SciSys

chess champion
MARK V

SHORT INSTRUCTION MANUAL

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31 On/off acoustic signal

3

1. THE GAME (INSTRUCTION)

Switch on machine (POWER)

NEW GAME

```
NEW  GAME  ? 0
```

YES

```
0 h 0 0 ' 0 1    0 h 0 0 ' 0 0
```

Enter move. e.g.

E 2 E 4

```
1      E 2 - E 4
```

ENTER

Computer's move e.g.

```
1     - - -    C 7 - C 5
```

Enter move. e.g.

G 1 F 3

```
2      N G 1 - F 3
```

ENTER

Computer's move e.g.

```
2     - - -    N B 8 - C 6
```

etc.

Note: All moves are automatically displayed on the LCD chessboard. During the computer's thinking time, the word "COMPUTING" appears in the LCD status-display below the LCD chessboard.

Important: If the computer takes too long to make its move you can alter its response time. (See Para 6. 'Setting The Playing Mode')

2. ENTERING MOVES

Either by coordinate keys (i.e. E 2 E 4 ENTER) or by the central 'cursor pad':
Bring the cursor (⟵) to **E2** on the LCD chessboard by means of the cursor pad.

ENTER

```
E 2
```

CURSOR TO E4

ENTER

```
1      E 2 - E 4
```

To **CASTLE**, only enter the king's move. Alternatively: 0 0 ENTER, or: 0 0 0 ENTER.

For **PAWN PROMOTION** you must always enter the symbol for the piece you want. (e.g. C 7 C 8 ♛ ENTER).

3. INCORRECT ENTRY

After impossible or illegal moves, 'ILLEGAL MOVE' appears in the LCD display. Enter a new move. Incorrectly keyed moves can be cancelled with the CE (Clear Entry) key.

4. CHANGING SIDES.

If you want to change sides, (even during a game), simply press the 'SWAP' key. The LCD board will automatically turn through 180°. If the computer is to carry on playing for the other side press 'GO' (after a computer move). The computer will carry on playing for the other side. If you want to play black at the start of a game, press:

SWAP   (LCD board will turn through 180°)

NEW GAME

```
NEW  GAME  ? 0
```

YES

```
0 h 0 0 ' 0 1    0 h 0 0 ' 0 0
```

GO   (first computer move for white)

Enter first black move.

Computer makes second white move.

Etc.

5. INTERRUPTING THE COMPUTER'S THINKING TIME.

Whilst the computer is thinking, you can always interrupt the process and make it use the best move it has found so far:

GO

```
MAKE  MOVE  NOW  ?
```

YES   (computer's move)

6. SETTING THE PLAYING MODE.

Chess Champion Mark V has four different playing modes which can be called up by repeated pressing of the 'MODE' key:

Mode	Status-display	Commentary-display
Normal	-----------------	`SECS/MOVE = 3`
Problem	PROBLEM	`MATE IN`
Speed chess	SPEED	`SECS/MOVE =`
Tournament	TOURN	`1      30 IN 60`

In **Normal** or **Speed** mode you can stipulate the computer's average thought time yourself in seconds per move:

MODE, MODE..... (till the desired playing mode appears in the Status-display)

3 0 ENTER

```
SECS/MOVE = 30
```

In the **Tournament** mode you specify how many moves are to be played in what period:

MODE, MODE...... (till 'TOURN' appears)

4 0 ENTER 1 5 0 ENTER

```
1      40 IN 150
```

2 0 ENTER 6 0 ENTER

```
2      20 IN 60
```

The computer will now play the first 40 moves in 150 **minutes,** the next 20 in 60 **minutes** etc. You can preset up to eight time periods. If you make no other entry in the Tournament mode, the computer will automatically play 30 moves in 60 minutes.

For **Chess Problems** enter the number of moves in which mate should be found. (max. 7 moves):

MODE, MODE...... (till 'PROBLEM' appears)

4 ENTER

```
MATE IN  4
```

ENTER, GO

Important: After every change of playing mode restart the clocks:

START ⟳

---

7. KEYS WHICH FUNCTION DURING THE COMPUTER'S THINKING TIME.

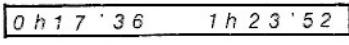**ANALYSIS:** The LCD display shows the move the computer

is currently considering, the expected countermove and an evaluation of the position between (+999 and-999).

COMMENT: If the computer has something to tell you, the word 'COMMENT' appears in the LCD status-display. You can call up the information by pressing the COMMENT key. (e.g. "MATE", "STALEMATE", "I GIVE UP. OK?", "FORCED", "DRAW?" etc.)

SWAP: The chessboard will turn through 180°.

STOP: (Ⓝ) Both clocks will be stopped.

START: (Ⓝ) Both clocks will be restarted.

Times taken by white and by (Ⓝ) black will be displayed e.g.

| 0 h 1 7 ' 3 6 | 1 h 2 3 ' 5 2 |

GO: You can start, or interrupt, the computer's thinking time with this key. (See Para 6 above)

AUTO: The computer keeps playing against itself ('AUTO' appears in the LCD status-display). If you press 'AUTO' again, the computer leaves this mode after its next move.

If you press any key other than those mentioned above during the computer's thinking time, either the words 'MY TURN' appear in the LCD display or the computer will tell you to interrupt the thinking time first: PRESS GO FIRST.
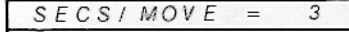
8. TAKING BACK MOVES.
You can take back as many moves as you wish. Simply press ↓ after a computer move.
Subsequently you can replay as many moves forward as you wish (up to the last move made in the game) by using the ↑ key.

9. GAME RECALL
With the 'REPLAY' key you can have the game automatically repeated:

REPLAY

| S E C S / M O V E   =   3 |
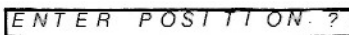
ENTER

The game will be played back at a rate of 3 seconds per move. If you want it faster or slower, enter the appropriate time:

REPLAY 1 ENTER

| S E C S / M O V E   =   1 |

10. ENTERING POSITIONS.
If you want to enter a position, or change pieces on the board, you press:

ENTER POSITION

| E N T E R   P O S I T I O N . ? |

YES

| E P   W H I T E |

You can now enter or remove pieces. If you want to start by removing all the pieces first, press:

ⒸⒷ

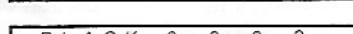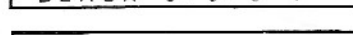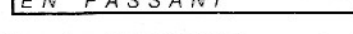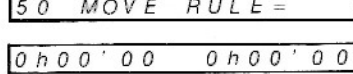| C L E A R   B O A R D   ? |
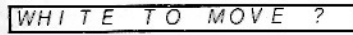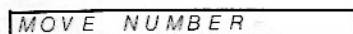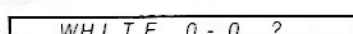
YES   (all pieces disappear from the LCD chessboard)

To set up a piece bring the cursor to the appropriate square, press ⚪ (= White) or ⚫ (= Black) and the key with the correct piece symbol. To remove a piece again, press Ⓒⓢ (CLEAR SQUARE). The piece on the cursor's square will disappear.

After you have set up the desired pieces, press ENTER. The computer now requests information about the position. (You could ignore the questions and simply press ENTER again if you wish).
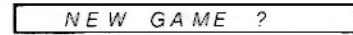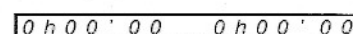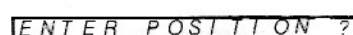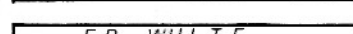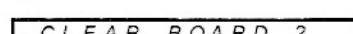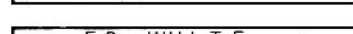
Example
Pieces have been set up.

ENTER

| W H I T E   T O   M O V E   ? |

YES or NO

| M O V E   N U M B E R |

50 ENTER

| W H I T E   0 - 0   ? |

YES

| B L A C K   0 - 0 - 0   ? |

NO

| E N   P A S S A N T |

B

| 5 0   M O V E   R U L E = |

40 ENTER
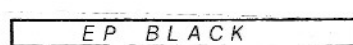
| 0 h 0 0 ' 0 0   0 h 0 0 ' 0 0 |

Note: After you have set up the pieces, the computer asks whose turn it is, then the number of the move and, if the king and rook are on their original squares, it then asks whether they can still castle (i.e. BLACK 0-0-0 means: Can Black castle on the queen's side) If there are standing a black and a white pawn next to each other on the 4th or 5th rank it wants to know whether an en-passant capture is possible. If the answer is yes, you enter the letter for the file (B in our example) on which the pawn was last moved. Finally it asks you about the 50-move rule (i.e. How many moves has it been since either a piece was captured or a pawn was moved). You can answer the questions or simply press ENTER.

Example.
You want to set up the following position: White Kb6, Pc6; Black Kal, Rd5. White to play.
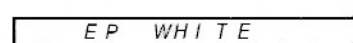
NEW GAME

| N E W   G A M E   ? |

YES

| 0 h 0 0 ' 0 0   0 h 0 0 ' 0 0 |

ENTER POSITION

| E N T E R   P O S I T I O N   ? |

YES

| E P   W H I T E |

ⒸⒷ

| C L E A R   B O A R D   ? |

YES

| E P   W H I T E |

The cursor (▲▬▬▲) is on square A1.

⚫

| E P   B L A C K |

♛ automatically bring the cursor to D5.

♜ The black rook appears on D5. Bring the cursor to B6.

⚪

| E P   W H I T E |

♚ The white king appears on B6, cursor jumps to C6.

♟ The white pawn appears on C6.

ENTER

| W H I T E   T O   M O V E   ? |

ENTER

| 0 h 0 0 ' 0 0   0 h 0 0 ' 0 0 |

START (Ⓝ)

| 0 h 0 0 ' 0 1   0 h 0 0 ' 0 0 |

GO   The computer makes white's first move.

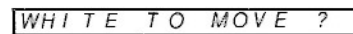## 11. SIMULTANEOUS GAMES.

Chess Champion Mark V has 12 internal chessboards and can play up to 12 games at the same time. You can jump from one board to another at any time. To do this you press (after a computer move):

NEXT SIMULT

```
BOARD  NUMBER =
```

2 ENTER: and the last position on the second board appears on the LCD chessboard.

All settings (playing mode, time allowed etc.) moves and times are stored separately for each board. If more than one board is in use, the board number and the word 'SIMUL' appear in the LCD status-display .

12. STOPPED CLOCKS.

important; The Chess Champion Mark V stops its clocks independently after a draw or a mate. If, in such a case, you decide to go back a few moves and carry on playing, the computer will think on indefinitely because the clocks are not running. In this situation do not forget to start the clocks again (START ⊙)!

On the other hand, if you wish the computer to analyse a position for an unlimited period, stop the clocks (STOP ⊙) and press:

GO, ANALYSIS.

The computer will analyse the position all day long if necessary.

13. OTHER KEYS.

NEXT BEST: You use this key for chess problems, to find alternative solutions ('cooks'). When the computer has found a solution to the problem, press:
↓ NEXT BEST.

If there is no alternative solution the computer will display

```
NO MATE  FOUND
```

PERIPHERAL: This key is used in conjunction with the Intelligent Sensor Board and the Printer. (Accessories).

DRAW: You can offer the computer a draw with this key. To do so, first press the 'DRAW' key, then enter your next move. The computer will consider your offer of a draw and either accept

Comment:

```
DRAW ACCEPTED
```

or refuse, in which case it continues playing. The computer itself can also offer draws,

Comment:

```
DRAW ?
```

and claims draws by threefold repetition as well as by the 50-move rule. When it does so, it even refers you to the appropriate article in the. FIDE rules: e.g.

```
DRAW   ART. 12. 3. A
```

14. WARRANTY

Please consult the enclosed warranty card.

12. MAINTENANCE

Use a soft cloth only for removing dust. Never use a detergent or water. If you do, warranty is invalidated. Ensure that during games the air has free access to the ventilation slits. Store the computer in a dry and cool place. It may be used at normal room temperature only, so not in direct sunlight or near heaters, radiators, etc.

16. ADAPTER

Only the adapter supplied may be used. The heat generated during games is natural and not harmful to the set. Before using the adapter, check that the mains voltage is within the rage specified on the adapter label. A voltage fluctuation of more than 10% will cause the unit to mal-function. In that case switch off the set and wait a while until the power supply has stabilised.

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

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