////// SciSys ™ ™

CHESS PARTNER 5000

CHESS PARTNER 5000

ON   MEMORY

Partieanfang: Computer einschalten und "NEW GAME" drücken.

**Züge eingeben:** Figur zunächst auf dem Ausgangsfeld und dann auf dem Zielfeld andrücken.

Schlagzüge: nur den Zug der schlagenden Figur eingeben.

Rochade: nur Königszug eingeben.

Computerzüge: Brettlampchen zeigen waagerechte Reihe und senkrechte Linie des Ausgangsfeldes (Figur andrücken) und des Zielfeldes an (nochmals andrücken).

Unzulässige Züge: langer, tiefer Summton. Figur auf zulässiges Feld ziehen oder auf Ausgangsfeld zurückstellen.

Stellungskontrolle: Figurentaste drücken. Brettlampchen zeigen Stellung (eine der Figur an. "W/B" drücken, um schwarze Figuren zu kontrollieren.
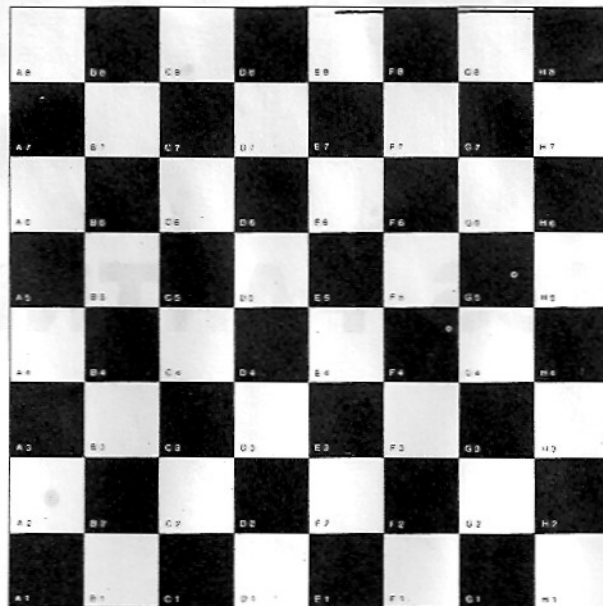
WHITE
BLACK
SETUP
CHECK
MATE

SET UP   SOUND   LEVEL   WHITE BLACK   COMPUTE   ♜   ♟   ♞   ♟   ♛   ♚   NEW GAME
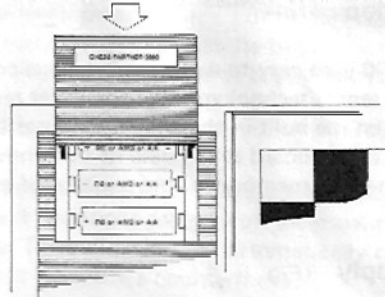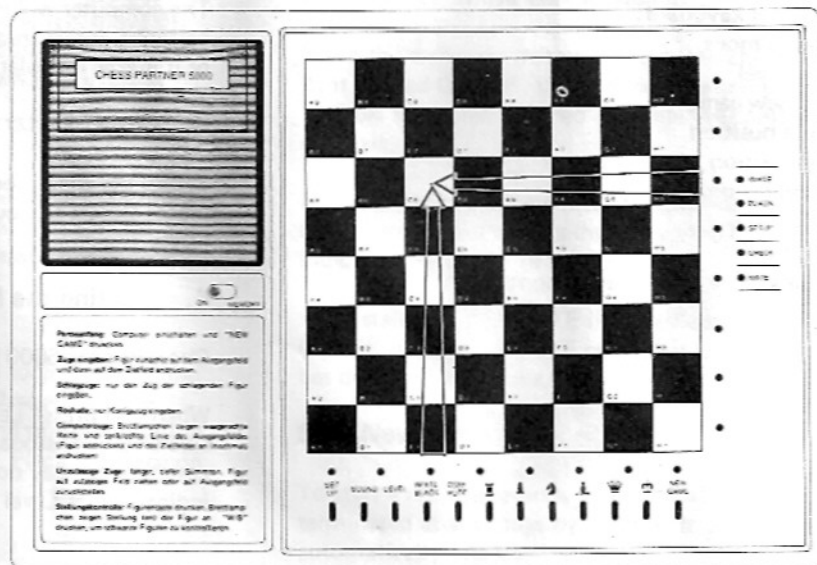
1
2
3
4
5
6
7
8

Fig. 1
Abb 1

Fig. 2
Abb 2

Keys and Functions

(1) Battery compartment
(2) Sensory chessboard
(3) Control panel displays:
  – Side to move
  – Computer thinking
  – Computer passive
  – Check
  – Checkmate and stalemate
(4) Lamps display column of piece moving
(5) Lamps display row of piece moving
(6) Control panel keyboard:
  – Suggest a move
  – change level
  – start a new game
  – set up a position
  – verify position
  – turn buzzer on/off
(7) Buzzer
(8) Power switch
  Remembers game more than 3 months

1. Introduction

Chess Partner 5000 is an easy-to-use, portable chess computer with the latest in sensor technology. The computer reads in moves you make on the built-in chessboard and uses the 16 lights at the edge of the board to indicate its own moves. It also contains a one year memory for the position of an interrupted game.

2. Power supply (Fig. 1)

It runs on three AA batteries which you must insert as shown. The computer will run for over 100 hours on one set of batteries. Insert fresh batteries immediately if the lamps dim or it makes irregular responses.

3. Getting started

Set up the chess pieces in the starting position with the white pieces closest to you. Switch the computer on and press
NEW GAME .

4. Setting the level of skill

Chess Partner 5000 has four levels of playing strength.

When you press LEVEL one of the lights on the right-hand side of the chessboard will come on (and remain on as long as you hold the key down). The first light from the bottom indicates that Level 1 is set, the second light, Level 2, etc.

To change levels press ⎡LEVEL⎤ until the level you want appears. You may change it at the beginning or at any time during a game (but only when it is your turn to move).

5.   Making moves

To make a move press down the piece you wish to move and then place it with light pressure on the square you wish to move it to. The computer will automatically register the move and begin to compute a countermove.

To make a capture, key in the move of the capturing piece only. When castling only enter the king's move (i.e. move the rook without pressure). In case of pawn promotions the computer will automatically change the pawn into a queen.

6.   Computer moves

The computer indicates its own moves by beeping and turning on two of the lights on the edge of the board. These lights are used to indicate pieces or squares on the chessboard, (Fig.2).

The lights show you the horizontal row and to vertical column of the piece the computer wishes to move. Press this piece down lightly on its square. The computer will now show you to which square it wishes to move the piece. Place the piece on this square, pressing lightly.

7.   Illegal moves

If you attempt to make an illegal move the computer will sound and error signal (a long, low buzz). The board lights will show you where the piece came from. You may place the piece on a legal square or replace it on the original square to cancel the move.

You will also hear the low buzz immediately if you try to move a piece of the wrong color.

8.   Check, mate and stalemate

When the computer puts your king into check it turns on the light labeled CHECK. If you check the computer's king, the CHECK light is also turned on while the computer is making its move.

If a game ends in checkmate the lights labeled CHECK and MATE are turned on together. The WHITE or BLACK light indicates the winner of the game.

For a stalemate the MATE light will come on without the CHECK light. The WHITE or BLACK light shows which side has delivered stalemate.

9.   New game

To start a new game press ⎡NEW GAME⎤ . A game may be terminated at any stage by pressing this key. The computer automatically sets itself to Level 1.

10. Changing sides

If you wish to change sides with the computer you may do so by pressing `COMPUTE` instead of making your move. The computer will make the next move for you and you can go on playing for the other side.

You may change sides as often as you loke during the course of a game. You can even press `COMPUTE` after every move and make the computer play and entire game against itself.

If you want to start a game with the black pieces press `NEW GAME` and `COMPUTE` . The computer will make the first move for white and you may go on playing for black.

11. Setting up a position

You may sometimes wish to modify a position arrived at during the game or to set up a special position and instruct the computer to play on from there. Or you may want to begin a game with a particular opening variation.

To do this first press `SET UP` . The SET UP light will come on. You may now enter moves for both sides until you have reached the desired position. While you are doing this the computer merely checks that the moves you enter are legal (illegal moves get an 'error' buzz as usual) and in the right order. As in normal games, the WHITE and BLACK lights tell you whose turn it is to move.

To resume normal play press `SET UP` again and make the

next move or just press `COMPUTE` and the computer will play the next move. The SET UP light goes out when you resume normal play.

12. 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 correct position of each piece (but not when the mate light is on).

Press one of the piece keys (but only when it is your move). The computer will show you where that piece is located on the board. It will do so by lighting up a row light and one or more column lights. If a piece is missing or is in the wrong place, put it back without pressing.

Press the same piece key again to find out if there are any more peices of that kind on the board. When the computer finds no more pieces it will sound a low buzz.

When you first press a piece key the computer will always show you the location of while pieces on the board (WHITE light on). To locate black pieces press `WHITE/BLACK` to turn the BLACK light on and then press a piece key. You may change colors and pieces freely during position verification.

To return to normal play simply enter the next move.

13. Sound

When you press a piece or one of the keys, the computer beeps (or it buzzes to indicate that you have pressed the wrong piece or key). If you prefer the computer to operate silently, press SOUND . Pressing this key again or pressing NEW GAME will turn the sound back on.

14. Long-term memory

If you wish to interrupt the game for a while you should turn the computer off by moving the ON/MEMORY switch to MEMORY. The computer will retain the position and level setting, and it can continue the game when it is switched on again.

You may use this switch at any time during the game, even when the computer is computing or showing you a move. Depending on the state of the batteries, the position will be retained for more than 3 months.