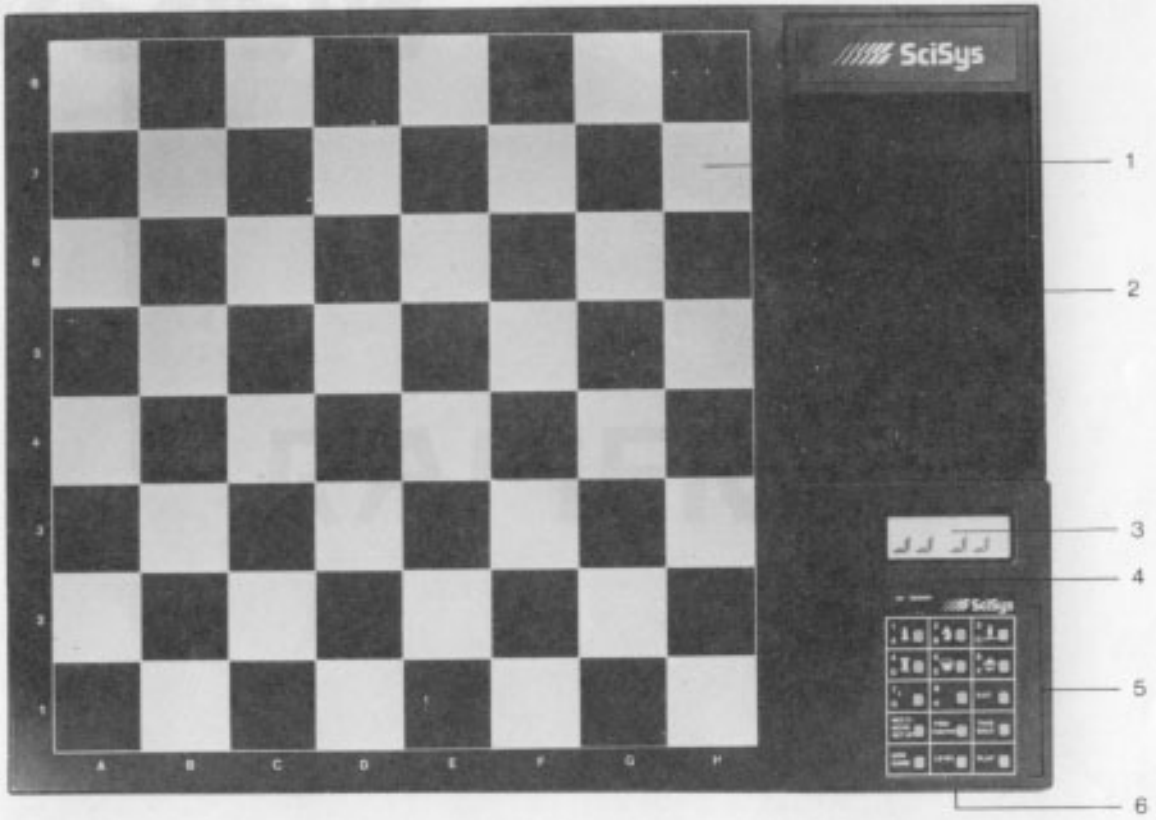
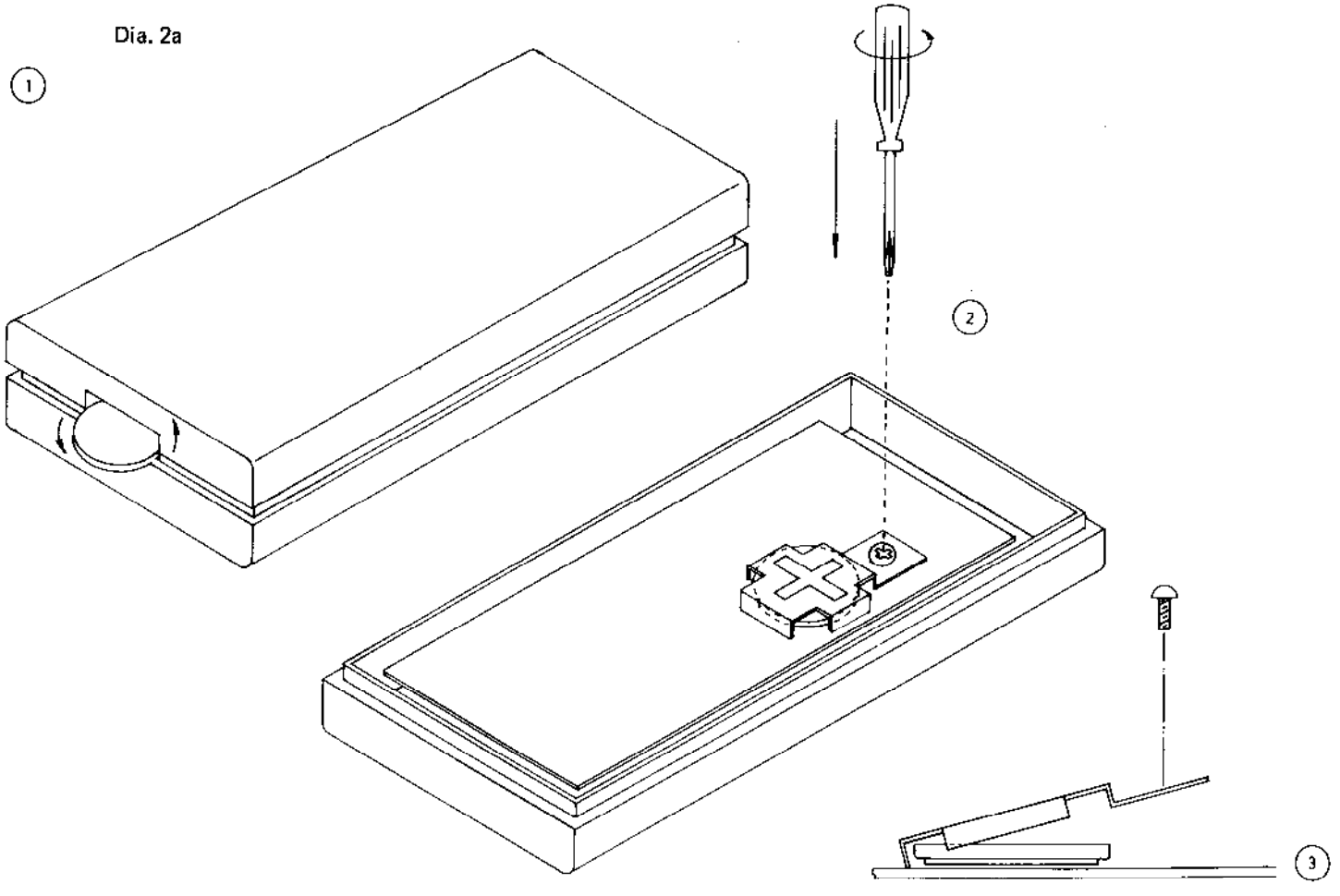
RAPIER

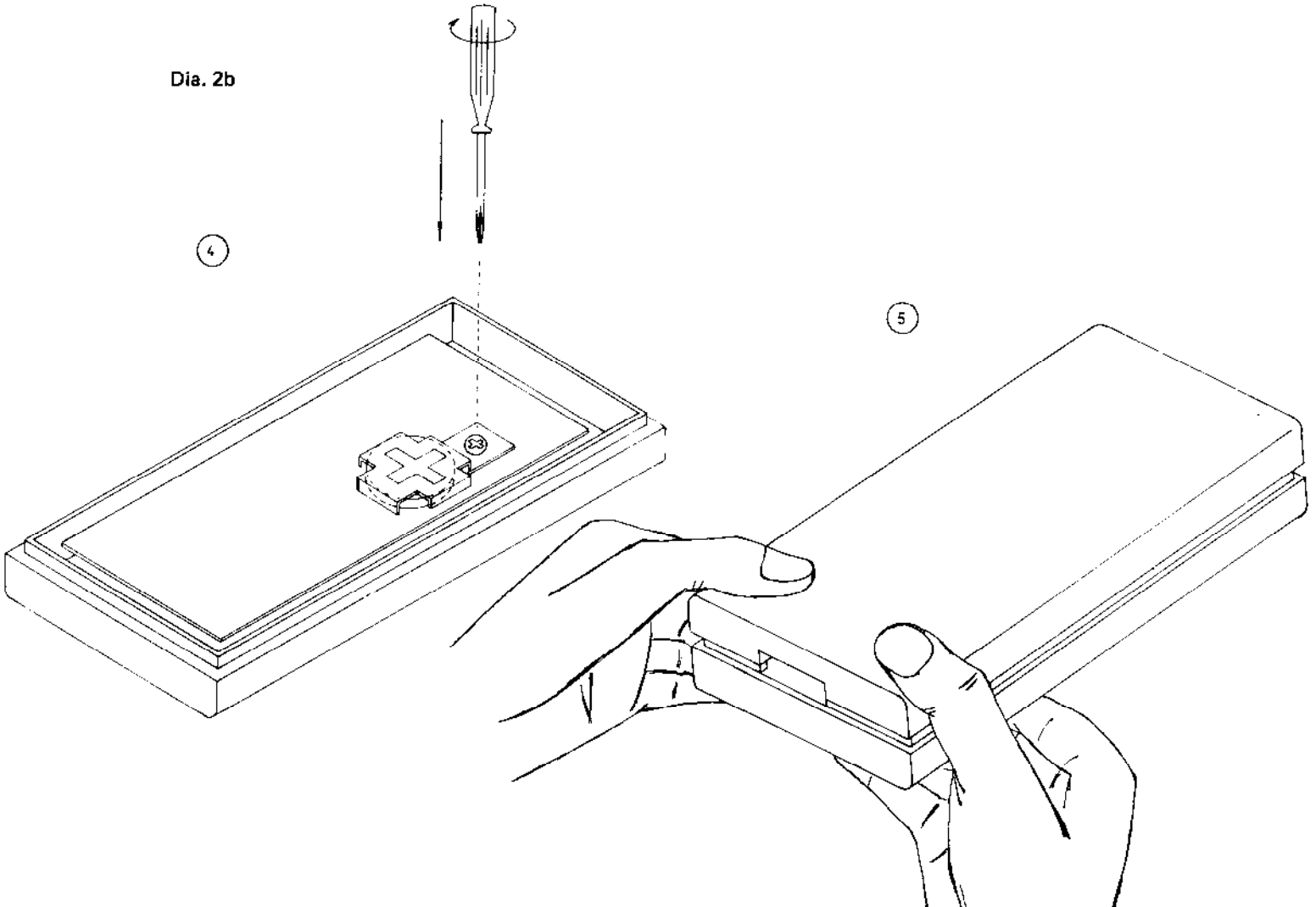
Dia. 1



Día. 2a



Dia. 2b



Keys and Functions (Dia.1)

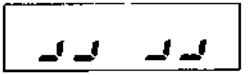
1. Chessboard
2. Chess piece compartment
3. Display
4. ON/MEMORY switch
5. Control Panel Keyboard
   - Keys to select move, verify pieces on chessboard
   - EXIT: clear entry
   - MULTI-MOVE/SET UP: Computer does not reply when this is on
   - FIND POSITION: where the pieces are on the chessboard
   - TAKE BACK: the last 2 individual moves
   - NEW GAME: keeps level unchanged. Resets "Multi-move" to off
   - LEVEL: allows 8 levels of playing strength
   - PLAY: enters move displayed on LCD or forces the computer to think for your side
6. Computer module

1. Introduction

The Rapier is a table-top battery-operated chess computer which contains the latest in efficient, low-power electronics. It has a unique long-term memory that allows you to interrupt a game and play on whenever you like.

The computer is battery powered and runs on a Lithium Microcell battery (Maxell CR2032 or equivalent) that will give you about 150 hours of play. Insert the battery. As shown in Diagram 2. Make sure that the + and – ends are the right way around.

Turn the computer on by sliding the power switch from MEMORY to ON. In the display you will see



This means that the computer is ready to play and is waiting for your first move.

Note: If at any time you encounter difficulties in getting the computer to respond to your moves, you may clear its memory by pressing [ACL] (use a pencil or a pin to activate this key in the rear of the computer).

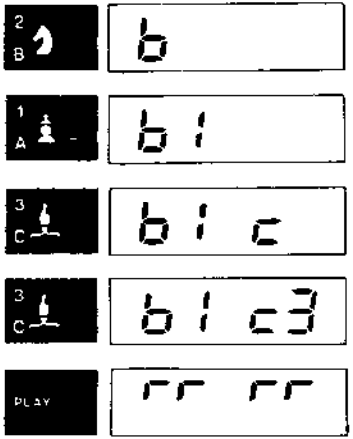
2. Making moves

In order to communicate with you the computer makes use of the international Chess Notation. Each square on the chessboard has its own unique combination of reference number and letter. The eight ranks (horizontal lines of squares) are

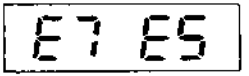
numbered 1 to 8, and the eight files (vertical lines of squares) are lettered A to H. You will probably find this notation around the edge of your chessboard.

To identify a move unambiguously you must tell the computer from which square a piece moves and to which square it is moved. Thus, if a white knight moves from square B1 to square C3, it is necessary to enter "B1 C3". If the knight captures an enemy piece in the above move, "B1 C3" will still suffice, as the computer knows there was a piece on C3 and will automatically delete it from its memory.

You must use the eight multifunction keys ([A 1] to [H 8]) to tell the computer which move you have made. It will always interpret the first keystroke as a letter, the second as a number, the third as a letter and the fourth as a number. If, for example, you wish to begin the game with a knight move from B1 to C3, press



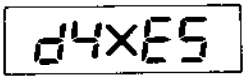
flashing [r r r r] sign means that the computer has accepted your move and is computing a response for black. When it has finished, the computer will display its move, e.g.:



This means that the computer has decided to move the piece located on E7 (a black pawn) to the square E5. Make the move on the chessboard to keep track of the game (the computer keeps track of where all the pieces are in its memory).

3. Special moves

Captures: When entering a capture move you only need to enter the FROM and TO squares of the capturing piece. When the computer makes a move that captures one of your pieces, you will see an "X" (the international symbol for a capture) in the display. e.g.:



Castling: When you castle you only need to enter the king's move (e.g. E1 G1). The computer will also display its own castling moves in the same way. Don't forget to move the rook on the chessboard. The computer will automatically move it in its memory.

Pawn promotion: If a pawn reaches the opposite side of the board the computer will automatically change it into a queen. In certain rare cases the computer will underpromote its pawn to a rook, bishop or knight. Find what has been done (refer to

section 11 — Verifying the Position) before playing on.

4. Correcting moves

If you make an error while entering a move, you may correct it by pressing [EXIT] . This will clear the display and you can begin entering your move again. If you attempt to enter a move that is impossible according to the rules of chess, the computer will sound an error beep and refuse to continue the game (this is likely to occur if you ignore a check or if there is an error in the board position). Just press [EXIT] and enter a legal move.

5. Taking back moves

When it is your turn to move you may take back the last move by pressing [TAKE BACK] . The display will show the last move taken back.

6. Check, Mate, and Stalemate

When the computer puts your king into check it will alternately flash the move and "ch". If a game ends in checkmate the last move will flash and the checkmate sign "≠" will appear in the display.

If you make a move that stalemates the computer it will alternately flash the move and "dr" (for "Draw").

7. Setting the level of skill

The Rapier has 8 levels of skill. Response time depends on the level set and may vary considerably depending on the complexity of the position. The following table gives the average time it will take the computer to evaluate and respond to a move at each level (the longer it thinks the better its play):

Level	Average response time
1	3 seconds (speed chess)
2	5 seconds
3	15 seconds
4	60 seconds
5	90 seconds
6	2 minutes
7	3 minutes (tournament)
8	unlimited (analysis): solves Mate-in-3 problems

When you first switch the computer on Level 1 is automatically set. To change levels press [LEVEL] . The current level of play is shown in the display:

If you wish to leave the level unchanged press [EXIT] . To change the level of skill press [LEVEL] again until the level you want is displayed. You may change the level setting at the beginning or at any time during a game (but only when it is your turn to move).

8. NEW GAME

To start a new game simply press NEW GAME . A game may be terminated at any stage by pressing this key. The level of skill remains unchanged.

9. Changing sides

If you wish to change sides during a game just press PLAY when it is your turn to play (instead of entering a move). The computer will make the next move for you and you can carry on playing for the opposite side.

You may change sides as often as you like during the game. (If you press PLAY after every move the computer will play the entire game against itself!). To start a game with the black pieces simply press PLAY instead of making the first move for white. The computer will make the first move and you can go on playing for black.

If you press PLAY while the computer is working on a move it will stop computing and play the best move it has found so far. This is especially useful in the higher levels when the computer takes too long to make its move.

10. MULTI MOVE/SET UP

You may sometimes wish to begin a game with a special opening or to set up a special position. To do so first press MULTI MOVE/SET UP . In the display you will see

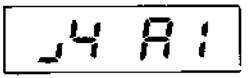
indicating that the Multi Move Function is on. You may now enter moves for both sides until you have reached the position you wanted. The computer will check that the moves you enter are legal (illegal moves get the error beep as usual) and in the right order (white – black – white – black etc.).

To resume normal play press MULTI MOVE/SET UP again (Display: o FF) and enter the next move.

11. Verifying the position

If you upset the pieces during the game or for some other reason are not sure whether the position on the board is correct, you can always make the computer show you the right location of each piece. To do this simply press FIND POSITION . In the display you will see

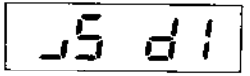
You can now press a piece key, e.g. to find the position of the rooks on the board. The computer will tell you which squares are occupied by that piece, e.g.



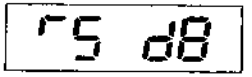
which means that there is a white rook on the square A1. Press the key again to find the position of the other rooks. When all rooks have been located the computer will sound an error beep

and display | FP | to indicate that there are no more rooks on the board.

In the same way you can find the correct position of any other piece. The first digit in the display will always tell you the colour of the piece:



= White queen on D1



= Black queen on D8

Before you resume the game press | EXIT | to terminate Find Position.

12. Game memory

You may interrupt a game at any stage (even when a move is being computed) by moving the ON/MEMORY switch to MEMORY. Play will be stopped at that point and battery power conserved. The computer will "remember" the position and resume play when you switch back to ON. With a fresh battery the position will be retained for up to three years!

13. Care and Maintenance

Your Rapier is a precision electronic device which should not be subjected to rough handling. Protect it from extreme cold or heat, and keep it away from excessive moisture. Do not use chemical cleaners as these may damage the plastic.

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