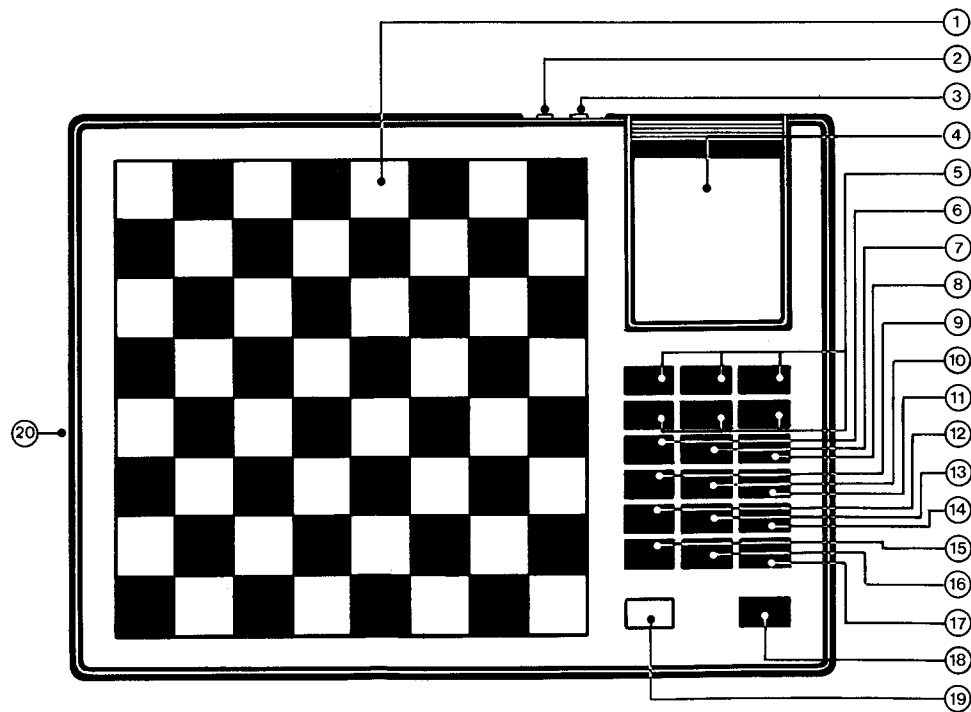




SENSOR CHESS



Keys and Functions

1. Chessboard
2. Power Input Socket
3. On/Off Power Switch
4. Replaceable Module
5. Piece key & piece LED
6. Clear Board
7. Verify/Set key & LED
8. Legal
9. Move
10. Hint
11. Interrupt
12. Change sides key & LED
13. Player Vs Player key & LED
14. Reset
15. Computing LED
16. White key & LED
17. Level
18. Take back
19. Player Vs Computer
20. Chessmen compartment

1. Getting started

Before setting up the computer make sure that the voltage of your electric supply is the same as that specified on the adaptor supplied with the computer. Set up the chess pieces in the opening position and switch the computer on.

2. Setting the level of skill

Switching the computer on automatically sets it to level 1. To change levels press **LEVEL**. The lights on the right of the board (the H-file) indicate the level currently set. Square H1 indicates level 1, H2 level 2, etc. Keep pressing the key until the desired level is indicated.

SENSOR CHESS has eight levels of skill:

Level	Average response time per move
1.	2 seconds
2.	15 seconds
3.	30 seconds
4.	1 minute
5.	2½ minutes. Tournament level.
6.	6 minutes
7.	Problem mode : solves all problems up to mate in 4. In this mode the computer will not play a move if it does not find a forced mate.
8.	Infinity mode. In level 8 the computer will keep computing until you interrupt it.

These times are averages only. Often the computer plays faster, but very occasionally a move might take ten times longer.

The level setting may be changed at the beginning or at any time during the game when it is your turn to move.

3. Making moves

To make a move press down the piece you wish to move and then place it on the square you wish to move it to, applying light pressure. The built-in sensors register the move and the computer will begin to compute a countermove (COMPUTING light on).

To make a **capture** key in the move of the capturing piece only. When **castling** just enter the king's move in the normal way.

4. Computer moves

The computer will indicate its moves by sounding a beep and lighting up a square to indicate the piece it wishes to move. Press this piece lightly down on the square. The computer will now show you to which square it wishes to move the piece. Place the piece on this square and press down lightly.

Note: In case of an en passant capture by the computer it will remind you to remove the captured pawn (press this pawn before removing). If the computer promotes a pawn it will indicate what piece it chooses by turning on the corresponding piece light. When you promote a pawn it will automatically give you a queen. Section 14 will tell you how to replace the queen with another piece if you wish to underpromote.

5. Illegal moves

If you attempt to make an illegal move the computer will sound a double beep to indicate that it does not accept the

move. You may place the piece on a legal square or replace it on its original square and move another piece.

6. Check, Mate, and Draw

Check is indicated with a double beep and the square of the attacked king is briefly turned on. If the game ends in **checkmate** first check is indicated and then all the control lights on the right flash. If these lights begin to flash without a check indication then the computer is claiming a **draw** (e.g. stalemate, threefold repetition, or draw by 50 move rule).

7. New Game

To begin a new game press **RESET**. A game may be terminated at any stage by pressing this key (but only after a computer move has been completed). The level setting remains unchanged.

8. Take back

TAKE BACK may be used to take back up to three full moves. Moves taken back are displayed and executed like normal computer moves. The computer will remind you to replace captured pieces by lighting up the "TO" square again after a capture move has been taken back and turning on the appropriate piece light.

9. Change sides

Pressing **CHANGE SIDES** reverses the board internally, so that the black pieces move towards the top of the board. When the board has been reversed the light in the **CHANGE SIDES** key is turned on. To play a game with the black pieces

press **RESET** and **CHANGE SIDES** . Press **MOVE** to make the computer execute the first move for white.

10. The MOVE key

If you press **MOVE** when it is your turn to play the computer will play the next move for you. You can press this key repeatedly to make the computer play both sides of a game. The **MOVE** key is useful when you need help and want the computer to suggest the next move for you.

11. INTERRUPT

If you press **INTERRUPT** while the computer is computing a move it will interrupt and play the best move found so far. It may be necessary to hold the key depressed for about two seconds before the computer responds.

12. PLAYER VS PLAYER

Normally the computer will expect to play chess against a human opponent (PLAYER VS COMPUTER light on). By pressing **PLAYER V PLAYER** you can put the computer into a special mode that will allow you to enter openings or force the computer to play a desired continuation. In this mode the computer will not begin to compute a countermove when a move is entered. It will only check the move for legality and wait for the next move to be entered. As in the normal game the WHITE light tells you whose turn it is (on = white to move, off = black to move). To return to normal play against the computer press

PLAYER V COMPUTER

13. Verify position

If you wish to verify the current board position press **VERIFY/SET UP** and then a piece key. The computer will show you the location or locations of that piece on the board. By pressing each of the piece keys you can verify the position of all pieces. If the WHITE light is on, the computer is showing you white pieces. To locate pieces of the opposite color press **WHITE** , but remember to press it again before you resume the game.





To terminate position verification press **VERIFY/SET UP** again. Do not press down any of the pieces during position verification as this will delete the piece from the computer memory (cf. 14).

14. Setting up a position

To set up a position first press **VERIFY/SET UP** . If you now press down a piece on the board this piece will be removed from the current position (e.g. press **RESET** **VERIFY/SET UP** , the white queen to eliminate the white queen from the initial position). To insert a piece on any empty square press the corresponding piece key and if necessary **WHITE** , and then press the piece down on its square.

To set up a new position press **VERIFY/SET UP** and then **CLEAR BOARD** to remove all pieces from the board. You can now set up the position. To terminate position entry press **VERIFY/SET UP** again. The computer will only accept legal positions.

Example: To set up a position with ♔ on e1, ♚ on a1, ♜ on d6 and ♝ on b2, first set up the position on the

board, then press **RESET** , **VERIFY/SET UP** , **CLEAR BOARD** . Now press  and then press the white king on its square. Press  and then the white rook. To change colors press **WHITE** (WHITE light goes off). Now press  , the black king,  and the black rook. Press **WHITE** again (= white to move) and then **VERIFY/SET UP** to terminate position entry. Please note that in the above position the computer will permit castling and play 1. 0-0-0+ win the black rook on the next move!

15. **HINT** and **LEGAL**

These keys are only operational with the special enhancement modules (see below).

16. Enhancement modules

Special enhancement modules may be used to increase the playing strength of your **SENSOR CHESS** computer. Each module will expand the computer's basic playing program (not replace it), adding new features and even influencing the style of play. The computer will adhere to a different set of strategic principles depending on which module you use.



SciSys Chess computers are the only chess computers endorsed by FIDE, the World Chess Federation
Les jeux d'échecs électroniques SciSys sont les seuls à être homologués par la Fédération internationale des Echecs .
SciSys schaakcomputers worden aanbevolen door de Wereldschaakbond (FIDE)
Las computadoras de ajedrez SciSys son las únicas aprobadas por FIDE, la Federación Mundial de Ajedrez

SciSys-W Ltd.,
1801 Admiralty Centre Tower II,
18 Harcourt Road,
Hong Kong

SciSys Computer Ltd.,
Suite 8, London House,
266 Fulham Road,
London SW10 9EL,
United Kingdom

SciSys Computer Inc.,
One World Trade Centre,
Suite 80697
New York, N. Y. 10048,
United States

SciSys Computer GmbH.
Rossmarkt 15,
D6000 Frankfurt/Main 1
Bundesrepublik Deutschland



Nur SciSys Schachcomputer werden vom Weltschachbund (FIDE) empfohlen
SciSys chess computers are the only chess computers endorsed by FIDE, the World Chess Federation
I computer per scacchi della SciSys sono gli unici approvati dalla FIDE, Federazione Mondiale Scacchi
SciSys schackdatorer är de enda som är rekommenderade av FIDE, Internationella Schackförbundet.

MODEL 221