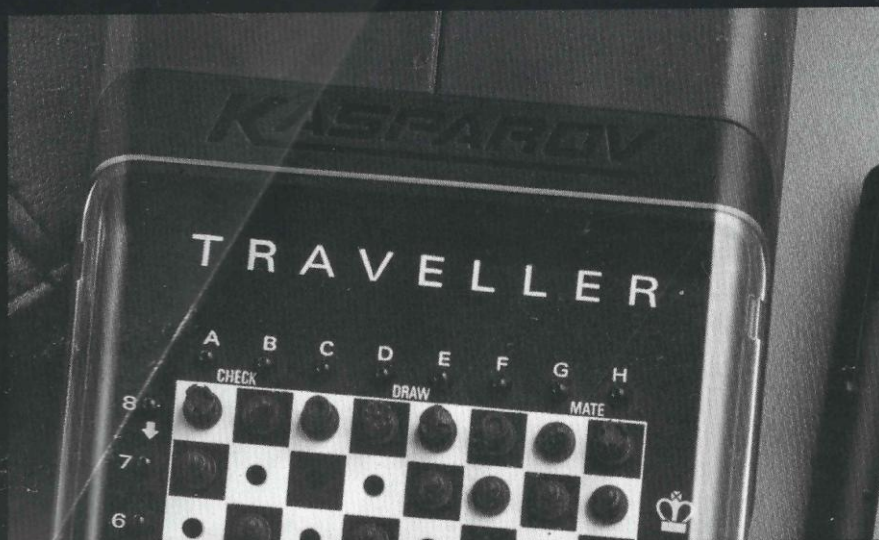
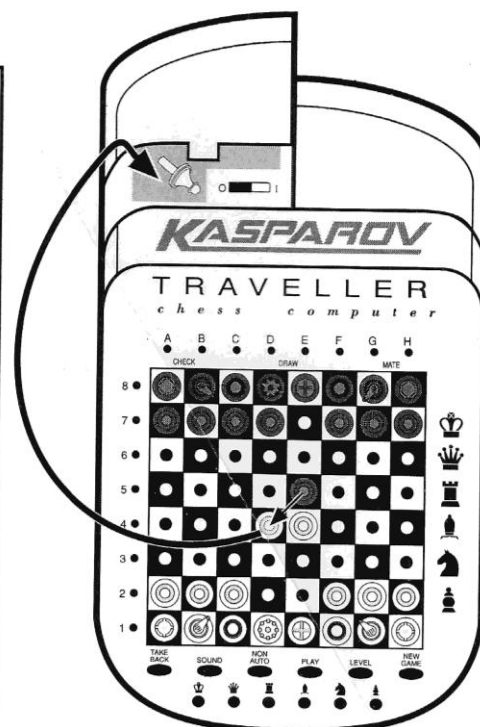
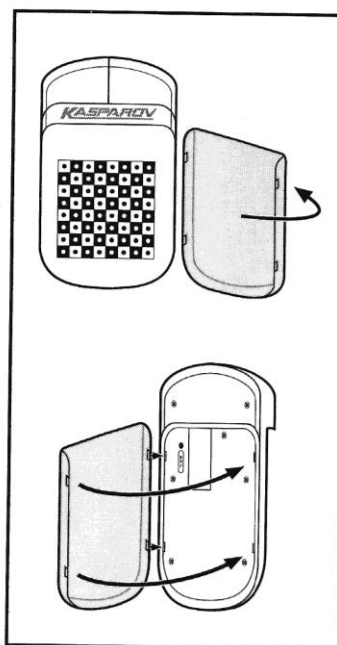
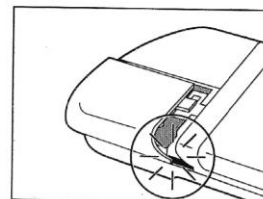
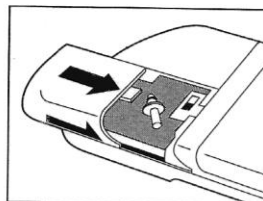
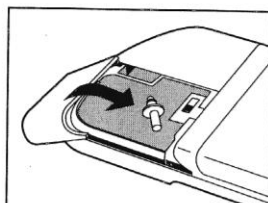
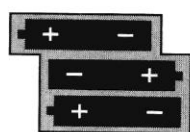


KASPAROV™



TRAVELLER



KASPAROV TRAVELLER

INSTRUCTION MANUAL



QUICK START

For those of you who would like to play a game against Kasparov Traveller immediately, without having to read this entire manual first, here's a Quick Start Procedure especially for you!

1. Insert three "AAA" (Type AM4/RO3) batteries into the computer, as shown in the diagram, making sure to observe the correct polarity.
2. Slide the **O-I** switch to **I** to turn the computer on (switch is located inside piece storage compartment). If the computer does not respond due, press the **ACL** key, as described in Section 1.1.
3. Set up the chess pieces in their starting positions, with the White pieces closest to you.
4. Press **NEW GAME**.
5. To enter moves, press piece down, make your move, press down again.
6. Computer moves: the board lights indicate the row and column of the pieces to be moved.
7. Make your next move as described above — enjoy your first game!
8. Slide the **O-I** switch to **O** to turn the computer off.

1

Dear Fellow Chess Player,

When computers were first invented just four decades ago, few people realized that mankind was witness to the most important single development of our time. Today computers have become freely available, and in a few years there will be a computer in almost every household.

Saitek (formerly SciSys) has asked me to write a few words to welcome you to the world of chess playing computers. I have been personally associated with the company since 1983 and can therefore speak about its products from experience.

Until recently chess computers were regarded as simple toys which would never be capable of providing serious opposition for the enthusiast. The rapid advance of technology and programming skills have certainly changed that. Today chess computers have become an accepted part of the chess world, serving not only to introduce new players to the world's finest game, but also encouraging them to take part in tournaments against human opponents. Chess computers can teach you all the basics of the game and keep up with you even if you go on to become a top club player.

Saitek has been at the forefront of this development and has been responsible for many of the most interesting innovations. It is the only chess computer company under Swiss management, and I look forward to a long and productive relationship with Saitek and with you who have chosen their computers.

I wish you enjoyment and satisfaction from your Kasparov chess computer — and who knows, maybe we'll meet in combat across the chessboard in the future!

Good luck!

Garry Kasparov

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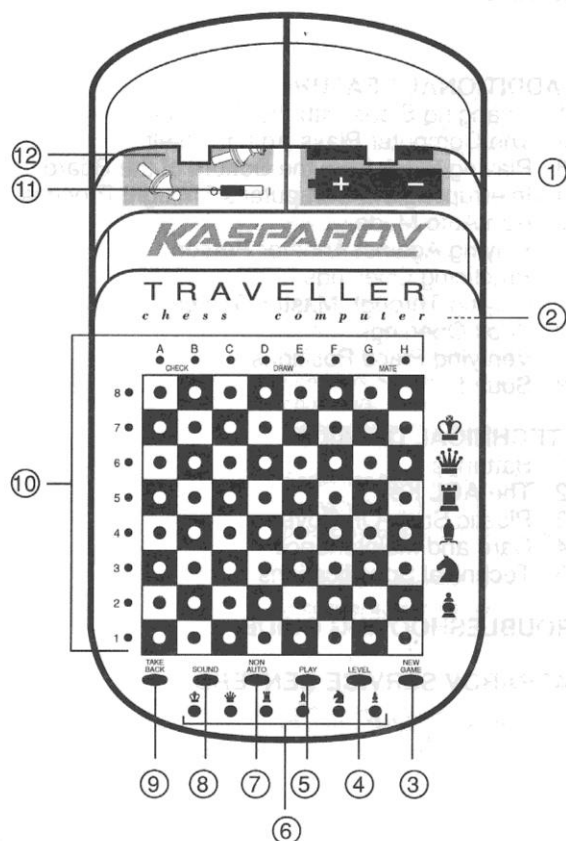
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TROUBLESHOOTING GUIDE

KASPAROV SERVICE CENTERS

ENGLISH



KEYS AND FEATURES

- ① **BATTERY COMPARTMENT:** On front of unit, cover slides back to reveal battery compartment; runs on three alkaline "AAA" (Type AM4/RO3) batteries.
- ② **ACL KEY:** On underside of unit; used to eliminate static discharge after inserting new batteries.
- ③ **NEW GAME:** Press to reset for a new game.
- ④ **LEVEL:** Press to select your desired level of play.
- ⑤ **PLAY:** Press to change sides with the computer; press while computer is thinking to force it to move.
- ⑥ **PIECE KEYS:** Used to verify board positions; also used to promote pieces and check piece promotions.
- ⑦ **NON AUTO:** Press to switch between Auto Mode (you play against the computer) and Non Auto Mode (you play against another person).
- ⑧ **SOUND:** Press to turn the sound on or off.
- ⑨ **TAKE BACK:** Press to take back one ply (a move for either side). Take back up to a maximum of six ply.
- ⑩ **BOARD LIGHTS:** Used to indicate game moves, take back moves, show the side to play, and indicate check, draw, or mate; also used to verify positions and to display levels of play.
- ⑪ **O-I SWITCH:** Located inside the piece storage compartment; slide to turn the computer on or off. When pushed to **O**, computer remembers current position; resumes game when pushed to **I** again.
- ⑫ **PIECE STORAGE COMPARTMENT:** Slide cover back to reveal handy compartment for piece storage and power switch.

INTRODUCTION

We congratulate you on the purchase of your new Kasparov Traveller! This pocket-sized chess whiz offers a unique combination of exciting chess performance and portability. It is also extremely easy to operate, registering all moves automatically on its built-in sensor board. Intended for beginners and intermediate players, Traveller has 16 different playing levels, including 7 unique "fun" levels, where the computer makes some very human errors. Playing against Traveller on these levels will teach you more about chess, and will allow even beginners to win games against the computer! Along with 6 regular playing levels, this computer also offers a special puzzle level, an infinite level, and a mate search level specifically designed for solving mate problems!

This compact unit also allows you to take back up to 3 full moves, lets you play against another person while it acts as referee, and you can even watch it play against itself! Plus, save your current game by switching to **O**, and snap on the plastic cover to keep your pieces in place. Then take Traveller anywhere, knowing that you can resume your game at any time. When you are ready to pick up where you left off, simply snap off the clear plastic cover, switch to **I** and continue with your game!

This is the ideal computer for those who want to play the exciting game of chess anywhere, without having to carry around a large board. After all, we called it "Traveller" for exactly that reason! So go out, have fun, and be sure to take your new companion with you wherever you go!

How to Use this Manual

Since you should learn the basic operation of the computer before going on to discover its other features, we recommend that you read Section 1 first. Afterwards, go ahead and explore the other game options and different playing levels Kasparov Traveller has to offer.




1. GETTING STARTED

1.1 Battery Installation

Kasparov Traveller runs on three "AAA" (Type AM4/RO3) batteries. We strongly recommend that you use alkaline batteries for long battery life (over 120 operating hours). First, slide the **O-I** switch (located inside the piece storage compartment) to **O**. Open the battery compartment and insert the batteries as shown in the diagram at the front of the manual, making sure to observe the correct polarity. Now slide the **O-I** switch to **I**. The computer does an internal self-test by cycling through all the board lights. You then hear a beep, signalling that the game is ready to play.

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THE CHESS PIECES:

| | Actual Piece | Piece Symbol on Unit | Piece Symbol in Manual |
|--------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| KING |  |  |  |
| QUEEN |  |  |  |
| ROOK |  |  |  |
| BISHOP |  |  |  |
| KNIGHT |  |  |  |
| PAWN |  |  |  |

If the computer fails to respond — static discharge may sometimes cause it to lock up — use a paper clip or any other sharp object to press and hold in the **ACL** key on the back of the unit for one second. This resets the computer.

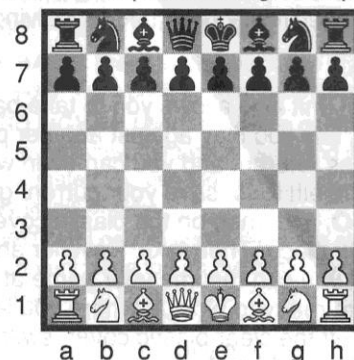
1.2 The Chess Pieces

For those of you who are beginners or fairly new to the game of chess, the following chart serves to identify all the chess pieces and their corresponding symbols.

1.3 How to Move Your Pieces

Once you have inserted the batteries, you are ready for your first game against the computer.

- Slide the **O-I** switch to **I** to turn Traveller on (switch is located inside piece storage compartment).

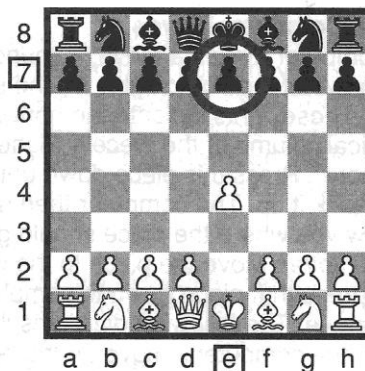


Initial board set up at the beginning of a game

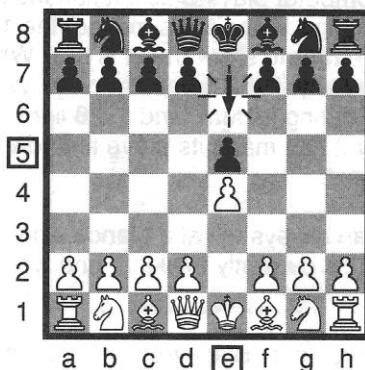
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2. Press **NEW GAME**, and set up the chess pieces in their starting positions, with the White pieces nearest to you (see diagram).
3. To make a move, lightly press down on the piece you wish to move. Press the peg down into the hole until you hear a beep. The computer's built-in sensor board now recognizes which piece you want to move. Notice, also, that two lights on the sides of the chessboard (the "board lights") turn on, pointing to the piece you have chosen to move. These lights indicate the horizontal row and the vertical column corresponding to that particular piece. As you will soon see, the computer also uses this method to show you its moves on the board.
4. Now take the piece and lightly press it down into the hole on the desired destination square. You will hear a second beep, and the **8** light begins to flash. This indicates that the computer is thinking about its move for Black.

Note: At the beginning of a game, the computer's reply is usually instantaneous on Levels 1 through 7, because it is often playing moves which are stored in its opening library. For details on Traveller's book opening library, see Section 3.6.



In this case, the computer wants to move its pawn from e7. First, press down on the e7 pawn.



Now take the e7 pawn and press it down on e5. This completes the computer's move, from e7 to e5.

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1.4 How the Computer Moves

When the computer makes a move, it sounds a beep and turns on two of the board lights on the side of the chessboard. These lights indicate the horizontal row and the vertical column of the piece it wishes to move (its *from* square). Press this piece down until you hear a beep then pick it up. The computer then uses the lights to show you where the piece should go (the *to* square of its move). Move the piece to the indicated square and press that piece down to complete the computer's move. The following diagrams illustrate how to make the computer's move on the board.

1.5 Indication of the Side to Move

When the computer plays Black, it flashes the **8** light while it is thinking. After it has moved, the **1** light comes on steadily to show that it is now White's turn to move. Similarly, if the computer plays White, the **1** light flashes during its turn, and the **8** light comes on steadily after it has made its move to show that Black is to move next.

Thus, you can always tell at a glance whether or not the computer is currently thinking, and which side is to move.

*Note: When you play Black from the bottom of the board, as described in Section 3.3, the color indicator lights are also switched (i.e., the **1** light indicates Black and the **8** light indicates White).*

1.6 Capturing and Special Moves

To make a capturing move, simply press down on the piece you want to move, take the captured piece off the board, and press your piece down on the square of the captured piece.

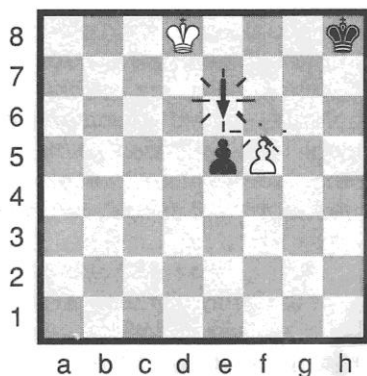
Captured pieces may be placed in the convenient piece storage compartment during a game, if desired.

Capturing *En Passant*

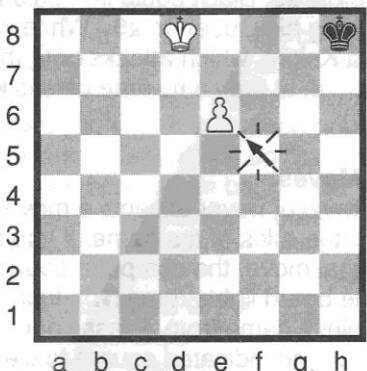
Many beginners are not familiar with this rule, introduced to chess in the fifteenth century. Capturing *en passant* is possible when a pawn is on its fifth rank. If an enemy pawn crosses a square attacked by this pawn (because of its ability to move two squares on its first move) the pawn may act as if the enemy pawn had only moved one square, and capture it *en passant*. This can only be done on the very next move.

In the case of an *en passant* capture, the computer uses the board lights to remind you to remove the captured pawn. Be sure to press down on the captured pawn before removing it from the board.

*Note: When taking back an *en passant* move, the computer guides you through the take-back of the move itself, but leaves it up to you to put the captured pawn back on its original square.*



In the above position, Black tried to avoid the capture of his pawn by advancing it two squares from e7 to e5.



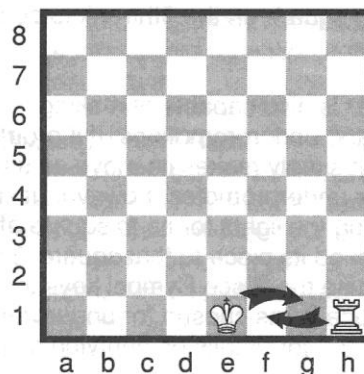
White can capture the pawn en passant by moving his pawn from f5 to e6. Remember to remove the captured pawn from the board.

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Castling

The computer automatically recognizes castling maneuvers after the King is moved. After you have pressed the King down on its *from* and *to* squares, Traveller uses the board lights to remind you to move the Rook. Press down on the Rook's indicated *from* and *to* squares to finish the castling move.

Note: When taking back a castling maneuver, the computer only indicates the take-back of the King's move, and leaves it up to you to put the Rook back on its original square.



Castling King-Side: Move the King by pressing it down on e1 and then g1. The computer then reminds you to move the Rook from h1 to f1 to complete the castling maneuver.

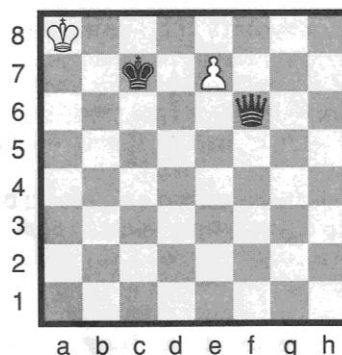
Pawn Promotion

When you promote a pawn, press your pawn down on its *from* square, as usual. If you wish to promote to a Queen, simply complete your move by pressing down on the *to* square, and Traveller automatically changes your pawn to a Queen.

If you wish to underpromote (to a Rook, Bishop or Knight), you must follow a slightly different procedure. First, press your pawn down on its *from* square. Next, **before pressing down on the *to* square**, press the Piece Symbol key for the desired underpromotion piece. This enters your choice into the computer. Now move your pawn to its *to* square on the 8th rank to complete the move.

The computer is also capable of making promotions and underpromotions. If it promotes to a Queen, it simply makes its move as usual. If the computer underpromotes, however, it signals this by flashing the lights for its *to* square after you have moved its piece to that square. You should then use the Piece Symbol keys to find out which piece it has chosen for underpromotion (see Section 3.7 for details on verifying pieces).

For an idea of why an *underpromotion* might sometimes be warranted, consider this position.



It would be fatal for White to promote his pawn to a Queen. If he did so, Black could immediately deliver mate by moving his Queen to a6. White must instead promote to a Knight, which attacks both the Black King and Queen at the same time (this is known as a "Knight fork").

1.7 Illegal Moves

Kasparov Traveller never accepts a move that is not permitted by the rules of the game. If you attempt to make an illegal move, the computer sounds a double beep and the board lights remain on to indicate the square the piece came from. Press your piece back down again on the indicated square to clear the illegal move indication. Then simply make your next move as usual.

Note: If you do not execute a computer move correctly, you will also hear the error beep. This indicates that you are trying to move the wrong piece, or are moving the computer's piece to the wrong square. Check the board lights, and then move the piece correctly. Pressing an improper game key also causes the error beep to sound.

1.8 Taking Back Moves

Kasparov Traveller allows you to take back up to six ply in any position (a ply is a move for either side). You may, therefore, take back up to three full moves for both sides.

To take back a move, simply press **TAKE BACK** when it is your turn to play. The computer lights the coordinates of the *to* square of the last move. Press down on the indicated piece, and Traveller then shows you where that piece originally came *from*. Press the piece down on that square, and the move has been taken back. Now you may either make another move, or press **PLAY** and have the computer make the next move.

1.9 Check, Mate and Draw

When a King is in check, the computer sounds a double beep and flashes the **A** and **B** lights to highlight the word **CHECK**. If a game ends in checkmate, Traveller flashes the **G** and **H** lights to

highlight the word **MATE**.

Kasparov Traveller recognizes the following draw situations. In each case, the computer flashes the **D** and **E** lights to highlight the word **DRAW** when the drawing move is made.

- **Draw by Stalemate:** *Occurs when the side waiting to move is not in check, but has no legal moves.*
- **Draw by Three-Fold Repetition (consecutive):** *Comes about when the same board position has occurred three times in the game, and the same side is on the move. Note: Traveller only recognizes three-fold repetition if the moves are made consecutively.*

1.10 Starting a New Game

To begin a new game at any time, press **NEW GAME**. You hear the new game beep, and the computer is automatically ready for a new game, using the currently set level. Notice that the **1** light is on, indicating that it is White's turn to move first to start the game.

IMPORTANT: Pressing **NEW GAME** clears the current game, so be very careful not to press this key by mistake.

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1.11 Game Memory

You may interrupt a game at any time simply by sliding the **O-I** switch to **O**. Play is then suspended, and the computer "remembers" the current position for up to two years (if you are using fresh alkaline batteries). Whenever you switch back to **I** again, Traveller will be ready to resume your game where you left off.

In order to conserve battery power, we recommend that you switch to **O** whenever you interrupt your chess game for more than a few minutes.

Note: If you slide the switch to **O** while the computer is thinking, when you switch to **I** to continue the game, Traveller will *continue* its search for that move.

2. LEVELS OF SKILL

Kasparov Traveller has a total of 16 different levels of skill. They include levels for casual play, an infinite level, a level for solving mate problems,

several "fun" (handicap) levels for beginners, and even a special puzzle level. When you set your desired level, keep in mind that when the computer has more time to think about its moves, it becomes stronger and plays better — just like a human chess player!

2.1 Setting a Playing Level

Press **LEVEL** to select your desired playing level. The computer beeps when **LEVEL** is pressed, and briefly flashes the board light corresponding to the current level. If you are playing on **Level 6**, for example, pressing **LEVEL** causes the **6** light on the side of the board to turn on for as long as you hold **LEVEL** down.

Press **LEVEL** repeatedly to cycle through all 16 of the computer's playing levels. When you start (or continue) your game, the playing level is automatically set to the last level that was displayed.

If you turn the computer off in the middle of a game, or if you set another level and then press **NEW GAME**, Kasparov Traveller keeps your currently selected level in effect. You may change the playing level at the beginning of a game or at any time during a game, when it is your turn to move.

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2.2 Levels for Casual Play (Board Lights 1-6)

| LEVEL | AVERAGE TIME | BOARD LIGHT |
|---------|----------------------|-------------|
| Level 1 | 1 second per move | 1 |
| Level 2 | 2 seconds per move | 2 |
| Level 3 | 10 seconds per move | 3 |
| Level 4 | 15 seconds per move | 4 |
| Level 5 | 90 seconds per move | 5 |
| Level 6 | 120 seconds per move | 6 |

These times are averaged over a large number of moves. In the opening and the endgame, the computer tends to play faster, but in tactically complicated middlegame positions, Kasparov Traveller may take considerably longer on individual moves.

2.3 Infinite Level (Board Light 7)

To choose the Infinite Level, press **LEVEL** until the 7 light flashes briefly. Now press **PLAY**, and the computer starts thinking. Traveller continues thinking indefinitely, until you interrupt its thought process by pressing **PLAY**. It then makes the move it currently considers best. You may use this level to have the computer analyze complicated positions for many hours or even days.

Note: On the Infinite Level, the computer may come back with a move if it runs out of memory. This will typically be after hours or days, but may occur faster in very simple positions.

2.4 Mate Search Level (Board Light 8)

If you are playing a game and you come upon a position where you think there might be a mate and you would like to have Traveller help you find it, set the computer on the Mate Search Level by pressing **LEVEL** until the 8 board light flashes briefly. On this level, the computer searches for a forced mate and only plays a move if it actually sees a mate. Traveller solves up to a mate in 4. If the computer cannot find a mate in 1, 2, 3, or 4, it sounds a beep and stops. You may then continue with your game as usual, after switching to another level.

Note: If you would like to interrupt the computer's thought process on the Mate Search Level, press **PLAY**. The computer sounds an error beep to inform you that its search was interrupted and it had not found a mate up to that point. You can now simply make your next move after switching to another level.

2.5 Fun Levels (Board Lights A-G)

Seven unique and special "Fun Levels" have been

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included in this chess computer, especially for beginning and/or very young players. These levels allow those who might otherwise never win a game of chess to actually come up on the winning side for a change! They have been provided for both entertainment and relaxation, as well as for their tutorial value. On the Fun Levels, Kasparov Traveller is much more "human" than most other chess computers — it actually gives everyone a chance to win, in a world where chess machines are typically relentless, unforgiving, and often very difficult to beat. Even though the general consensus seems to be that "computers never make mistakes", on the Fun Levels (and for your benefit), this computer actually does!

For these reasons, even a beginner should soon be able to consistently win games against this computer on its Fun Levels. This should serve to spark more interest in the game of chess in youngsters, and will also make chess computers seem less intimidating to those players.

Various handicaps are built into the different levels, with each level demonstrating different and quite specific types of common mistakes that beginning chess players often make. Chess books often advise beginners of certain rules which should be followed — warning not to give away material, not

to bring the Queen out too early, and advising development of pieces before starting an attack. Yet players see their opponents breaking these very rules, and often getting away with it! The Fun Levels provide a way of practicing punishment of these typical mistakes (which the computer willingly makes on some of these levels) — thereby enabling the beginner to strengthen his game against the human opponents he is likely to face.

A big problem for many beginners is that they try to immediately press for a win, without realizing that they must first gain the advantage before they can force a win of the game. Playing against the Fun Levels teaches beginners to make straightforward developing moves in the early part of the game, to gain the advantage when the opponent makes a mistake, and then finally go for the win. With the lower Fun Levels, especially, the computer will start making mistakes very early in the game!

Even after a player has mastered all of the Fun Levels, these levels can still be used as a valuable chess training tool. As an example, a game can be started on a Fun Level, and, as soon as the computer makes an obviously undesirable move, you can switch to a normal game level and try to convert this advantage to a win, now playing against the stiffer opposition of a higher level.

Fun Level A (shown by the **A** board light) is the weakest level, and from there on they get progressively stronger. On Fun Levels **A** through **E**, the computer does not even use an opening library. All of the Fun Levels play at 2 seconds a move except Levels **F** and **G**, where the computer may move immediately if it sees a check or a mate.

The following sections describe a little more about each of the Fun Levels. We hope that you find them all to be both entertaining and educational!

Fun Level A (Board Light A)

On Fun Level **A**, the value of material is set such that the computer will not only "hang" pieces (leave pieces unguarded), but it will also often devise plans to actually **try** to lose material. Watching the computer throw away its Queen would not even be uncommon on this level! *This is the easiest of all the Fun Levels.*

Fun Level B (Board Light B)

On Fun Level **B**, the computer plays "pure" positional chess — so much so, that it does not even take the material value of pieces into consideration at all! As on Fun Level **A**, here the computer may also give away a Queen quite willingly! This level can be very instructive and educational for the beginner who wants to train

himself to relentlessly take advantage of another beginner's tendency to hang material.

Fun Level C (Board Light C)

This level is very similar to Fun Level **B**, but it will not *consistently* give away material. It randomly considers the material worth of the pieces part of the time, and therefore it acts much more like a beginning human opponent who may have frequent lapses, whereby he hangs pieces. On this level, the computer may still, however, give away as much as a Queen on one move.

Fun Level D (Board Light D)

On Fun Level **D**, the computer may occasionally give away material, but only as much as a Rook on one move. This level is excellent for continuing to teach the beginner to recognize when his opponent hangs a piece — and to take full advantage by taking that piece! On both this level and Fun Level **C**, it pays to stay alert!

Fun Level E (Board Light E)

Fun Level **E** is the first of the handicap levels which does not actually give away material. It plays like a beginner who has won some games and has just discovered the power of the Queen. As such, on this level, the computer likes to make the typical beginner's mistake of playing its Queen out very

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early in the opening in order to get her into the action as quickly as possible. This situation lets the player recognize such mistakes, and allows him the opportunity to take full advantage of the situation in order to gain the upper hand and eventually beat his opponent.

Fun Level F (Board Light F)

This is the first of these levels to use a prepared opening book. On Fun Level **F**, the computer will secure a fairly even position in the opening, even against experienced players. Then, however, it will occasionally hang pieces. One might say that Fun Level **F** simulates the beginner who has learned some openings, knows how to develop his position before charging out with his Queen, but who still occasionally has lapses where he leaves pieces unguarded. On this level, check threats are ignored, and the computer is also vulnerable to one-move mating threats.

Fun Level G (Board Light G)

Fun Level **G**, which also uses a prepared opening book, is the *strongest of the Fun Levels*. It will never hang a piece, but it is still very vulnerable to check and checkmate threats. This level is similar to the beginner who has learned that the game of chess is usually won or lost over material — and who concentrates so much on this that he can

have a lapse where he will occasionally forget to defend his King!

2.6 Puzzle Level (Board Light H)

The Puzzle Level is for solving the "mate or a large win of material" types of problems found in newspaper columns and beginning chess books and other books which test your tactical abilities. On this level, the computer looks for the shortest forced win of two pawns or more, and displays the solution if it finds one. If it reaches its search depth limit *without* finding a solution, it sounds an error beep. You may then continue with your game as usual, after selecting another level.

3. ADDITIONAL FEATURES

All the features we have explained so far are enough to provide you hours of pleasure and entertainment with your Kasparov Traveller. You have learned how to play games against the computer, how to correct your mistakes, and how to adjust the level of playing skill to match your own individual needs. There are, however, other things your chess computer can do which make it even more fun to use. Some of those features are dealt with in this section.

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3.1 Changing Sides with the Computer

You may, at any time, change sides with the computer simply by pressing **PLAY** when it is your turn (instead of making your own move). This forces the computer to make the next move for your side. You may change sides as often as you wish during a game.

Note: As described in Section 3.3, pressing **PLAY** at the very beginning of a new game causes the computer to change sides with you and make the first move for White, playing from the top of the board.

3.2 The Computer Plays Against Itself

If you would like to see the computer play a game of chess against itself, simply press **PLAY** repeatedly. Watch as Traveller plays moves for both sides of the board, one after the other.

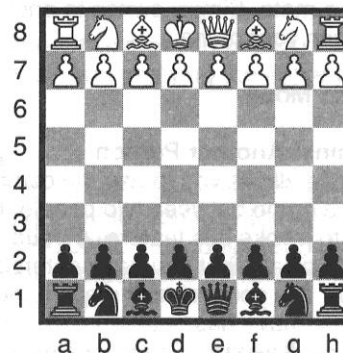
3.3 Playing Black from the Bottom of the Board

You might want to try playing with the Black pieces and letting the computer play White. Press **NEW GAME**, and then press **PLAY**. The computer then automatically reverses sides, and indicates the first move for White from the top of the board.

The following diagram shows the initial piece set-up when Black plays from the bottom of the board.

Notice, in particular, that the Kings and Queens are positioned differently in this board set-up.

Note: When you play Black from the bottom of the board, the color indicator lights are also switched (i.e., the 1 light now indicates Black and the 8 light now indicates White).



Board set-up with Black playing from the bottom of the board

3.4 Interrupting the Computer's Thought Process

If you feel that the computer is taking too long to make a move, press **PLAY** to interrupt its thought process and force it to play the best move it has found so far. This can be extremely useful on the higher and more advanced levels, especially on

the Infinite Level, where Kasparov Traveller thinks indefinitely unless you stop it.

Note: On the Mate Search and Puzzle Levels, pressing **PLAY** does not cause Traveller to make a move. Instead, the computer sounds an error beep to inform you that it was interrupted before it found a solution or a mate. Simply switch to another level to continue with your game.

3.5 Non Auto Mode

Playing Against Another Person

Non Auto mode allows you to use the computer as a referee for a game between two people. Press **NON AUTO** to invoke this feature. A double beep will sound to indicate that you have entered Non Auto mode. At this point, simply make a move as usual. After the move has been entered, instead of starting to think, Kasparov Traveller simply waits for another move to be entered for the other side. In this manner, you and a friend can play chess against one another. As in a normal game of chess against the computer, Traveller displays and allows only legal moves.

If either side needs help, you may press **PLAY** and let the computer make the next move. If you don't like the move Traveller makes, you can always

take it back. Whether you take the move back or accept it as your own, you will still be in Non Auto mode, and you can then continue with your game.

Note: Pressing **NON AUTO** once more (you hear a single beep) returns you to normal game mode, playing against the computer. At this point, make a move of your choice, or press **PLAY** to have the computer make the next move.

Practicing Openings

Non Auto mode can also be a valuable study aid, since you can use this mode to practice different openings. Press **NON AUTO**, and then simply enter an opening of your choice by making the moves for both sides. After you play through the first few moves in this mode and reach the desired opening position, press **NON AUTO** once more to return to normal game play. Then you may continue to play your game against the computer, using your forced opening!

Playing Through Master Games

One very interesting use of Non Auto mode is using this feature to study master games. You can play through the World Championship games, or famous games you find in chess books, or in fact, your own games against friends or the computer. Simply enter Non Auto mode and start making the

moves on the board. Whenever you reach an interesting position and want to have the computer analyze it, press **PLAY**. Traveller will then start thinking and make the next move in the game.

3.6 Book Openings

At the beginning of a game, notice that the computer's reply is usually instantaneous on Levels 1 through 6. This is because the computer is playing moves which are stored in its *book opening library*. Kasparov Traveller's book opening library consists of around 250 opening moves from grandmaster play. If the current board position is in the computer's book, Kasparov Traveller plays one of the normal responses to that position from its collection of moves. It does not, therefore, have to think about that particular move.

3.7 Verifying Piece Positions

If you happen to upset the chess pieces on the board, or if you feel that the board position is incorrect for some reason, you may have the computer show you the proper location for each piece. This is done by means of the Piece Symbol keys.

Whenever it is your turn to move, simply press one of the Piece Symbol keys. Traveller then uses the board lights to show you where the first piece of

that type is located on the board. Steadily lit board lights indicate a White piece, and flashing board lights indicate a Black piece. Press the same Piece Symbol key again to see the locations of more pieces of that same type. When there are no more pieces of that type on the board, the computer sounds a double beep.

You may repeat this procedure using the other Piece Symbol keys, verifying the entire board if desired.

3.8 Sound

If the computer's beeps are distracting you or others during a game, you may turn off the sound by pressing **SOUND**. The computer beeps once when this key is pressed, but Traveller is silent from that point on.

To turn the sound back on, simply press **SOUND** again. The computer uses a double beep to signal that the sound has been turned back on. Pressing **NEW GAME** restarts the sound also.

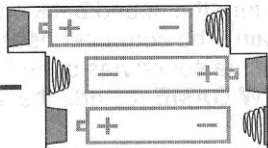
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4. TECHNICAL DETAILS

4.1 Batteries

To install the batteries:

1. Slide the **O-I** switch (located in the piece storage compartment) to **O**. Locate the battery compartment on the right-hand side of the unit (see diagram), and carefully slide the cover off. Be sure to keep the cover level with the unit as you slide it open.
2. Insert three "AAA" size alkaline batteries, observing the polarity (+ and -) marked on the inside of the battery compartment.
3. Replace the battery compartment cover.
4. Slide the **O-I** switch to **I** to turn the computer on. You hear a beep, and the computer is now ready for a game of chess.



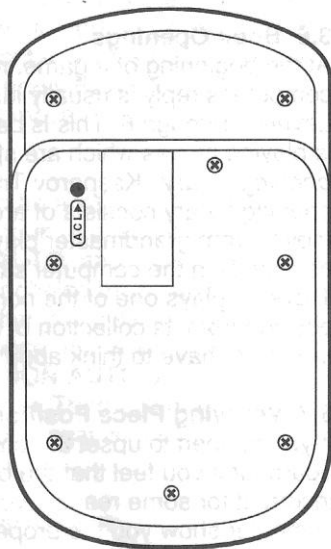
Note: When the batteries are low, the computer may behave erratically. If this should occur, the batteries need to be replaced.

4.2 The ACL (All Clear) Key

If the computer fails to respond after you have inserted a new set of batteries, your unit may have locked up due to static discharge.

The **ACL** key is on the bottom of the set (see diagram). Use a paper clip or any other sharp object to press and hold in the **ACL** key for several seconds. This resets the computer.

Note: Pressing the **ACL** key resets the computer back to all its initial default settings (normal game mode with all pieces in their initial positions, sound on, etc.).



4.3 Plastic Snap-On Cover

Kasparov Traveller comes with a clear plastic snap-on cover. While this cover serves to keep

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dust out of the unit when it is not in use, it also serves another purpose — the cover allows you to move your computer without worrying about any of the board pieces being displaced. If you interrupt your game, for instance, and you want to transport the computer, put the extra (captured) pieces in the Piece Storage compartment and simply leave the other pieces in place on the board. Once the plastic cover is snapped into place, the pieces will not move from their positions!

4.4 Care and Maintenance

Your Kasparov Traveller chess computer is a precision electronic device, and should not be subjected to rough handling or exposed to extreme temperatures or moisture. Do not use chemical agents to clean the set, as these may damage the plastic.

4.5 Technical Specifications

Processor Speed: 2 MHz
Program Memory: 7740 bytes ROM (internal)
RAM Memory: 176 bytes (internal)
Keys: 12
LED Lamps: 16
Sound: Piezo-electric buzzer
Current: 20mA maximum
Battery: 3 AAA cells (AM4/RO3) for

Dimensions:
Weight:
Playing Strength:

over 120 hours of operation
 190 x 105 x 20mm
 180g. (without batteries)
 For beginners and casual players.

Saitek reserves the right to make technical changes without notice in the interest of progress.

Do not use rechargeable batteries.



TROUBLESHOOTING GUIDE

| SYMPTOMS | POSSIBLE CAUSES | ACTION TO TAKE |
|---------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. The computer does not react, behaves erratically, or "freezes" in the middle of a game. | <i>Batteries not inserted properly.</i> | See instructions for installing batteries in Section 4.1. |
| | <i>Batteries weak or bad.</i> | Replace batteries (see Section 4.1). |
| | <i>Static discharge or an electrical disturbance has caused the computer to lock up.</i> | Press ACL key (see details in Section 4.2). |
| 2. The computer refuses to accept a move or key presses, and keeps sounding the error beep. | <i>Is it your turn? (look at the 1 and 8 color indication lights) Is your King in check? (are the CHECK lights flashing?) Will your move put your King into check? Are you trying to castle incorrectly? (check the rules) Did you move the Rook first when castling?</i> | Make sure you are familiar with the chess rules. Use the piece keys to confirm the board position, use TAKE BACK to reconstruct the last move. |
| | <i>The computer is still thinking (1 or 8 light flashing).</i> | To interrupt the computer's thought process, press PLAY . |

TROUBLESHOOTING GUIDE (continued)

| SYMPTOMS | POSSIBLE CAUSES | ACTION TO TAKE |
|---------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3. The computer seems to be cheating or making illegal moves. | <i>The computer has made a special move, such as en passant, castling (King- or Queen-side), or pawn promotion/underpromotion.</i> | Make sure you are familiar with the rules of chess. Use the piece keys to confirm the board position, use TAKE BACK to reconstruct the last move. |
| | <i>Your board position is not correct (some pieces have been displaced).</i> | Verify the board position (see Section 3.7). |
| | <i>Batteries are running out.</i> | Replace the batteries. |
| 4. The computer will not play a move. | <i>Non Auto mode is in effect.</i> | Press NON AUTO to get back to normal game mode to play a game against the computer. For details, see Section 3.5. |
| | <i>You may be on a level which causes the computer to think for a long time (Infinite Level, Mate Search Level, or Puzzle Level).</i> | To interrupt the computer's thought process on any of these levels, press PLAY . |
| 5. The computer makes instant or irrational moves. | <i>The computer may be set on one of the Fun Levels, where it deliberately makes common chess mistakes so that the beginner may study them and learn from them.</i> | Press LEVEL to check which level is currently selected (see Section 2.1). |
| 6. The computer is silent. | <i>The sound is off (see details in Section 3.8).</i> | Press SOUND to turn the sound back on again. |

Regards: www.schaakcomputers.nl