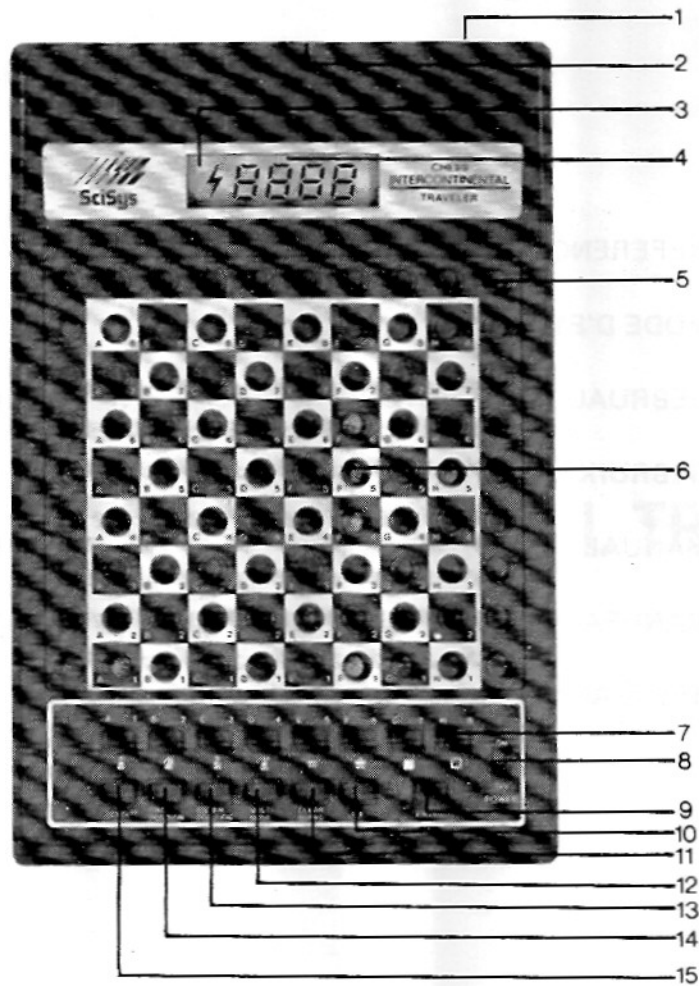




CHESS INTERCONTINENTAL TRAVELER



KEYS AND FUNCTIONS

1. Adapter socket
2. Battery compartment
3. Display — battery low
4. Display — moves and positions
5. Space for captured pieces
6. Chessboard + chess set
7. Keys to — enter moves
— find and enter pieces
8. Power switch
9. Enter data
10. Clear Entry
11. New Game
12. Multi Move on/off
13. Enter or Remove Pieces
14. Find Position
15. Level

1. Power Supply

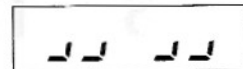
Insert six "AA" batteries as shown in Diagram 2. Make sure that the + and - ends are the right way around. Alkaline batteries are recommended as they will give you up to 20 hours of play.

When the batteries begin to run down, a ⚡ sign will appear on the left side of the display.

NOTE: If you use the computer very often you may find it economical to use the optional 8V 200mA SciSys AC Adapter.

2. Getting started

Set up the chess pieces in the starting position with the white pieces closest to you. Switch the computer on. In the display you will see



3. Entering moves

To communicate your moves to the computer you must use the keys located below the chessboard.

The computer will always interpret the first keystroke of the eight multifunction keys

A	♞	1
---	---	---

 to

H	♜	8
---	---	---

 as a letter, the second as a number the third as a letter and the fourth as a number.

For example, to move a knight from B1 to C3, press

B 2

A 1

C 3

C 3

b1

b1

b1

b1

You can now press **ENTER**. When you do this you will see:

COMPUTING
1

in the display. This means that the computer has accepted your move and is computing its response on Skill Level 1 (see section 7). When it has finished, the computer will display its move, e.g.:

E7 E5

This means that the computer has decided to move the piece located on E7 (a black pawn) to the square E5. Make the move on the chessboard.

4. Errors and impossible moves

If you make an error while entering a move, you may correct it by pressing **CLEAR ENTRY** and re-entering the move. However, this is only possible before you press **ENTER**.

If you attempt to enter a move that is impossible according to the rules of chess, the computer will display:

?? ??

Simply key in another (legal) move.

5. Special moves

Captures: only enter the FROM and TO squares of the capturing piece.

Castling: only enter the king's move (e.g. E1 G1). The computer will also display castling moves in the same way. Don't forget to move the rook on the chessboard.

Pawn promotion: If a pawn reaches the opposite side of the board the computer will automatically change it into a queen.

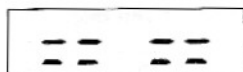
6. Check, Mate, and Stalemate

You can only make moves that get you out of Check.

If you checkmate the computer it will display:

LL LL

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



7. Setting the level of skill

The TRAVELER has 8 levels of skill:

Level	Average response time
1	2 seconds
2	6 seconds (speed chess)
3	15 seconds
4	70 seconds
5	2-3 minutes (tournament)
6	12 minutes
7	24 minutes
8	1-2 hours (analysis)

When you switch the computer on, Level 1 is automatically set. To change levels press **LEVEL** key. Press one of the keys 1-8 and then **ENTER** to set a new level of skill.

NOTE: You may change the level setting at the beginning or at any time during a game (but only when it is your turn to move).

8. New Game

To start a new game press **NEW GAME**. A game may be terminated at any stage by pressing this key. The level of skill remains unchanged.

9. Changing sides

If you wish to change sides during a game just press **ENTER** instead of making a move). The computer will make the next move for you. You can carry on playing for the opposite side.

You may change sides as often as you like during the game. (If you press **ENTER** after every move the computer will play the entire game against itself!).

To start a game with the black pieces simply press **ENTER** instead of making the first move for white. The computer will play the first move and you can go on playing for black.

10. The MULTI MOVE function

To begin a game with a special opening first press **MULTI MOVE** and then enter moves for both sides until you reach the position you want. To resume normal play press **MULTI MOVE** again and enter the next move.

11. Verifying the position

To verify the board position first press **FIND POSITION** and then select a color and piece, using the control keys below the chessboard. E.g.:

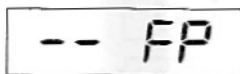
H ■ 8 (black)



A ♙ 1 (pawn)

A7 FP

The display tells you there is a black pawn on A7.

Press the pawn key again to find the position of the next pawn. After showing you the location of all black pawns the computer will display



In the same way you can find the correct position of the other pieces. To change colors press one of the color keys (**G**  **7** to change to white, or **H**  **8** to change to black). Before you resume the game press **CE** or **ENTER** to terminate **FIND POSITION**.

12. Entering Positions

To enter a position first press **ENTER POSITION**. You may now delete pieces by pressing **CS** ("CS" = clear square), the square of the piece you wish to delete (e.g. B1), and then **ENTER**. If you want to delete all the pieces at once just press **NEW GAME**.

To enter new pieces first press a color key and then the key with the appropriate piece, the square on which it should be placed and finally **ENTER**. Repeat for all pieces you wish to enter.

After you have set up the position press a color key to tell the computer whose move it is and then **ENTER** to terminate

ENTER POSITION. You can now play on from the position you have entered.

13. Care and Maintenance

Do not subject the computer to rough handling. Protect it from extreme cold, heat, or excessive moisture.

Do not use chemical cleaners as these may damage the plastic. Never leave a weak battery in your computer as, it may leak and permanently damage the unit. Always remove the battery if you do not plan to use the computer for an extended period of time.