ELECTRONIC CHESS

INSTRUCTION MANUAL
AND
WARRANTY

by TRYOM INC.

innovators in microprocessor
game technology

Cut here, Complete Registration, Enclose in stamped envelope & Mail to:

Tryom, Inc.
National Service Department
23500 Mercantile Road
Cleveland, Ohio 44122

WARRANTY REGISTRATION CARD   BON DE GARANTIE

Registration: The enclosed warranty registration card must be mailed to Tryom, Inc. within ten days of the date of purchase.

Validation de Garantie: La carte de garantie ci-incluse doit etre envoyèe à Tryom, Inc. dans les 10 jours qui suivent la date d'achat.

Name (Nom) _____

Address (Adresse) _____

City _____ State _____
(Ville)   (Province) _____ Zip _____

Name of Dealer _____
(Nom de Revendeur)

Address of Dealer _____
(Adresse du Revendeur)

Date of Purchase _____
(Date de l'achat)

ELECTRONIC CHESS

Serial Number _____

My purchase was made from a *J'ai effectué mon achat dans un*
1 Hi-Fi Store *Magasin Hi-Fi*
2 Department Store
3 Grand magasin
   Discount Store
   Magasin à rabais
4 Other *Autre*

My purchase was influenced by *J'ai été influencé par*
5 Advertising *Publicité*
6 Store Display *Vitrine*
7 Salesman *Vendeur*
8 Other *Autre*

I live in *J'habite*
9 City *En ville*
10 Country *À la campagne*
11 Suburbs *En banlieue*

My age group is *Mon âge est*
12 Under 21 *Moins de 21 ans*
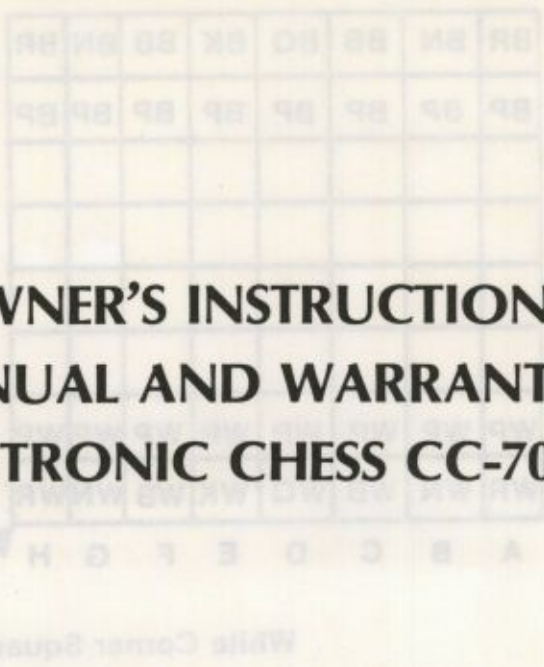13 21-35
14 36-45
15 Over 45 *Plus de 45 ans*

My occupation is *Mai profession est*
16 Office Worker
   Employé de bureau
17 Factory Worker
   Employé d'usine
18 Professional
   Profession libérale
19 Student *Étudiant*
20 Other *Autre*

Mail this portion of Warranty Registration Card now • *Postez cette section du Bon de Garantie dès maintenant.*

OWNER'S INSTRUCTION MANUAL AND WARRANTY ELECTRONIC CHESS CC-700

Welcome to Electronic Chess, the Ultimate hand-held computerized chess opponent. Electronic Chess has been engineered for ease of operation and maximum enjoyment, with a choice of 8 skill levels. It will serve as an excellent teaching device for beginning chess players, and as an ever-ready challenge for the experienced chess enthusiast. Electronic Chess uses a computer programmed with artificial intelligence, which includes most chess conventions such as Castling, En Passant capture, Pawn Promotion, etc. You may choose to play a complete game against the computer, set up specific game situations, or learn as the computer is pitted against itself. It's your turn now to match wits against Electronic Chess.

Your Electronic Chess game works on one 9 Volt battery or an A/C power supply module. It is recommended that you use alkaline batteries due to their longer life. When you wish to use the batteries, load them into the unit and turn the switch to the ON position. When you wish to use an A/C adapter, plug power supply module into 110 Volt wall outlet, plug A/C jack into chess unit and turn the switch to the A/C position. A/C adapters may be purchased direct from the factory. (Send check for $5.00 US).

OPERATING INSTRUCTIONS

Your electronic chess game comes with a portable magnetic wooden chess set complete with printed letters A-H and numbers 1-8 on the chess set surface, and a set of black and white chess pieces. Place the pieces on your chess board according to the diagram on the next page:
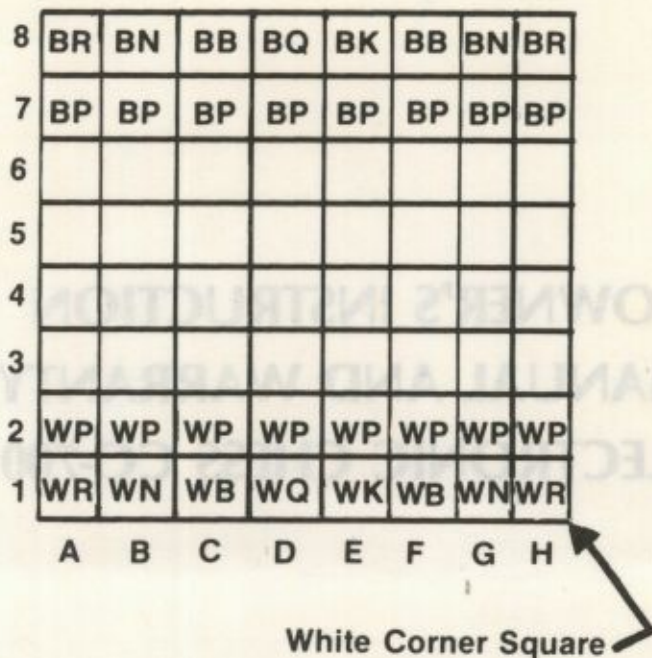
1

	A	B	C	D	E	F	G	H
8	BR	BN	BB	BQ	BK	BB	BN	BR
7	BP	BP	BP	BP	BP	BP	BP	BP
6								
5								
4								
3								
2	WP	WP	WP	WP	WP	WP	WP	WP
1	WR	WN	WB	WQ	WK	WB	WN	WR

White Corner Square

Fig. 1 KEYBOARD & DISPLAY LAYOUT DESCRIPTION

Abbreviations used on Keyboard

Black King	BK	White King	WK
Black Queen	BQ	White Queen	WQ
Black Bishop	BB	White Bishop	WB
Black Knight	BN	White Knight	WN
Black Rook	BR	White Rook	WR
Black Pawn	BP	White Pawn	WP

DEFINITION of DISPLAY SYMBOLS

A =		1 =	
B =		2 =	
C =		3 =	
D =		4 =	0 =
E =		5 =	
F =		6 =	
G =		7 =	
H =		8 =	

2

MOVE DISPLAY
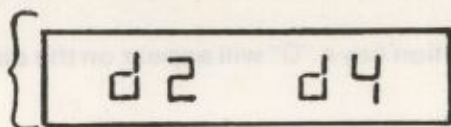
extra move

find position, verify piece location

enter position, use to arbitrarily change board situation

AC/ON switch

end your move, computer validates legality of your move and determines its response.

reset, start new game, change levels

white side

black side

clear unwanted entry

A - H Board positon
1 - 8 selection keys

WK - BP specify white or black piece in FP or EP mode

	XMV	FP	EP	PLY
RST	A / WK	B / WQ	C / WB	D / WN
WSD	E / WR	F / WP	G	H
BSD	1 / BK	2 / BQ	3 / BB	4 / BN
CE	5 / BR	6 / BP	7	8

LEVELS OF PLAY

Turn on the game, An "L" will appear in the leftmost display. The "L" is a request for a LEVEL number. Levels 1-6 run a quick evaluation of the position. If a good move is found, the game displays that move. If a good move is not found, the game will automatically perform a more thorough evaluation of the position. As the level increases from 1 to 6, the game will switch to the more thorough evaluation more quickly. Thus, the higher levels take more time, but also play better.

Level 7 runs only the more thorough evaluation.

Level 8 is used to solve mate in two problems and may take *up* to 10 hours to solve a complicated problem.

NOTE: The Level Number *will never be displayed.*

BOARD POSITION

After choosing the level you wish to play, a "BP" will appear on the display requesting a board position.

Pressing the A key will give you the standard opening board position.

Pressing the B key will give you a blank board on which to set up a position of your choosing.

Pressing the C key will continue the game with the current board position and will also allow you to change levels during a game. To change levels during a game press RST, answer the level "L" request, and answer the board position "BP" request with the C key if you wish to continue the game in progress.

NOTE: The board position letter *will never be displayed.*

After pressing the Board Position key a "0" will appear on the display requesting an opening positon.

Pressing keys ☐ through ☐ will select one of the built in standard openings or defenses provided for Black and White. The specific opening or defense used is listed in the "Opening Book" section of this manual.

Pressing the ☐ key will randomly choose one of the four openings. This is the best response for games with maximum variety.

NOTE: The number of the opening sequence chosen *will never be displayed.*

After pressing the opening key, a "—" will appear on the display indicating the Command Mode for the game. The Command Mode can be reached at any point during the game by pressing the ☐CE☐ key.

The ☐WSD☐ and ☐BSD☐ keys may only be used at the Command Mode level. The computer starts by playing the Black side unless instructed otherwise.
See page 6 for player variations.

PLAYING YOUR MOVE

Normally, you will play "White" and make the first move. Enter a move by keying in the correct "letter-number" combination corresponding to the board "column-row" for your FROM move, then key in the correct "letter-number" combination for your TO move.

Press ☐PLY☐ to enter the move. The computer verifies your move for legality and will now play its move.

ILLEGAL MOVES

If an "E" appears in the leftmost column of the display, you have made an illegal move and must repeat the procedure described above, making sure you have corrected your errror. If the error persists, use the "Find Position" mode to determine current board position.

EXAMPLE: Press ☐E☐ then ☐2☐ then ☐E☐ then ☐4☐ for the White King's pawn to King 4 move. The display will read E2 E4. Pressing the ☐PLY☐ key after the ☐4☐ key will cause the game to calculate its move. The computer's move will be indicated by a random flashing sequence of LED segments followed by the moved displayed.

PLAYING THE COMPUTER'S MOVE

When the computer has decided on its move, it is displayed in FROM "letter - number" TO "letter-number" format. Move the appropriate Black piece on the chess board. You are now ready to play your move again.

CASTLING

To Castle, move either the king or castle, press the ☐XMV☐ key, then move the other piece and press ☐XMV☐. Then press ☐PLY☐ to tell the computer to make its move. The computer will only castle when it thinks that the castle is its best move. It will in turn display "0 - 0" (King's castle) or "0 - 00" (Queen's castle).

EXAMPLE: Press ☐E☐ ☐1☐   ☐G☐ ☐1☐   ☐XMV☐
            ☐H☐ ☐1☐   ☐F☐ ☐1☐   ☐XMV☐   ☐PLY☐

PAWN PROMOTION

The machine will automatically promote a pawn to Queen when it reaches the Eighth Rank, therefore the player must remember to correctly identify the piece as it is promoted.

The player has the option to promote his pawns to any piece he chooses. To do this you must enter your pawn move to the Eighth Rank, and then enter the selected piece to that location using the [EP] (enter position) mode.

EXAMPLE: [B] [7] [B] [8]
[XMV]
[EP]
[WQ] [B] [8]
[PLY]

EN PASSANT CAPTURE

The computer will only recognize its pawn captured En - Passant if all moves are completely keyed.

EXAMPLE: White Pawn at B 5, Black Pawn at C 5.

White's move		Display reads	
- - - - - - - - - -		C 7 C 5	(Black's move)
B 5	C 5	B 5 C 5	
XMV		- - - - - - - - - -	
C 5	C 6	C 5 C 6	
PLY			

The B 5 C 5 move captured the Black Pawn from the C 5 position.

FIND POSITION - POSITION VERIFICATION (FP)

Pressing the FP key will allow you to find any piece and verify its correct position.

EXAMPLE: Press [FP] to get into Find Position mode. Press [WK] to find the White king position. Display will read "FP E1" for starting White king position.

EXAMPLE: Press [WQ] for White queen. display will read "FP D1" etc. Continued depressions of [WP] or [BP] will display all pawn positions for either white or black. A display of "00" indicates that there are no more of that requested type piece on the board.

When finished with the [FP] mode, press [CE] to return to Command Mode.

ENTER POSITION - ADDING PIECES

Pressing the [EP] key will allow you to enter a piece to a particular position.

EXAMPLE: Press [EP] to get into Enter Position mode.

Press [WK] to select the White king. Next press the location such as an [E] followed by a [1] for the White king's starting position. (E1)
The display will read "EP E1". Press [XMV] to enter the piece and return to Command Mode, or press [CE] if a mistake has been made.

SETTING UP SPECIAL SITUATIONS

The player may set up any position or start a game with a blank board, by depressing [B] in response to the "BP" request. The player may now place any number of pieces anywhere on the board by keying in the following:

Players move:

1) Depress [EP] (enter piece)

5

2) Depress WQ

3) Depress E 3

Display

EP

- -

EP E3

Repeat steps 2 & 3 for each selected piece. After you have keyed in all the pieces, then depress XMV to return to Command Mode. Verify the correct board position with the FP key to avoid any errors.

CLEARING AN UNWANTED MOVE

Pressing the CE key cancels the current entry and places the computer at the Command level, leaving a "-" on the display. You must then re-key another command.

STARTING A NEW GAME

Pressing the RST key brings you to the "L" level request so that you can either change levels during a game or start a new game.

MAKING ELECTRONIC CHESS PLAY AGAINST ITSELF

To have the game play against itself, you must answer the "L", "BP" and "O" requests. Press the WSD key and the PLY key. The game will proceed to make White's move. Next press the BSD key and the PLY key. The game will make Black's move. Continued depressions of such keys will alternate play of Black against White by the computer.

MOVE SUGGESTION

You may also command the computer to make your move by pressing WSD and PLY after its move has been displayed.

> EXAMPLE: Black's move D 7   D 5
>   Press WSD   PLY
> White's move as calculated by the computer:
> E 2   E 4
> You must then press BSD and PLY to have the computer make its own next move.

MAKING ELECTRONIC CHESS PLAY THE WHITE SIDE

Electronic Chess will play White (and move first) and you will play Black by pressing WSD PLY **ONLY** after answering the "L", "BP", and "O" requests. Thereafter play normally *without* further depressions of WSD and BSD.

SETTING UP MATE-IN-TWO PROBLEMS

Respond to the "L" message with 8 . Set up the board position as specified for the particular Mate-in-two problem, using the EP and FP keys. Because most mate-in-two moves are written as White doing the mating and making the next move, you must press WSD for the White side, and then press PLY to play the problem out. The computer will not recognize mate-in-two problems involving castling, or if a pawn is promoted to something other than a queen.

PLAYING HANDICAP CHESS

Handicap chess is a game whereby both opponents may either add or delete a particular chess piece(s) before starting the game. The player starts with the "BP" A and may *add* a piece using the Enter Position EP mode (see Enter Position section) or *delete* a piece in the following way:

EXAMPLE: To delete a White knight and give yourself a handicap, depress

C 3 B 1 XMV

Then key in your first move as described earlier. You have now eliminated the Queen's knight from the B 1 position, by moving FROM an unoccupied square to B 1.

ELECTRONIC CHESS LOSES

The computer will display "LOSE" when it has been checkmated, or when it calculates its position to be completely hopeless.

LOSING TO ELECTRONIC CHESS

The machine may make a move so as to put the player in check. The computer will display its move and a "C" will automatically be displayed on the leftmost side of the display indicating the CHECK.

STALEMATE

A stalemate is always indicated by a king move to its own position, which tells you there is no other place it can move to without being in CHECK. C 6 C 6 is an example of such a move.

OPENING BOOK

An opening book of master moves is built into Electronic Chess providing variety in the style and character of each game. The computer plays a defensive book when playing Black and an offensive book when playing White. The opening selected is determined by your response to the "0" message as follows:

KEY	DEFENSIVE BOOK	OFFENSIVE BOOK
1	King's Indian Defense	Center game
2	Cambridge Springs Defense	Giuco-Piano
3	Caro-Kann Defense	Queen's Gambit Declined (Manhattan Variation)
4	Petroff's Defense	Queen's Gambit Accepted
5	Any of the above, randomly chosen.	Any of the above, randomly chosen.

USE OF AN AC ADAPTER

Use an AC Adapter with output of 7.5 VDC at 150 MA with full wave rectification and filter capacitor. (Tip of the plug is the positive (+) pole). AC adapters are also available from Tryom, Inc., National Service Department.

If you are having any trouble working your unit, please call customer service at (216) 464-8918 and we will be glad to help you understand how to play. We are also quite willing to answer any other questions you may have regarding any of our other products. We offer this as a service to you; we are sorry but we cannot accept collect calls.

Enjoy your unit and Good Luck!

Tryom, Inc.

Limited Warranty

TRYOM,INC. (hereinafter "TRYOM"), subject to the terms and conditions set forth below, warrants, for the periods specified below, that the accompanying unit is merchantable and fit for the ordinary purpose for which such unit is intended and that it will repair or replace at an authorized TRYOM service center, any part of said unit which proves to be defective by reason of improper material or workmanship, used in accordance with the instructions furnished to Buyer.

WARRANTY PERIOD:

Electronic Chess .... 90 days

TYPES OF SERVICE NOT COVERED: This warranty does not apply to defects, resulting from abuse, alteration or unreasonable use of the unit, nor to accidents, vandalism, acts of God, or other causes beyond the control of TRYOM.

Except to the extents prohibited by applicable law, the limited warranty set forth herein shall be the exclusive warranty made by TRYOM, and in lieu of all other warranties, express or implied (whether written, oral or by conduct), including but not limited to, any implied warranties of merchantability or fitness for any particular purpose, and under no circumstances shall TRYOM be liable for any consequential, special or contingent damages or expenses, arising directly or indirectly from any defect in the product or from the use therof. The remedy set forth herein shall be the exclusive remedies available to the user and in lieu of all other remedies. TRYOM neither assumes nor authorizes any representative or other person to assume for it any obligation or liability other than that which is expressly set forth herein.

REGISTRATION: The enclosed warranty registration card must be mailed to TRYOM within 10 days of the date of purchase.

PROOF OF PURCHASE: When requesting warranty service, proof of date of purchase must be submitted.

PROPER DELIVERY; For service during the warranty period, for in warranty defects, the unit must be shipped, freight prepaid, or delivered to a TRYOM service center in either its original package or a similar package affording an equal degree of protection and should be insured against loss or damage. Do not return your unit to TRYOM until you receive a written return authorization, notifying you to return your unit. If, after the 90 day limited warranty period, your TRYOM unit requires servicing, upon receipt of your unit (freight prepaid) and a check or money order for $15.00 to cover repair costs, TRYOM will service your unit. All units are returned pre-paid by TRYOM in the United States.

ADDRESS ALL CORRESPONDENCE TO: TRYOM, INC.
23500 Mercantile Road
Beachwood, Ohio 44122

ELECTRONIC CHESS
is U.L. and C.S.A. Approved.
U.S. and Foreign Patents Pending

For Your Records

À GARDER POUR VOS ARCHIVES

RETAIN FOR YOUR RECORDS

Model Name and Number
Nom de Modèle et Numéro _____

Serial Number
Numéro de Série _____

Date of Purchase
Date de L'Achat _____

Dealer
Revendeur _____

Dealer Address
Adresse du Revendeur _____

City   State
Ville   Province _____ Zip _____

Proof of Purchase: When requesting warranty service, proof of date of purchase must be submitted.

Preuve d'Achat: Tout demande de réparation garantie doit etre accompagnée d'un récipissé montrant la date d'achat.