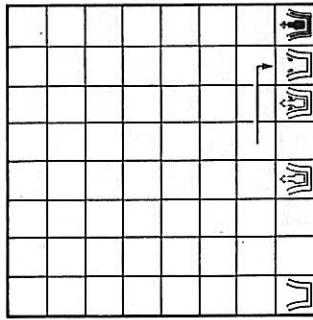
When an opponent's chessman can capture your King on the next move, your King is in check. To escape check: 1) see if you can capture the checking chessman, 2) put a piece inbetween the King and the checking man, or 3) flee to a square where the King won't be in check (you cannot escape check by castling).



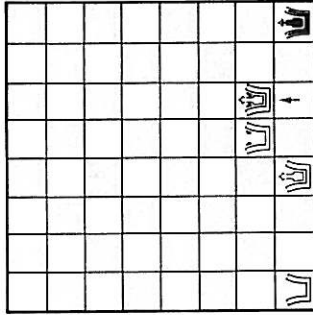
WHITE KING IS
IN CHECK BY
BLACK QUEEN.



WHITE ROOK
CAPTURES CHECKING
BLACK QUEEN.

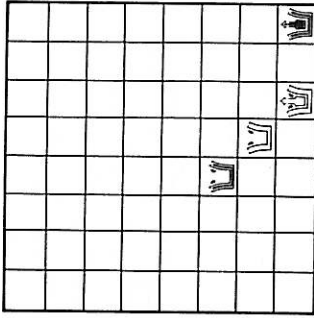


WHITE KNIGHT MOVED
IN BETWEEN KING
AND BLACK QUEEN.



WHITE KING
MOVES OUT OF
CHECK.

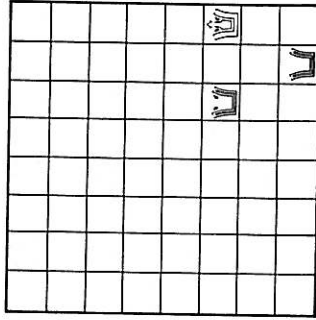
If the King cannot escape check, he is checkmated. The game is won!



WHITE KING CANNOT
ESCAPE BLACK KNIGHT
OR BLACK QUEEN.
CHECKMATE!

STALEMATE

If it's your turn, and you cannot make any legal moves, and you're not in check, the game is stalemated. No one wins or loses.



WHITE KING CANNOT MOVE
STALEMATE!

CHESS STRATEGY & PLAYING TIPS

- 1) Develop your pieces quickly. Do not move one man repeatedly, until the other men are in play.
- 2) Aim to control the central squares. From the center of the board, the chessmen can rapidly swing into action on either flank. Keep at least one Pawn in a central square. If you do not, your opponent's Pawns will drive your pieces back to passive positions.
- 3) Consider all captures carefully! Be especially careful when there is a series of captures and recaptures on the same square. The computer is very strong in this department, and will punish oversights mercilessly.
- 4) Keep your King well sheltered behind Pawns in the early parts of the game. The best way to do this is to castle early. But as the enemy's firepower diminishes, the King is safer. In the endgame, when few pieces are left, the King should be brought to the scene of action.
- 5) Rooks work best when their own Pawns are out of the way. Bring your Rooks to the "open files" (vertical lines with no Pawns on them). Try to open these files for your Rooks.
- 6) Knights are short stepping pieces, and therefore are effective only if they are in the heart of the battle. The best squares for them are where they cannot be attacked by a Pawn.
- 7) Analyze carefully the consequences of every check. But remember, unless it leads to an immediate gain, a check is no better or worse than any other move. There is no particular advantage to checking.

8) Towards the end of the game, the main objective is usually to promote a Pawn to a Queen. First get your opponent's Pawns, then his pieces out of the way of your's.

9) If your opponent has only the King left, and you have only a Knight or Bishop, you cannot win. With a Rook or Queen you must drive him to the edge of the board, and then to a corner to checkmate him. However, be on the alert for a stalemate, especially with a Queen or two.

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How To Get The Most Out Of Your Chess Computer,
Julio Kaplan (Pitman House, 1980)

Beginners: **Let's Play Chess,** Bruce Pandolfini (Wanderer Books, 1980)

Intermediates: **Chess Master vs Chess Amateur,**
Dr. Max Euwe & Walter Meiden (Tartan Books, 1974)

How To Improve Your Chess, Horowitz & Reinfield
(Collier Books, 1979)

Advanced players: **My System,** Aron Nimzowitch (Tartan Books, 1973)

THE GAME IN REVIEW

Turn the game on: Slide to ON.

Select skill level: Level 1, turn to ON

Level 2, press LEVEL once

Level 3, press LEVEL twice

Level 4, press LEVEL three times.

Choose playing mode: Player vs Machine, press PVS M
Machine vs Machine, press MVS M & MOVE. The game
now continues automatically.

Player vs Player, press PVS P.

Activate cursor: Player vs Machine, press any
DIRECTION KEY.

Player vs Player, press any DIRECTION KEY.

Select piece to move: Press DIRECTION KEY to posi-
tion cursor on top of the chosen chessman. When this
piece flashes, press MOVE.

Move piece: Press DIRECTION KEY to position cursor
where you want piece to move. Press ENTER MOVE
and the chosen chessman moves.

Re-activate cursor: After a move, press DIRECTION KEY
to re-activate cursor. Proceed to select and move
a piece.

Take back a move: Press TAKE BACK. You can only
retract the last 3 moves.

Get a hint from the computer: Press MOVE before cur-
sor is activated, and the computer will move for you.

Set up selected positions: Press CLEAR twice at start
of the game. Use DIRECTION KEYS to position cursor
on the board. Press ENTER POSITION and release when
the man you want appears.

Add, change or delete pieces: Activate cursor and posi-
tion on desired square. Now press the ENTER POSI-
TION Key and release when the desired man or blank
appears.

Save the game: Slide switch to SAVE. To resume play,
slide to ON.

Start a new game: Turn the game off for 5-10 seconds,
then back on again.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90 Day Warranty Period, the game will either be repaired or it will be replaced with a reconditioned game of equivalent quality (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned pre-paid and insured, with proof of the date-of-purchase, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

Units returned without proof of date-of-purchase, or units returned after the 90-Day Warranty Period has expired, will be repaired or re-placed (at our option) for a service charge of \$25.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

IF YOU NEED SERVICE FROM MATTEL ELECTRONICS REPAIR CENTER...

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1. **Pack** the product carefully in its original box. If the box is not available, use a strong carton with plenty of newspaper or other padding. Enclose a brief note telling us the specific problem you are having with the unit and your name and home address. Remove the battery.

2. **Print** this address on the box:

MATTEL ELECTRONICS REPAIR CENTER
5150 ROSECRANS AVENUE
HAWTHORNE, CA 90250...and your return address.

3. **Send** the package by insured parcel post.

During the warranty period, enclose proof-of-purchase date. After warranty period has expired, enclose a check or money order for \$25.00.