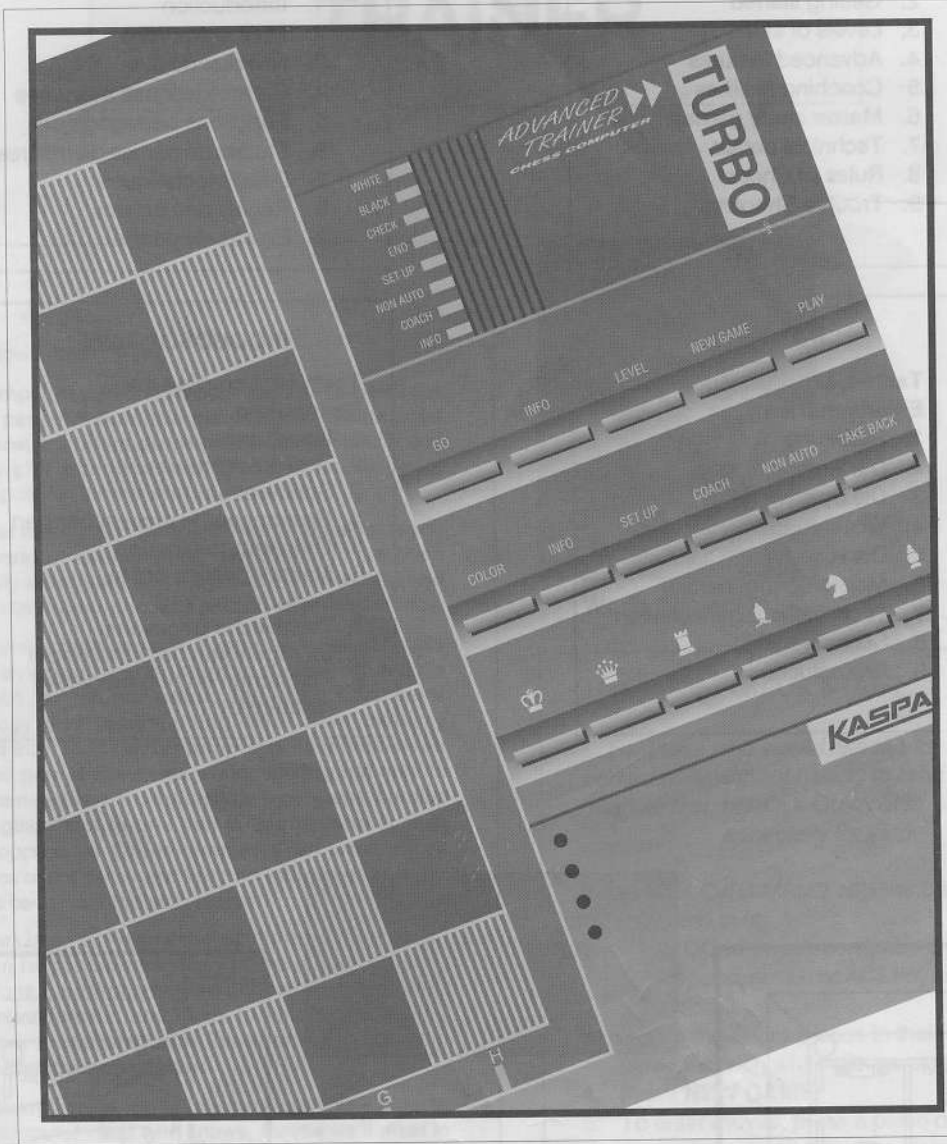


Programme 16 Ko
- 64 Niveau de jeu



KASPAROV

TURBO ADVANCED TRAINER

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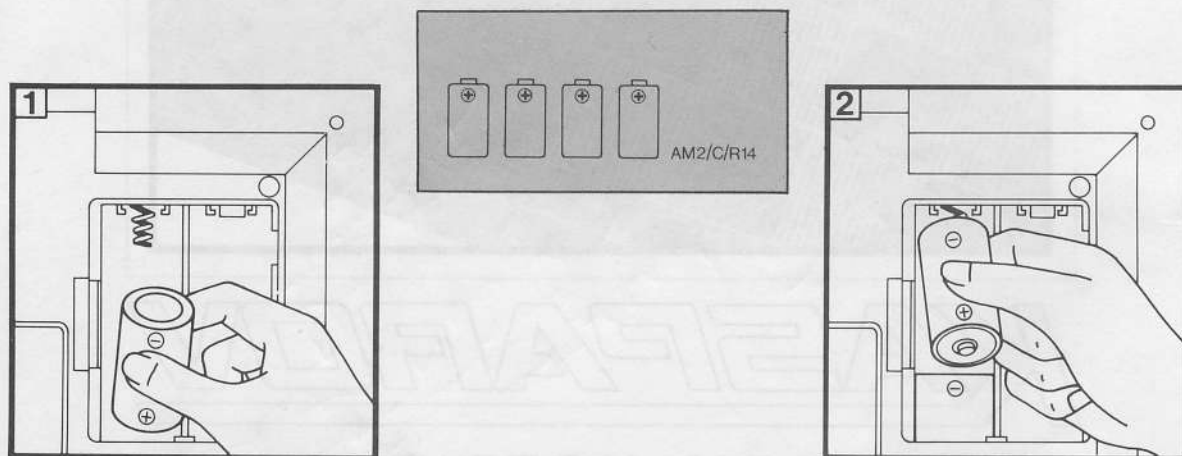


Fig.1

TURBO ADVANCED TRAINER

Dear Fellow Chess Player,

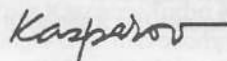
When computers were first invented just over four decades ago, few people realized that mankind was witness to the single most important development of our time. Today computers have become freely available, and now there is a computer in almost every household.

Saitek 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

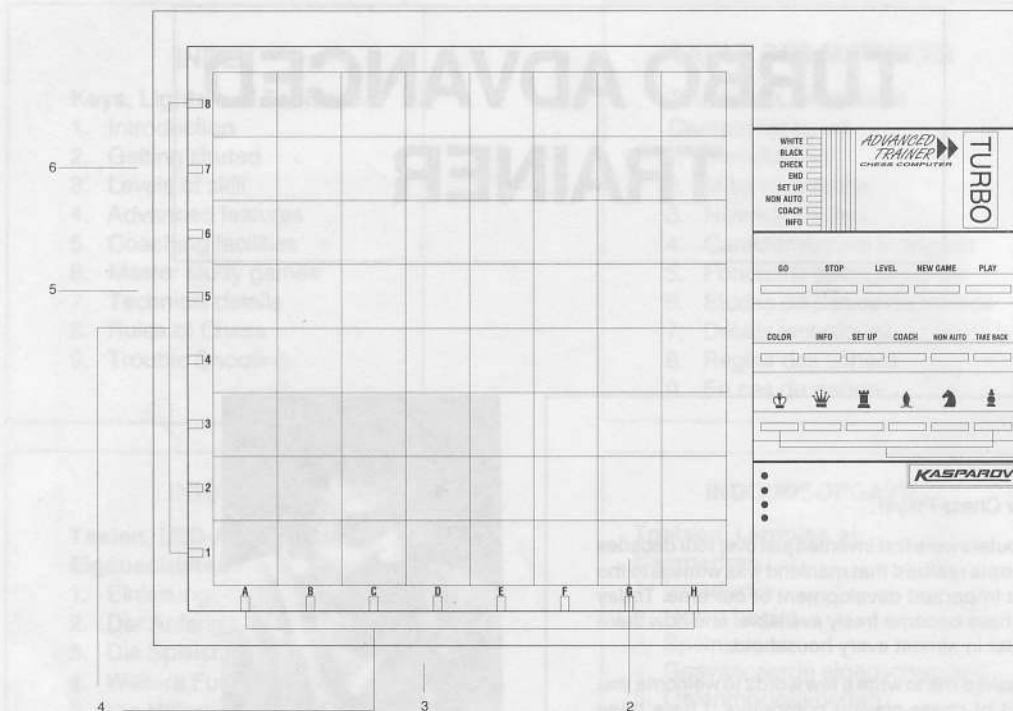


World Champion

QUICK START

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

1. Insert 4 C/R14/AM2 alkaline batteries as indicated in fig. 1.
2. Press **GO** to switch computer on. If it does not respond, press the **ACL** key as described in section 2.
3. Set up the chess pieces in their starting positions, with white pieces closest to you.
4. Press **NEW GAME**
5. To enter moves, press a piece down, make your move, and press down again.
6. Computer moves indicated by the row and column board lights.
7. Make your next move as described above. Enjoy your first game!
8. Press **STOP** to turn the computer off: it will remember the current position.



KEYS, LIGHT AND FEATURES

KEYS

- | | |
|------------------|--|
| PLAY | Execute next move. Pressing this key when it is your turn causes the computer to play the next move for you, pressing it when the computer is thinking interrupts the thought process. |
| NEW GAME | Press to reset to the start position for a new game. |
| LEVEL | Press to select level of skill. |
| STOP | Press to turn off the computer. The current position is saved in memory. |
| GO | Press to switch the computer on. Play is resumed at the point where the STOP key was pressed. |
| TAKE BACK | Press to take back last move. Up to 34 individual moves can be retracted. |
| NON AUTO | Used to enter a sequence of moves. |
| COACH | Press to set coach level (E, F, G or H). |
| SET UP | Enter set up mode to change or enter positions. |
| INFO | Press to get advice from the computer and evaluate current board position. |
| COLOR | Used to select color of piece being verified or set up. |

LIGHTS

- | | |
|--------------------|---|
| WHITE/BLACK | Side to move. When the computer is thinking the appropriate color lamp flashes. |
| CHECK | King in check. |
| END | End of game. |
| SET UP | A position is being entered or modified. |
| NON AUTO | The computer acts as a referee and advisor. |
| COACH | A coach level is being selected or modified. |
| INFO | A suggestion is given. |

FEATURES

- Piece keys** Use to choose promoted pieces, verify board position and set up new positions.
- Sensor chessboard:** each square has a sensor that registers piece movement.
- ACL switch** (in base of set).
- Board lamps:** the computer uses these lights to indicate game moves, take back moves, or show you which move it is considering. They are also used to verify the board position, to display the level of skill and to display evaluation of board position.
- Chess piece storage compartment (in base of set).
- Battery compartment (in base of set).
- Socket for mains adapter.**

1. INTRODUCTION

Your Kasparov Turbo Advanced Trainer is a unique chess partner and coach. Its strong program is specially integrated with our Computer Assisted Learning (CAL) book, *Kasparov Advanced Trainer - A Step-by-Step Program to Chess Mastery*, to provide you with your own portable chess coach. The carefully selected master-games and highlighted positions in the computer and the book, give you an interactive chess-training program, whether you are a beginner or just want to improve your game.

In addition to the games and study positions in the computer's memory, the Turbo Advanced Trainer has many fine coaching functions that work for you even when you aren't using the study positions. In normal games, the computer monitors your moves and makes sure you do not break the rules of chess. Special coaching allows it to give you blunder and threat warnings - and the take-back feature lets you avoid the problem! At anytime, the computer can show you the move it considers the best, and tell you how you are doing.

1.1 Learning chess the easy way

Your Kasparov Turbo Advanced Trainer lets you learn chess and practice the easy way. The integrated book and games encourage you to improve your game - enjoyably! As you learn to play better chess, take on the challenge of higher and higher levels of chess. The step-by-step training process allows you to monitor your progress on your way to chess mastery.

The Chess Rules

Remember, your Kasparov Turbo Advanced Trainer knows the rules of the game - including castling, en passant and stalemate. Sometimes it may appear to be playing irregularly when in fact it is obeying the chess rules. In case you are not very familiar with the game, we have included a brief overview of the rules at the back of the manual. Additional information may be found in your local library, which is sure to have several books on the subject.

2. GETTING STARTED

Your Kasparov Turbo Advanced Trainer uses advanced single-chip microcomputer technology and gives you over 150 hours of play on 4 C/R14/AM2 alkaline batteries. Open the battery compartment and insert the batteries as shown in fig. 1.

Set up the chess pieces in the opening position and press **GO**. The computer is now ready to play a game against you. If it fails to react properly - sometimes static discharge causes it to "lock up" - use a pin or other pointed object to activate **ACL** switch located in the base of the set. This clears the memory and resets the computer.

2.1 How to move your pieces

To make a move first press down on the piece you wish to move. You will hear a short beep. Place the piece on its destination square and press down again. You will hear a second beep and the computer begins to compute its reply.

2.2 How the computer moves

The computer indicates its own moves by sounding a double beep and turning on two lights on the side of the chessboard. These lights indicate the horizontal row and vertical column of the piece the computer wishes to move. Press this piece down on its square. The computer now shows you where the piece must go. Move the piece to the square indicated and press down to complete the move.



The computer wants to move the king's pawn from e7 to e5. Press it down on e7



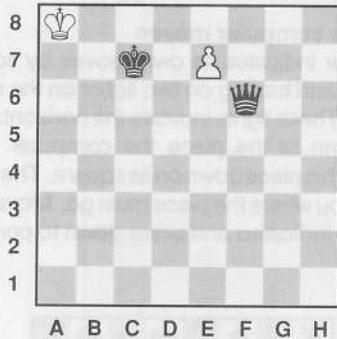
It wants to move it to e5. Place it there and press down

2.3 Special moves

When capturing you only have to key in the move of the capturing piece.

When castling, first move the king. The computer will remind you to move the rook.

When you promote a pawn the computer will want to know which piece you choose. Press a piece key (bottom row) to tell it which piece you choose. When the computer promotes you must press the piece keys to find out which piece it has chosen.



In the above position promoting a pawn to a Queen would be fatal - Black can deliver immediate mate on a6! So White should promote the pawn to a knight, forking the black king and queen. This is how to do it: press the pawn down, move it to the 8th rank, press it down there and replace it with a knight. Press the Knight key (bottom row) to tell the computer what you have chosen.

2.4 Capturing "en passant"

Many beginners are not familiar with this rule (which was introduced into chess in the 15th century). Capturing "en passant" is when a pawn is on the 5th rank. If an enemy pawn crosses the 5th rank (because of its ability to move 2 squares on its first move) then 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 above position Black has just 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. The computer will always remind you to remove the captured pawn from the board

2.5 Illegal moves

If you attempt to make a move that is not permitted by the rules then the computer will refuse to accept it. You will hear an error beep (high-low) and the board lights will stay on, showing you where the piece you are trying to move came from. You may place it on a legal square or on the original square and move another piece. You will also hear the error beep if you do not execute a computer move correctly, or if you press an improper panel key.

2.6 Check, Mate, and Draw

When the computer puts your king in check the CHECK light will go on. If a game ends in checkmate the END light will go on as well. The END light alone means that the game is a draw.

2.7 Taking back moves

To take back a move simply press TAKE BACK when it is your turn to play. The computer will help you to retract moves by showing you which pieces were moved and where they came from. You can take back up to 34 individual moves (17 for each side).

2.8 Changing sides

If at any time during a game you wish to change sides with the computer you may do so by pressing PLAY 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 can change sides as often as you like. You can even press PLAY after every move and make the computer play the entire game against itself.

Playing a game with the black pieces

If you want to play a game with the black pieces, first set these up at the bottom of the board (the side nearest to you). Now press NEW GAME, COLOR and PLAY. The computer will make the first move for White, moving down from the top of the board.

2.9 New game

To start a new game press **NEW GAME** and set up the pieces in the starting position.

2.10 Game memory

You can interrupt a game at any stage (even when the computer is thinking) simply by pressing **STOP**. Play is interrupted and all lights are turned off to conserve battery power. The computer will "remember" the position for up to 24 months and be ready to resume play when you turn it on again by pressing **GO**. The level and all other parameters will remain unchanged.

3. LEVELS OF SKILL

Your Kasparov chess computer has a total of 64 skill levels which include levels for casual play, tournaments, speed chess, analysis and problem solving. Remember, that just like a human being the computer becomes stronger when it has more time to think about its moves.

Any level may be changed at the beginning or at any time during a game.

How to change levels

When you press **LEVEL** the lights on the side panel will display the level currently set. Keep pressing **LEVEL** until the level you want is displayed. Press **COLOR** to jump 8 levels at a time. For example if you are in level A3, press **LEVEL**, then **COLOR**, to jump to B3.

3.1 Levels for casual play

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, Turbo Advanced Trainer may take considerably longer on individual moves.

Casual Levels	Average Time per move
A1	1 second/move
A2	2 seconds/move
A3	3 seconds/move
A4	5 seconds/move
A5	10 seconds/move
A6	15 seconds/move
A7	20 seconds/move
A8	30 seconds/move
B1	45 seconds/move
B2	60 seconds/move
B3	90 seconds/move
B4	2 minutes/move
B5	3 minutes/move
B6	5 minutes/move
B7	10 minutes/move
B8	Infinite - will search until interrupted

3.2 Tournament levels

On these levels, the computer plays a certain number of moves in a given amount of time, attempting to meet the so-called "time controls" at specific points in the game. This is exactly what happens in human tournaments. At the time control, the arbiter checks to see whether both players have completed the required number of moves. If one of them hasn't, that player loses the game.

Tournament levels

C1	40 moves in 90 minutes
C2	35 moves in 105 minutes
C3	40 moves in 105 minutes
C4	35 moves in 90 minutes
C5	40 moves in 120 minutes
C6	45 moves in 150 minutes
C7	50 moves in 120 minutes
C8	40 moves in 180 minutes

3.3 Sudden Death levels

A tournament form that is rapidly gaining popularity is one which requires each player to make all his moves in a certain amount of time, regardless of the number of moves in a game. If one side runs out of time without checkmating the opponent, that side loses the game. These tournaments are referred to as a *Sudden Death*. The game may be terminated if it is a technical draw (e.g. insufficient material to mate) or if both players agree to a draw.

On Levels D1 to D8, the computer tries to complete all the moves of the game in the times specified below. In a longer game, the computer gradually increases its speed in an attempt to stay within the allocated time.

Sudden Death levels

D1	5 minutes/game
D2	10 minutes/game
D3	15 minutes/game
D4	20 minutes/game
D5	30 minutes/game
D6	45 minutes/game
D7	60 minutes/game
D8	90 minutes/game

3.4 Beginner levels

If you are a beginner or a very casual player, you might find that the computer is impossible to beat using any of the normal playing levels. It is very frustrating and discouraging to get beaten every single time, without ever having a chance to try out any of your tactical plans. Therefore, Kasparov Turbo Advanced Trainer has eight special Beginner Levels. On Levels E1-E8, the computer plays almost instantaneously on each move. This prevents the computer from using its full power, and makes it

possible for even a beginner to win occasionally. Level E1 is the easiest, and the computer's playing strength increases gradually up through Level E8.

Beginner Levels	
E1	1 second/move
E2	2 seconds/move
E3	3 seconds/move
E4	4 seconds/move
E5	5 seconds/move
E6	6 seconds/move
E7	7 seconds/move
E8	8 seconds/move

3.5 Mate Search

Mate Search	
F1	Mate in 1
F2	Mate in 2
F3	Mate in 3
F4	Mate in 4
F5	Mate in 5
F6	Mate in 6
F7	Mate in 7
F8	Mate in 8

3.6 Training levels

On these levels the computer searches to a fixed depth (looks ahead a certain number of moves). On Level H4, for example, it looks at all continuations up to 12 ply (a "ply" is a move for either side). By the same token, on Level H8, it looks at all possibilities for the next 16 ply (8 moves for each side).

Note: In certain circumstances (captures, promotions, etc.), the computer looks beyond the fixed depth ply.

Training levels	
G1	Search depth : 1 ply
G2	Search depth : 2 ply
G3	Search depth : 3 ply
G4	Search depth : 4 ply
G5	Search depth : 5 ply
G6	Search depth : 6 ply
G7	Search depth : 7 ply
G8	Search depth : 8 ply
H1	Search depth : 9 ply
H2	Search depth : 10 ply
H3	Search depth : 11 ply
H4	Search depth : 12 ply
H5	Search depth : 13 ply
H6	Search depth : 14 ply
H7	Search depth : 15 ply
H8	Search depth : 16 ply

A chess problem by Samuel Loyd (1867)



White to play and mate in three moves
Enter this position (as described in section 4.7) and set level F3 or higher. Press **PLAY**. In a few seconds the computer will show you the solution: **1 a8 = B** (underpromotion to a bishop!). Try the defences 1....Kf8, 1....Ke8 and 1....Kg8 to see how White mates on the third move.

3.7 Instantaneous replies

All times given for the different levels of skill are average times over a large number of moves. Depending on the stage of the game and the tactical complexity of a position, the computer may take considerably more (or less) time on individual moves.

If you have just made a move and the BLACK light is flashing (or the WHITE if the computer is playing with the white pieces) this means that the computer is thinking. At the beginning of a game, however, replies will be instantaneous on all levels. This is because the computer is playing moves that are stored in its Openings Book. It knows a great deal about good openings that chess masters have discovered over the centuries.

Even in the middle game you may be surprised to find the computer very often replying instantaneously to your moves. There is a very good reason for this: while you are pondering over a move the computer is not idle, it tries to anticipate your possible replies. If you play one of the moves the computer considered, then it does not need to think any further. It just plays the move it has already computed – instantaneously.

3.8 Interrupting the thought process

If the computer is spending too long over a move you can interrupt it by pressing **PLAY** which will cause it to stop computing and play the best move it has found so far. This feature is especially useful on level B8 (analysis) in which the computer will go on thinking until you interrupt

it by pressing **PLAY** – unless there is only one move it can play or it finds a forced mate.

So please remember...

Press **PLAY** when the computer is thinking to interrupt the thought process

Press **PLAY** when it is your turn to play if you want to change sides (see section 2.8)

4. ADVANCED FEATURES

What we have seen so far is enough to give you countless hours of pleasure with your Kasparov Turbo Advanced Trainer. You can play straight games against it, correct mistakes and adjust the level of skill to match your own. But there are many other things the computer can do that make it even more fun to use. This chapter deals with each of them individually.

4.1 Non Auto

Normally, as soon as you have made a move on the sensor board, the computer immediately begins to compute its reply. But there are situations in which you just want to enter moves. For instance you may want to try a special opening against the computer, one it doesn't play of its own accord. Or you may want to force it to play a certain continuation in order to understand a complicated position.

In such cases just press **NON AUTO**. This puts the computer into a special mode in which it will not compute a reply, but only keep track of the moves you enter, making sure that they are legal. To return to normal play press **NON AUTO** a second time.

Note: While you are in **NON AUTO** mode the **NON AUTO** light is on. Pressing **NEW GAME** always cancels the function.

Playing through master games

One very interesting use of **NON AUTO** is 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, in **NON AUTO** mode. Whenever you reach an interesting position and want to analyse it with the computer, press **PLAY**. It will compute and execute the next move.

4.2 The computer as a referee

The **NON AUTO** mode has another important use. When you play a game with a friend press **NON AUTO** and then play the game on the sensor board. The computer will act as a referee and advisor. It will protest if anyone makes an illegal move, and if either side needs help he can always press **PLAY** and get some advice from the computer.

4.3 Information from the computer

Would you like to know what your electronic chess partner is doing while it is computing a move? Well, your Kasparov chess computer will gladly tell you, giving you a wealth of information on its "thought process". It will show you which move it is presently considering and its evaluation of the current position. This is not just of passing interest - it can help you to learn more about the game.

Press **INFO** while the computer is thinking. It will show you the best move it has found so far. Note that the **INFO** light is turned on.

If you press **INFO** a second time (while the computer is thinking) the lights on the left-hand side of the board will show you what it thinks of the current position. The evaluation is on a scale of 1 to 8. This is how to interpret the display:

Light	Meaning
8	White has a winning position
7	White has a clearly better position
6	White has an advantage
5	The position is balanced
4	The position is balanced
3	Black has an advantage
2	Black has a clearly better position
1	Black has a winning position

You can watch the evaluation change as the computer looks more deeply into the position.

Note that the **INFO** display (best move or evaluation) is retained throughout the game, in fact even when you start a new game. You can switch it off by pressing **INFO** a third time.

An experiment with INFO

Press **NEW GAME** and **NON AUTO**, and then enter the following moves: 1. e2-e4 e7-e5 2. Ng1-f3 d7-d6 3. Bf1-c4 h7-h6 4. Nb1-c3 Bc8-g4. Now set the computer to level B8 and press **PLAY**. Press **INFO** and watch how the computer keeps changing its mind until it finds a really good move (5.Nf3e5!). You should also press **INFO** again to see how the evaluation changes.

Experiment with the position to find out why the white queen may not be captured after 5.Nf3e5. If you play 5... Bg4xd1 for Black the computer will immediately show you the reason!

4.4 Advice from the computer

During a game you may reach a position in which you can't think of a good move. Just press **INFO**. The computer will suggest a move for you, using lights to

indicate that this is only a suggestion. You can accept its advice or play any other move you like.

Use of INFO

While the computer is thinking:
Press **INFO** for "best move so far"
Press **INFO** again for evaluation
Press **INFO** a third time to cancel display

When it is your turn to move:
Press **INFO** to get advice from the computer

4.5 Verifying the board position

It may sometimes happen that you have upset the pieces on the board or for some other reason are not sure that the position is correct. In such cases you can always ask the computer to show you the proper location of each piece.

This is very simple. Just press one of the piece keys. The computer will use the board lights to show you where that piece is located on the board. Press the same piece key again to find further pieces of the same kind (an error beep indicates that there are no more of the piece selected). You can check other pieces by pressing the appropriate piece keys, in any order you like. To change colors press **COLOR**. Watch the WHITE/BLACK lights to make sure which color the piece is.

4.6 How to change the board position

This, too, is very easy. First press **SET UP** to put the computer into set-up mode (the SET UP light is turned on). You can now remove or add pieces at will:

- To remove a piece simply press it down on its current square and remove it from the board.
- To add a new piece first select the color (by pressing **COLOR** if necessary). Now press the appropriate piece key and press the new piece on an empty square.

Make sure that the WHITE or BLACK lights correctly indicate the side to move next before you return to normal play by pressing **SET UP** again.

Try the following experiment: Press **NEW GAME** and **SET UP**. Now press the black queen down on its square and remove it from the board. Press **SET UP** again to quit set up mode. You can now play a "queen-odds" game against the computer (it will be playing without its queen). Try adding a second black king to the position. The computer will refuse to play the game, since the position is illegal.

4.7 Setting up a special position

If you want to set up a special position which contains only a few pieces, then it is better to start from scratch. Press **SET UP** and **NEW GAME**. This clears the board of all pieces. You can now enter the position as described above.

Example: To set up a position with white king on E1, white rook on A1, black king on D5, and black rook on B2, first place the pieces on the board. Now press **SET UP** and **NEW GAME** to clear the board. Press **COLOR** (if necessary) to turn the WHITE light on. Press the king key and then press the white king down on its square. Press the rook key and then the white rook on its square. Now press **COLOR** to turn the BLACK light on. Press the king key and press the black king on its square. Press the rook key and then the black rook on its square. Press **COLOR** (WHITE light on = White to move) and **SET UP** to return to normal play.

Note: in the above position the computer will permit castling. If you press **PLAY** it will castle and capture the black rook on the next move.

When you set up a position, make sure that the position is legal before you leave **SET UP** mode, otherwise, there may be an unpredictable result.

5. COACHING FACILITIES

Your Kasparov Turbo Advanced Trainer has a number of unique coaching facilities that encourage the beginner to improve his playing skill and his understanding of the game. It will warn you when a piece is attacked, when you have committed a blunder, and it will take you through some of the most exciting games in the history of chess, quizzing you on the key moves and rating your skill.

5.1 Coach level G: Normal games

When you switch the computer on for the first time the coach level "G" is set. Games are conducted in the normal fashion.

5.2 Coach level F: Half coach

If you press and hold the **COACH**, then the F light below the board lights up and the **COACH** light flashes briefly. In this mode ("half coach") the computer will warn you when it thinks you have committed a blunder. It does this in the following way:

Say you make a move that loses a piece. The computer will not reply to this move in the normal fashion (and gleefully capture the piece). It will sound a double warning beep and flash its next move with board lights. If you agree that your last move was really a blunder you can retract it (without pressing **TAKE BACK!**) and try something else. Or you can make the move the computer is flashing and challenge it to prove you went wrong.

5.3 Coach level E: Full coach

Press **COACH** a second time and you will enter "full coach" mode (the E light flashes). Now the computer will not only draw your attention to blunders, but it will also warn you when you are in danger of losing a piece. More specifically: When one of your pieces is attacked by a piece the computer will sound the double warning beep and flash the square of the endangered piece for about ten seconds. Of course it does this before you actually make your move.

5.4 Coach level H: Silent

If you press **COACH** again then the H light flashes and the COACH light is turned off. This is the "silent" mode in which there are no beeps or warnings. You must watch the indicator lights and press pieces and keys carefully when playing without sound.

Pressing **COACH** once more gets you back to the normal coach level G.

5.5 Summary of coach levels

Level	COACH light	Effect
F = half coach	On	Blunder warning
E = full coach	On	Blunder and attacked piece warning
H = silent	Off	No sound, no coach
G = normal	Off	Normal sounds, no coach

When changing coach levels watch the lights at the bottom of the board. The coach level remains unchanged even when you press **NEW GAME**.

6. MASTER STUDY GAMES

Your **Kasparov Turbo Advanced Trainer** knows eight of the most beautiful and interesting games in the history of chess. The **Kasparov Advanced Trainer** book takes you step-by-step through these games, from loading them into the computer to understanding the complexities of the play.

Each of the games has been selected for both its teaching and enjoyment value, to enhance your performance in a practical and fun way. As you go through the games, the computer asks you to make choices about the best possible moves in several critical positions, and evaluates you on your answers. As you learn the fine points of chess you can see your performance rise with your skill and experience.

7. TECHNICAL DETAILS

7.1 The ACL key

Computers sometimes "lock up" because of static discharge or some other electrical disturbance. If this happens use a pencil to activate the **ACL** key on the back of the cabinet for a few seconds. This resets the computer and clears its memory. You can also remove the batteries for about a minute to reset the computer.

7.2 Care and maintenance

Your computer is a precision electronic device. Do not subject it to rough handling or expose it to extreme temperatures or moisture. Do not use chemical agents to clean the set as these may damage the plastic. Weak batteries should be replaced promptly as they might leak and cause damage to the computer.

7.3 Technical specifications

Speed:	16 MHz
LED lamps:	24 red color
Keys:	17
Power consumption:	0.25W
Battery requirement:	4 C/R14/AM2
Battery life:	150 hours (alkaline batteries)
AC adapter plug:	9V DC at 300 mA with 2.1 mm ID/5.5mm OD
Dimensions:	335 x 252 x 37 mm
Weight:	1 kg (without batteries)

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

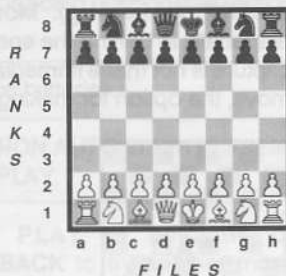
 Do not use rechargeable batteries.

8. RULES OF CHESS

The purpose of the game is to trap the enemy King. Do this by making a move which would allow you to take the King on the next move - this is called check. A King must move out of check immediately by moving out of the line of attack, capturing the attacking piece, or intercepting the check with one of its own men. If the King cannot escape check, he is mated and the game is over. A player may never place his own King in check.

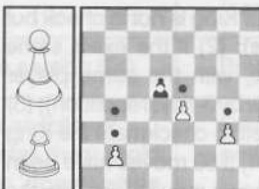
8.1 INITIAL POSITION & GAME PLAY

White moves first, players then move alternately. Only one piece is moved in a turn (except in the case of castling). Capture by moving a piece to a square occupied by the enemy's piece and removing it. A piece cannot move to a square occupied by one of its own pieces.

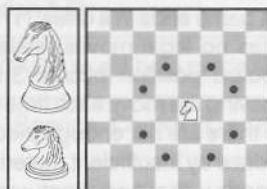


8.2 CHESS PIECES & LEGAL MOVES

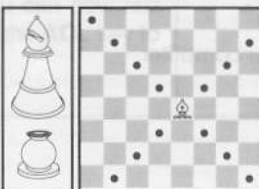
Pawn (1 point)



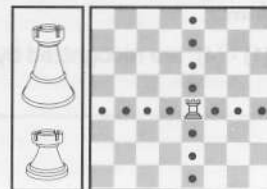
Knight (3 points)



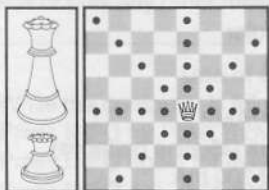
Bishop (3 points)



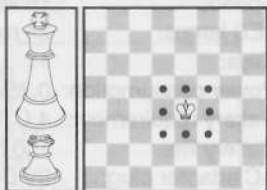
Rook (5 points)



Queen (9 points)



King



8.3 CASTLING

A move of the King and either Rook, but always counted as one move. The King moves 2 squares to the right (Kingside) or to the left (Queenside); the Rook moves to the inside square next to the King. Castling is only allowed once in a game per side, and only when the King and Rook have not moved before. The King cannot be in check or move through or into check.



8.4 PAWN PROMOTION

A pawn which is on the 7th rank gets promoted to a Queen, a Rook, a Bishop or a Knight as soon as it moves to the 8th rank.



8.5 EN PASSANT

After a pawn's initial 2-square move, if your pawn is on the 5th rank on an adjoining file, you may capture "en passant" (in passing). Move your pawn one square diagonally in behind the enemy pawn. If the en passant capture is not made immediately after the initial 2-square move, the option for making this move is lost.



8.6 DRAWS

A game ends in a draw: (1) if your King is not in check but has no legal moves (stalemate); (2) if the exact same board position occurs 3 times, with the same player having the move each time (draw by 3-time repetition); (3) if there are not enough pieces left to checkmate the King (draw by insufficient material); (4) if 50 moves have been made without any captures or pawn moves (draw by the 50-move rule); or (5) if the players mutually agree on a draw.

(1) - (4) are recognized by your computer.

8.7 HINTS & TIPS

Get a feel for the values of different pieces. This will be useful when making decisions on captures and exchanges. In general, try to capture the more valuable pieces (see Chess Pieces and Legal Moves for piece values). Important principles to remember:

- Castle your King into safety as soon as possible.
- If you control the centre squares, this will give you the advantage. To do this, move your centre pawns and develop your Bishops and Knights early in the game.
- Take advantage of capture situations, particularly if you will gain material.
- Concentrate, and don't be caught off guard by your opponent!

Playing against a Kasparov chess computer is an ideal way to learn the skills of chess and improve your game. There are many good books written on chess and the following are some we recommend:

BATSFORD CHESS OPENINGS (BCO) #2

by Garry Kasparov & Raymond D. Keene.

HOW TO BEAT YOUR CHESS COMPUTER

by Raymond Keene and David Levy.

OPENING REPERTOIRE FOR WHITE

by Raymond D. Keene.

Publisher:

Batsford Books
4 Fitzhardinge Street,
London W1H 0AH,
United Kingdom.

9. TROUBLESHOOTING GUIDE

SYMPTOMS	POSSIBLE CAUSES	WHAT YOU SHOULD DO
1. The computer does not react, behaves erratically or "freezes" in the middle of a game.	Batteries weak or bad.	Replace batteries.
	Batteries not inserted properly.	See Fig. 1.
	Static discharge or electrical disturbance has caused the computer to lock up.	Press ACL key (as described in section 7.1)
2. The computer refuses to accept a move or key presses but keeps sounding the error beep.	Is it your turn? (look at the color lamps) Is your king in check? (CHECK lamp) 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?	Make sure you are familiar with the chess rules (see "Rules of Chess" in this manual). Use the piece keys to confirm the board position, use TAKE BACK to reconstruct the last move.
	The computer is still thinking (color light flashing).	Press PLAY to interrupt the thought process.
	The computer is trying to show you a move (perhaps from the last game).	Press a piece on the square indicated.
3. The computer cheats or makes illegal moves.	It has made a special move like - En passant - Castling (king-side or queen-side) - Pawn promotion	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.
	Your board position is not correct, some pieces have been displaced.	Verify the board position (see section 4.5).
	Batteries are running out.	Replace batteries.
4. The computer will not play a move.	NON AUTO function is on.	Press NON AUTO to turn it off, then press PLAY .
	You are in help mode F and have made a move that is not in the openings (see Section 5).	Press PLAY to continue or TAKE BACK to try another move (see section 5.5).
	You are playing a study position and have made an incorrect move (see section 6).	Press PLAY to continue or TAKE BACK to try another move (see section 5.6).
5. Computer is silent.	Help mode H is set (see section 5.4).	Press COACH to set help mode G.
6. Chessboard square or key does not respond correctly OR lights do not come on correctly.	Faulty contacts. Check as follows: Remove batteries, reinstall them, hold the NEW GAME key down while switching the computer on. Press NEW GAME again You can now test square and key. Press the ACL key to return to normal play.	Consult Service Centre if error persists.

