



CHESS PARTNER 4000

INSTRUCTIONS

Only SciSys chess computers are endorsed by the World Chess Federation (FIDE)



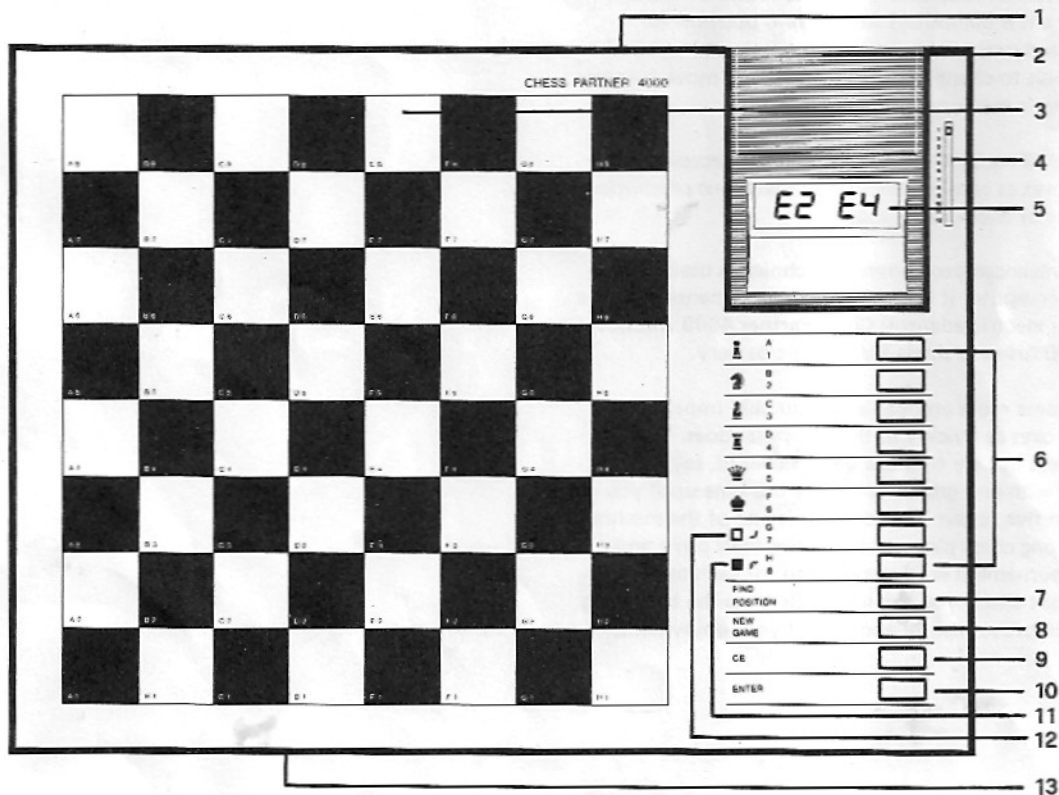
GENS UNA SUMUS

Chess Partner 4000 is a compact full feature 12-level chess computer. It contains many of the features found on more expensive larger chess computers such as *find position* for verifying the board position and *cancel entry* should you make a mistake and wish to change your mind before a move is entered into the computer's memory.

Chess Partner 4000 recognizes and makes when necessary such special chess moves as *castling*, *en passant* and *pawn promotion*. It does not make or allow illegal moves.

Because of the advanced programming techniques used in developing this computer it is now possible to dispense with the need for a mains electric adaptor. **Chess Partner 4000** will operate for well over 100 hrs on a single 9V alkaline battery.

To make your game more enjoyable as your skill improves, try to make your moves as quickly as the computer does. This will not be easy at first but try to make your moves in, say, 30 seconds to start with and gradually reduce the time until you are making moves in five to ten seconds. This is one of the methods used by very strong chess players to improve their game and technique. At tournament level, time taken for each move is an important element and if you can learn this from the beginning your chess will improve rapidly and with it your enjoyment.

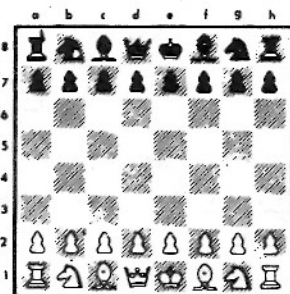
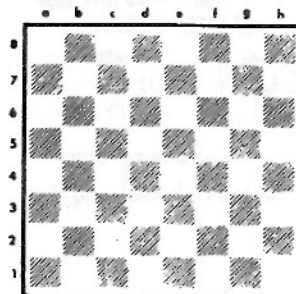


KEYS AND FUNCTIONS

1. Power On/Off switch
2. Battery compartment
3. Chess board
4. Level slider control
5. Display
6. Keys A—H 1—8
(for pieces & for squares)
7. Position verification (find position)
8. New game key
9. Clear entry key
10. Enter key
11. Black
12. White
13. Compartment for chessmen

1. Getting started


(i) The chessboard:—




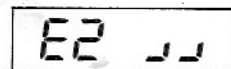
The chessboard is made up of black and white squares laid out 8×8 . Each square is identified using algebraic notation as recommended by FIDE, the World Chess Federation. Ranks (the horizontal lines of squares) are numbered 1 to 8 and files (the vertical lines of squares) are lettered A to H.



After first switching on, the computer will normally play black and so you, playing white, will make the first move.

In computer chess to "enter" a chess move it is necessary to identify the piece you wish to move, say the pawn on square

File E, Rank 2. Once you have done this, press **E**  **5**

followed by **8**  **2** . The display will then show



The computer needs to know where you want to move this pawn. In this example you may wish to move it to the square, File E, Rank 4. You then press **E**  **5** followed by **D**  **4** on the computer keyboard and the display should now show

E2 E4

Once you have verified that this is the move you want, press **ENTER** which will input the move into the computer and then display:—

COMPUTING

while the computer is deciding on its replay. As soon as it has decided it will display its move, such as:—

E7 E5 or **d7 d5**

or **08 F6**

or any other opening move it decides to make.

Keys and functions

The keys

A 	Rank 1	File A
B 	Rank 2	File B

C 

Rank 3 File C

D 

Rank 4 File D

E 

Rank 5 File E

F 

Rank 6 File F

G 

Rank 7 File G

H 

Rank 8 File H

FP

Find position

NEW GAME

New game

CE

Clear entry

ENTER

Confirm move or entry

Switches

Power : On/Off

Level Slider : 1 – 12

Power supply

Battery requirement: One 9V Cell. Aikaline batteries are recommended for longer life; they yield over 100 hours of play.

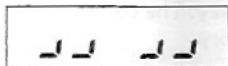
Before starting to play, check that as soon as the set is switched on the display shows:

LL LL

If the battery begins to run down during a game the display will gradually get fainter. Soon your computer will respond erratically unless you put in a new battery.

2. Playing your game

When you are ready to play chess against the computer, slide the POWER switch to ON. The display will then look like this:



This means you are ready to start playing.

Your Chess Partner 4000 has twelfth level of difficulty. Set the level slider to any position from 1 to 12. You can switch from level to level by just moving the level slider at any time.

Level 1 usually takes 3-6 seconds to compute a move.
Level 12 usually takes 5-20 seconds to compute a move.

If you want to play with the white pieces, you make and enter the first move. If you want to play with the black pieces, press

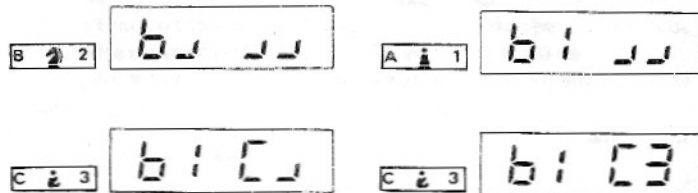
ENTER and the computer will make the first move with the white pieces.

Making and entering moves

To make and enter moves, use **A 1** through **H 8** and **ENTER**. The chess board on your computer shows the standard international notation for each square. Each square is identified

by a letter and a number, as shown as Fig. 1.1.

Let's take an example. Suppose you want to play with the white pieces and your first move is moving a knight from square B1 to C3. You do this by first entering the square where the knight is now located (B1) and then entering the square you want to move the piece to (C3). Here are the keys you would press and the resulting display:



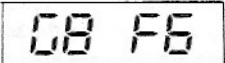
Each time you make a move you have to press four keys. The first press will automatically enter a letter, the second a number, the third another letter and the fourth press will enter a number. There is no need to indicate whether the piece you want to move is a pawn, knight, etc. — the computer keeps track of that for you.

Now that you have your desired move indicated on the display, press **ENTER** to enter it into the computer. When you do, you will see this on the display:



That means the computer is evaluating your move and is deciding

its response. Early in the game the computer will reply quickly. As the game progresses, the computer will take more time. When the computer finishes evaluating your move, its response will appear on the display, such as



This means the computer has decided to move a knight from square G8 to square F6. Move the pieces on the chessboard so you can keep up with the game — the computer keeps track of where all the pieces are in its memory.

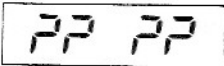
Errors and impossible moves

You may make an error when entering your move. If you

discover a mistake before pressing **ENTER** just press **CE**

This will clear the display and you can begin entering your move again.

Sometimes you may accidentally enter a move which is impossible according to the rules of chess. Suppose that your opening move in a game was to move a pawn from square C2 to square C8. After you entered this move, the display would show this:



You will also get this display if you enter a move that violates some rules of chess (such as a move which places your king in

check). To clear the display, press **CE** and enter another move.

Special moves

Your chess computer will let you perform all the moves permitted in ordinary chess. An *en passant* capture can be made simply by indicating the beginning and ending squares of the move in the usual way. The computer will keep track of the capture in its memory.

Castling is performed by entering the beginning and ending position of the king (not the rook). For example, if you are playing with the white pieces and wish to castle on the king's side, just enter E1 and G1 on the display and press **ENTER**.

The computer will also indicate its castling moves in the same way. The computer will move the rook automatically into memory. Don't forget to move it on the chessboard!

The rules of chess allow any pawn that reaches the opposite side of the board to be changed into any other piece except a king. If one of your pawns should reach the opposite side of the board, the computer will assume you want the pawn to become a queen.

Likewise, if the computer manages to get one of its pawns to the other side of the board, it will change it into a queen.

Capturing pieces

When the computer makes a move which results in the capture of

one of your pieces the display might read:

d4XE5

The X sign is the international chess notation symbol for a capture.

Game endings

If you manage to checkmate the computer, it will concede defeat:

-- --

If you make a move that stalemates the computer, you will see:

= =

If you are in check by the computer. The computer might read:

d8 d1+

The + sign is the international chess notation symbol to show "check."

You will also discover that all moves you try to enter will produce error displays until you remove your king from check

PP PP

If you are checkmated, you will find that all moves you enter will result in error displays.

Changing colors

If you wish to change sides during a game this can be done very simply. When it is your turn to make a move — do not make the move — just press **ENTER** and the computer will make the move for you. You then carry on and make the next move with the opposite color to which you started with. (So if you get yourself in a jam, you can see if the computer can get out of it). You have changed sides.

3. Find position

First press **FP**. The display will, for example, show:

J1 A2

Select your color:

H ■ 8 Black

J1 A7

G □ 7 White

J1 A2


Select your piece


A ♙ 1 White pawn


J1 b2


B ♞ 2 White knight

J2 b1

C  3 White bishop

D  4 White rook

E  5 White queen

F  6 White king

See where it is:
White pawn is on square A2


Black bishop on square C8

To find other pieces of the same type, press the same key again.
When all pieces have been displayed
the computer shows:
(This means no other piece of that type.)

To recheck the same pieces press the same key again and the
computer will repeat the display sequence.

To change color — white to black:  8

black to white:  7

To get out of "Find
position" press 

3 C 1

4 A 1

5 d 1




6 E 1

1 A 2


3 C 8

6 --

Computer versus computer

The computer in your set can also play itself; just press  after setting the POWER switch to ON. The display will then show a move for the white pieces. Press  again the display will now show a move for the black pieces. Continue pressing  and the computer will keep making moves for both sides. This can help you to familiarize yourself with the various chess piece moves and game openings.

New game

 is used to set up the board again, ready to start a new game. The level of play will remain as indicated on the Level slider control.

4. Changing the battery:

Slide the battery cover rearwards and lever out the old battery. Slip in the new battery, ensuring that the + and — terminals are the right way round. Slide the cover on again.

5. Guarantee:

See guarantee card enclosed.

6. Care and maintenance

Your chess computer is a precision electronic device. Do not drop it or subject it to rough handling. Keep your game out of extreme

cold or heat. Don't leave it in moist or damp areas.

If the display begins to dim or the computer starts to make "impossible" moves, the battery needs to be replaced. Never leave a weak or damaged battery in your computer — it can leak damaging chemicals (even if they are "leakproof" type). Use only high quality batteries. A good battery will give you 100 hours of playing time.

Always remove the battery if you are not going to play with your computer for a few days.


7. Specifications

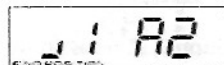
Power consumption	0.045W
Supply Voltage	9V
Battery	1 x 9V (National 006 P-UE or equivalent)

8. Enter Position (EP) Function


This special function allows you to change the board setup (or make a special game setup)

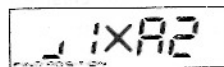
NOTE: This special function is quite complicated, so you may want to read through this section entirely (at least once) before you actually start to use the EP Function.

1. First press  key to enter the "Find Position" mode; the Display will show:









(If you are in the New Game state, or with any pawn in the lowest possible row.)

2. Then press  to enter the EP (Enter Position) mode; this is confirmed by the CAPTURE sign "X" coming on in addition to the usual FP-type display. For example:



Now some keys in the keyboard have additional functions as below:

- a.  1 or  4 = cursor Keys to move the square examined one square to the left.
- b.  2 = a cursor Key to move the square examined one square upward.
- c.  3 or  6 = cursor Keys to move the square examined one square to the right.
- d.  5 = a cursor Key to move the square examined one square downward.

This function has a wrap-around feature, i.e. if the square examined reaches the edge and you continue to move the cursor in the same direction, the cursor will wrap-around to the opposite edge of the board). For example, you have been pressing

pressing **B 2 2** to move along the "A" file until you are now at A8;
pressing **B 2 2** once more will move the cursor to square A1.

e. **NEW GAME** = clears the entire board (no chess pieces anywhere).

f. **CE** = clear the indicated square only.

3. If you wish to enter some chess pieces on the chess board, then press **NEW GAME** key to clear the whole board first; the display will show: for example

--X A2

then press the cursor Keys to the position wanted. By pressing **G 0 7** to indicate the selection of "White Piece" or by pressing **H 1 8** to indicate the selection of "Black piece", you can then select the desired piece by pressing one of the Keys 1 through 6 as below:

A 1 1	= Pawn
B 2 2	= Knight
C 3 3	= Bishop
D 4 4	= Rook

E 5 5	= Queen
F 6 6	= King

For example, if you want to enter a 'White King' in location C3, and the display now shows:

--X A2

Press **C 2 3** twice; the display will show:

--X b2

Then

--X C2


Then press **B 2 2** once; the display will show

--X C3

indicating you are on squares C3, then press **G 0 7** to indicate you want a 'White' piece; the display will show:


--X C3

(no change of the display, same as above step.)

Now press **F**  **6** to indicate to enter a 'King'. The display will show

6XC3
FIND POSITION

You have now entered a "White King" onto square C3. If you want to continue to enter a "Black King" onto square B1, then follow the steps as below:

- a. Press **E**  **5** twice; the display will show


--XC2
FIND POSITION

then

--XC1
FIND POSITION

- b. Press **A**  **1** once; the display will show

--Xb1
FIND POSITION

- c. Press **H**  **8** once; the display will show

--Xb1
FIND POSITION

- d. Press **F**  **6** once; the display will show

6xb1
FIND POSITION

And so you can continue, entering pieces where you want them. After you enter your last piece, you check who goes first. Press

ENTER Key once, the Display will show

51 JJ

indicating white to move after exit of Enter Position

If you want to "change sides" or who goes first, press **ENTER** again for,

51 FF

indicating Black to move after exit of ENTER POSITION mode

Then press 'FP' Key twice; the Display will show

JJ JJ

indicating White to move now

or

FF FF

indicating Black to move now

5. Here in a chart form is a summary of the above steps:

State that you want	Normal	FP	EP	Side to move
Your state now				
Normal	—	FP	FP, ENTER	FP, ENTER, ENTER
EP (FIND POSITION)	FP	—	ENTER	ENTER, ENTER
EP (FIND POSITION WITH 'X')	FP, FP	FP	—	ENTER
Side to move (5:FF)(5:JJ)	FP, FP	FP	FP, ENTER	—

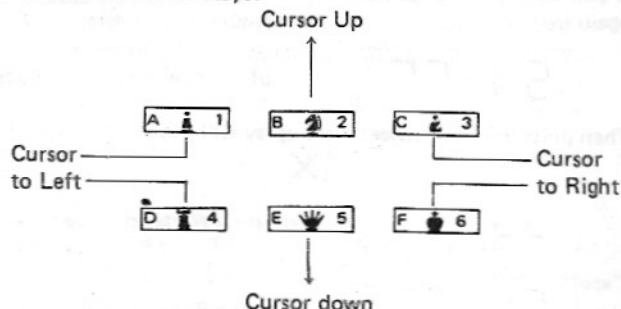
Example:

- a. Let's say you are now in Normal mode and you want

"Enter Position mode", then press **ENTER POSITION** once, followed by **ENTER** once.

- b. If you are now in "Enter position mode" and you want "Normal mode", then press **FIND POSITION** twice.
- c. Or if you are now in "side to move" mode and you want "Normal mode", press **ENTER POSITION** twice, etc.

Action of Cursor Keys:



IMPORTANT NOTE — Because of the limited memory capacity of this computer it cannot recognize in the Enter Position function whether castling is allowed or not. Therefore do not enter a position which places either king on its original square. If you do this the computer will give wrong information.

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.,
359 East Beach St.,
Inglewood Ca. 90302
U. S. A.

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