



chess champion MK IV

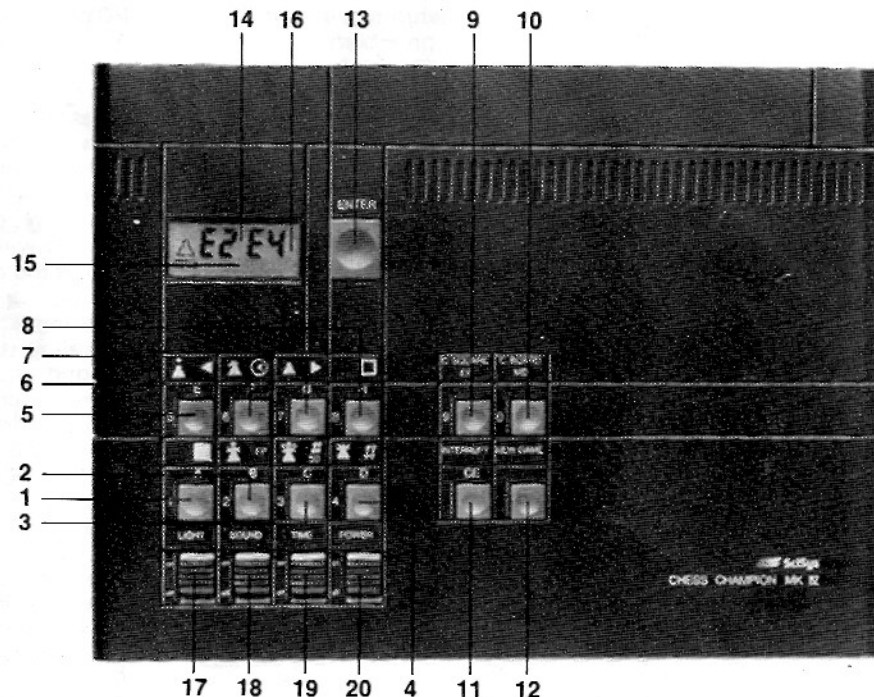
INSTRUCTIONS

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Multi-function keys for pieces and squares (1-8, A-H)

- 1 Colour selection white (only used in combination with the FP and EP keys).
- 2 FP (Find Position) key for full or partial position check during games. Symbol key for king.
- 3 Key for 50 move draw rule Symbol key for queen
- 4 Calling up the number of moves made. Symbol key for rook.
- 5 Withdrawing a computer move. Symbol key for bishop.
- 6 Programming response time (in combination with time switch). Symbol key for knight.
- 7 Calling up alternative move suggestions from the computer. Symbol key for pawn.
- 8 Colour selection black (only used in combination with the FP and EP keys).
- 9 EP (Enter Position) key for setting up positions and individual pieces. Removing separate pieces from the memory (Clear Square).
- 10 MD key (More Data) in combination with the EP and FP keys. Removing all pieces (Clear Board).
- 11 CE key (Clear Entry) for correcting wrong moves. Also Interrupt key for cutting short the computer's programmed response time
- 12 NEW GAME key for starting a new game. The opening position is re-entered in the computer's memory. Previous response time is retained.



- 13 ENTER key, with which instructions are given to the computer. This is also the key for changing colours and for making the computer play against itself.
- 14 Display; displays piece symbol, square co-ordinates and colour.
- 15 Symbol for a piece captured.
- 16 Symbols for check, checkmate, draw and stalemate.
- 17 Display lighting on/off
- 18 Sound on/off
- 19 Switch for response time and analysis.
- 20 Main power switch on/off.

1. STARTING THE GAME

This chess computer operates on a 240V ac adapter, which is included. Connect the adapter to the computer before mains connection is made.

No other adapter than the one included must be used.

Set up the pieces on your chessboard. (If the electronic LCD chessboard - accessory - is used, the initial position is automatically displayed on the board after switching on the computer.) Set up the white pieces on the two bottom rows (1 and 2), the black pieces on the two top rows (7 and 8). The squares are indicated by a letter and a figure according to the international FIDE notation. See illustration. Thus the bottom left-hand square is a1, the top right-hand square is h8.

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1

Switch on the computer by setting the POWER switch in the ON position (20)

All display segments (14) will show for approx. 3 seconds so that an operating check can be made.

If desired display lighting can be switched on with switch 17. The acoustic signals, which sound when the keys are pressed and in special cases such as castling, check, illegal move, etc. can be switched on and off as desired with switch 18.

Select the computer's playing level.

The playing level of this computer is determined by amount of the thinking time you allow it. You may set the time between 0 seconds and 99 hours. The more time you allow the computer, the better it plays.

At 0 seconds setting the computer responds immediately. When the computer is switched on the time is automatically set at 10 seconds.

You will soon find out what time setting is suitable for your ability. **During the game you can change the time setting (after a computer move) at any times.**

After programming a certain time setting the computer will take exactly that length of time for every move. You can interrupt this length of time however by pressing the CE Key when ever you wish. This will speed up the game e.g. during opening moves or when the computer can only make one move (e.g. an exchange). Only in certain cases, such as when its king has only one possible move or when it is playing from its opening book, the computer will play before its full thinking

time has elapsed.

Setting the response time
(e.g. 3 minutes, 30 seconds)

Time switch (19) at ON

Press key 6

Press ENTER

Press ENTER (= Zero hours)

Press key 3 (= 3 minutes)

Press ENTER

Press keys 3 and 0 (= 30 seconds)

Press ENTER

After the last ENTER its display is cleared, apart from the box, showing which colour plays next. You may now start the actual game.

When you leave the time switch in the ON position, you will see the computer's response time running down in the display from the moment you start its turn. If the time is less than one hour, the minutes and seconds are displayed. When the time has run out the computer's move appears.

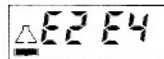


When you set the time switch in the OFF position, the computer displays the move it is currently considering. This is particularly interesting when the response time is relatively long. If you see the computer displaying a move you would like it to make, even if its response time has not yet run out, or if you think the computer will not find another move in the time it has left, you can call up the computer move immediately by pressing the CE key.

During the game - even when the computer is computing its next move - you may always move the time switch between ON and OFF so as to see how much time the computer has left or which move it is considering. When the computer is switched off, the response time (i.e. playing level) should be reset at the start of a new game. However, if you start a new game without switching off the computer first (by pressing the NEW GAME key) the response time of the last game is retained.

After setting the time you may start the game. **You are playing white** and you now key in your first move.

If you want to play black, first press the ENTER key, and the computer will immediately show white's first move in the display. E.g.:

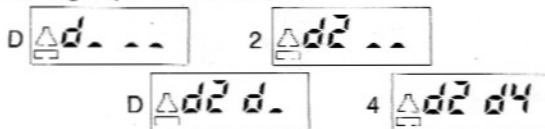


The bar in the bottom left of the display window indicates the colour, whose turn it is to play next. During the game you can

change colours at any time, i.e. either the computer continues your game or you take over the computer's game. The only thing you have to do is press the ENTER key **after a computer move** and the computer will make the next move in your original colour. The new colour you are playing with is displayed in the bar, e.g.:
By pressing the ENTER key after every computer move, you allow the computer to play against itself.

2. THE GAME

You have selected the computer's playing level (response time) and your colour, so now you can start the game. If you are playing white, you key in your first move.
E.g. you want to open with move pawn d2-d4.
Press the following keys in this order:



Make the same move on your chessboard.
Check that the move is correctly displayed and if so press ENTER:



Apart from the co-ordinates of both squares - d2 and d4 in the example - the symbol of the piece moved is also displayed. These are the (black) symbols you see on the display).



Pawn



Knight



Bishop



Rook



Queen



King

If a piece is captured an x appears between the two sets of coordinates:
After pressing ENTER either the decreasing response time (with the word 'computing') or the moves the computer is considering will be displayed, depending on the position of the time switch 19.
When the computer's time is up or if you call for the computer's move prematurely, the computer's response is displayed, e.g. pawn d7-d5:

Make the same move on the board.

Then key in your next move (e.g. Ng1-f3):

G

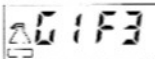
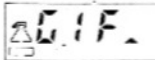
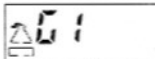
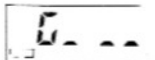
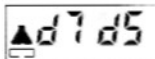
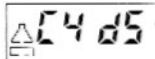
1 (Now the symbol of the piece you are moving is displayed)

F

3

Followed by ENTER
Etcetera.....

2(1) If you key in an illegal or impossible move, e.g. Nb1-b3 instead of Nb1-c3, four question marks are displayed when you



press ENTER:

You simply re-key the move correctly. The four question marks are also displayed when the move is impossible, for instance if you take one of your own pieces or if your move starts from an empty square. To prevent such errors it is important for you to be precise when making the moves on your own board.

If you want to change a move you have selected and already keyed in, because on second thoughts you prefer another move, you can only do so before pressing the ENTER key. To effect this, press the CE key and you can then key in your alternative move.

2(2) Castling

Castling is effected by making the king's move. For white:

Short castling by e1-g1

Long castling by e1-c1

and when playing black:

short castling by e8-g8

long castling by e8-c8

Only the symbol for the king is displayed.

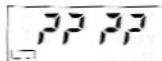
When the computer is castling only the king's move is displayed:

When castling the computer automatically moves the rook as well. Remember to carry out castling on your board as well.

The computer will only accept castling if it is allowed by the rules.

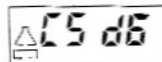
2(3) En-Passant captures

For capturing en-passant the move is keyed as it is made. E.g.: (white) pawn is at c5 and



the computer plays d7-d5. You now key in the en-passant move (c5-d6) as usual: c-5-d-6:

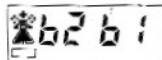
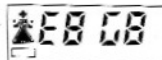
(In this case the computer does not display the x sign between the squares. In its memory, however, the black pawn at d5 is removed). The computer displays an en-passant capture in the same manner, in this case however, the x sign is displayed between the squares. Remember that you can only capture a pawn en-passant on the next move.



2(4) Pawn-Promotion

When one of your pawn reaches the eighth row (or the first row when you are playing black), the symbols for queen and pawn show up alternately in the display. This means that for the pawn the computer offers you a queen. If you accept this, you only have to press the ENTER key and the pawn has been promoted to a queen. If you prefer another piece, e.g. a rook you act as follows: Press D (= rook), followed by ENTER.

The pawn symbol is displayed until black's next move, when it is changed into a rook. In case of promotion the computer checks the legality of the move after you have accepted promotion by pressing ENTER. If the move was illegal, four question marks are now displayed. The computer itself will promote what it considers the most suitable piece for the current position. The symbol of the piece selected (usually a queen) is displayed:



2(5) Check and Checkmate

If you put the computer in check, this is not displayed. If the computer puts you in check, however, a cross is shown after the move and a special sound is produced.

If you checkmate the computer this is displayed as a sign of surrender:

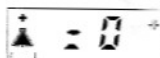
If the computer checkmates you a double cross is displayed after the checkmate move, and a special sound is made. (If you are playing with a very short response time, checkmate is only displayed if you play on in spite of the position).



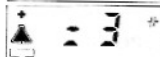
2(6) Draw

The computer knows all the rules for a draw. The legal draw positions are displayed as follows:

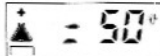
Stalemate



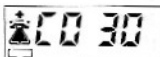
Draw by threefold repetition



Draw by the 50 move rule



If in an endgame you want to know how far you are removed from a draw on the basis of the 50 move rule, press keys 3/C and ENTER. The display will then show the number of moves already made under this rule.



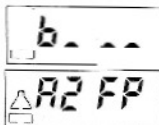
3. POSITION CHECK

If you want to check the position during the game (e.g. when you are not sure if you have

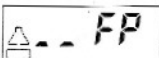
changed the position on the board for yourself or for the computer), act as follows: Press key 2 (FP = Find Position)

and ENTER

(The "first" pawn in your colour is displayed. In this example the white pawn at a5.)



By pressing the G key (pawn symbol) repeatedly you can check the position of all other (white) pawns. When all pawns have been checked



is displayed.

The position of the other white pieces is checked in the same manner:

knights with the F key
bishops with the E key

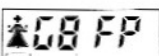
rooks with the D key

queen with the C key

king with the B key

You have now verified all white pieces.

For checking the black pieces, first press the H key (black)



(The position of the same black piece as the last white piece checked - in this case the king - is displayed).

You can now check, as described above for white, the position of the other black pieces.

A position check can always be made in random order, so you need not start with the pawns. After finishing your position check, press ENTER and continue the game (next move for white). If you are to make the next move playing with black, press H and ENTER.



Position check can only be made during your own turn. It cannot be made while the computer is computing.

During the game the position of individual pieces can be checked in the same manner. E.g.: you doubt if a black knight should really be on square e5. You are playing white. As soon as the computer has made its move, press the FP and ENTER keys. (The position of the "first" pawn in your colour is displayed, in our example the white pawn at a2).

Press the H key (black)

(The position of the "most advanced" black pawn is displayed). Press the F key (knight): So in our example the knight is shown to be at e4 and not at e5.

You should correct this on your board.

If black still has two knight's, press the F key twice in case the other knight position was displayed first.

Finally, press ENTER

and you can continue the game (next move for white). If you want to continue the game with black, press H and ENTER.

4. WITHDRAWING MOVES

It has been shown above that you can always withdraw and change your move, provided you have not yet pressed the ENTER key. To do this, press the CE key. If you have already pressed ENTER, however, you should first allow the computer to make its move.

If the computer is on a long time setting, you can interrupt it and make it play immediately by pressing the CE-key. On a short time setting you may not find this necessary. Before withdrawing your own move, this computer move is erased from the computer's memory by pressing the E key and the ENTER key. The move withdrawn is now displayed.

Then you withdraw your own move:

1. Press the 0 (MD) and ENTER keys.
2. Withdraw the move by keying in the square co-ordinates in reverse order.
3. Press ENTER

Example:

Your last move was (for white) Nb1-c3

The computer responded with Bc8-f5.

You want to withdraw your move and change it into pawn c2-c4. Act as follows:

E key

ENTER

0 key (MD) (the colour of the bar is not important)

ENTER

Key in your move in reverse order (c-3-b-1)

ENTER

Key in your own colour (white)

A key

ENTER

You can now key in your new move in the usual manner (c2-c4). If you took a piece from your opponent, you have to restore it (see 7).

5. SETTING UP POSITIONS

Setting up a game or a problem position is done as follows:

Press the EP key (9)

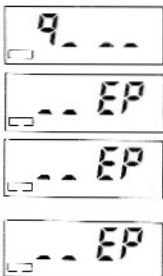
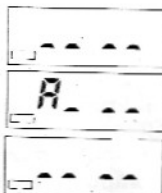
Press ENTER

Press the MD key (0) (erasing all pieces from the computer's memory)

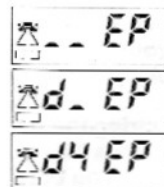
Select the colour of the piece(s) to be set (A=white, H=black) e.g. white.

First set up all the white pieces:

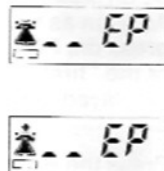
Press the symbol key (e.g. B key = king)
(The symbol for the piece is displayed on the left-hand side). Key in the co-ordinates of the square where you want to set the piece (e.g. e4): E key, D(4) key



Then you set up the next white piece:
Press the symbol key (e.g. D key = rook):
Key in the co-ordinates of the square where you want to set the piece (e.g. d4): D key D(4) key



After setting all the white pieces:
Press H key (= black) (Black rook is in this example displayed because the last white piece set up was a rook). Now key in all black pieces in the same way as described above for white, until you reach the last piece (e.g. Kg8): Symbol key (B key = king)



Square co-ordinates (g8)



ENTER

Check if the correct colour is to move next. If NOT, the right colour is programmed by means of the A (white) or H (black) key and ENTER.

In this example the following position has been programmed:

White: King e4- Rook d4, black: King g8, white to move next.

In case of complicated positions it is advisable to check the position before continuing the game (see Chapter 3). If you make a mistake when setting up a position, this can be corrected by pressing the CE key. Then, before keying in the correct data, press EP and ENTER (and the right colour if necessary).

6. REMOVING PIECES

Press EP

Press ENTER

Press EP

Key in the co-ordinates of the square where the piece to be removed is standing (e.g. f6)

Press ENTER

The piece has now been removed from the computer's memory.

If you want to continue the game, check if the right colour is to make the next move. If NOT, program the correct colour with the A or H key and ENTER.

Changing the odds: By removing one or more of your own pieces you can give an advantage to the computer. Conversely, you may remove one or more of the computer's pieces and alter the odds in your own favour. Beginners who find it difficult to beat the computer may use this method to their advantage.

7. SETTING UP PIECES

(E.g. setting up a black knight at f6).



Press EP (after a computer move)

and ENTER

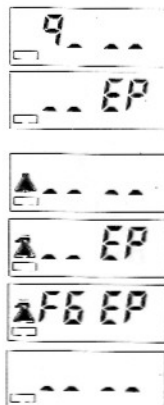
Check if the right colour for the piece to be set up is displayed. If NOT, program the correct colour with the A or H key and ENTER. In our example use the H key (black). Then press the key with the symbol of the piece concerned, in our example the F key. Next, key in the co-ordinates of the square where the piece is to be set up (in our example f6)

And finally press ENTER

Remember to place the piece on your chessboard!

The piece has now been stored in the computer's memory at the square desired. Before continuing the game, check if the right colour is to make the next move. If NOT, set the right colour with the A or H key and ENTER.

The method for setting up pieces is mainly applicable when you withdraw a move where you captured a piece from your opponent. After withdrawing the move (see chapter 4), you should first replace the opponent's captured piece **before keying in your next move**. Remember to change colours with the A or H key and ENTER after setting up the piece concerned and before your next move, as the computer automatically retains the colour of the replaced piece.



If you ask **the computer** by means of the E and ENTER keys to withdraw a move which captured a piece, **this piece is automatically reset**. This also applies when you want to ask the computer to withdraw its castling. Your own castling should be withdrawn - after a computer move - as follows (e.g. the white short castling):

MD key

ENTER key

The king's move (e1-g1) to be "keyed back"

The rook's move (h1-f1) to be "keyed back"

ENTER

Now you may key in your next move.

If you want to withdraw an en-passant move, the pawn taken should also be reset. (The computer's en-passant move is fully withdrawn with the E and ENTER keys).

Only one computer move can be withdrawn with the E and ENTER keys. Further computer moves can be withdrawn by the method described for withdrawing your own moves. Remember to reset pieces taken, both in the computers memory and on your chessboard.



8. PROGRAMMING OPENING VARIATIONS

The MD key enables you to start with a particular opening variation. You program in a series of moves for white and black, without the computer making any move at all. For programming a variation of the Ruy Lopez, for instance, you act as follows:

NEW GAME key

MD-key

ENTER key

First move for white: e2-e4

First move for black: e7-e5

Second move for white: (N)g1-f3

Second move for black: (N)b8-c6

Third move for white: (B)f1-b5

If this concludes the variation you desire, press ENTER

Check if the right colour (black) is to make the next move. If NOT, set the correct colour by means of the A or H key and ENTER. If you want the computer to continue the game with black, call up its move with the ENTER key.



9. SOLVING CHESS PROBLEMS

The computer can solve mate in 2, 3, 4 and 5 problems. Finding the solution may take quite some time. A double move does not usually take the computer very long, but for a triple move it takes minutes. A complicated quadruple move may take hours, as may a quintuple move. In exceptional cases the computer even needs days to solve such a problem.

You act as follows:

Problem position: White Ke1, Rc4, Pawn e2

Black Ke3

Checkmate in four moves.

NEW GAME

EP

ENTER

MD

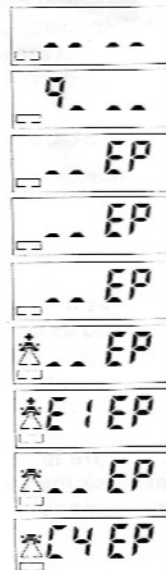
A (white)

B (king)

e1

D (= rook)

c4



G (= pawn)

e2

H (=black)

(the last white piece set will change to black in the display)

B (=king)

e3

ENTER

Time switch in OFF position

F

ENTER

4 (= 4 moves, the problem set in this example)

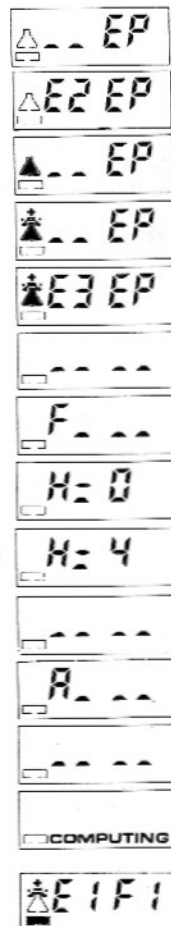
ENTER

A (= white; the colour for which the computer should calculate the solution)

ENTER

ENTER

The computer now starts solving the problem and after some time announces its first move (e1-f1)



Key in your counter move, e.g. e3-d2

ENTER

Now the computer looks for its next move and finds f1-f2:

Your counter move (e.g. d2-d1):

ENTER

The computer will find its response: f2-e3

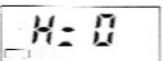
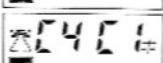
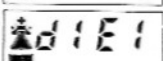
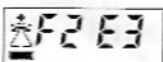
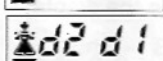
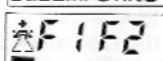
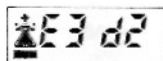
Your counter move: d1-e1

ENTER

and the computer (white) finds the checkmate solution.

By making its first move the computer indicated that the problem could indeed be solved in four moves. If the computer cannot find a solution or if the problem cannot be solved in four moves, the response of the computer is negative:

If the number of moves for solving a problem is unknown (Checkmate in ? moves), you start according to the method described above by giving the problem to the computer as: "Mate in two" (2 to be keyed in as the number of moves). If the computer's response is negative, you need not reprogram the position, but you just present the problem as



"Mate in three" by pressing the F/ENTER, 3 (= 3 moves)/ENTER/ENTER keys in succession. If the response is negative again, you change the problem into: "Mate in four", etc.

It is not possible to do this in reverse: you cannot start with a "Mate in four" and then, if the response is negative, "Mate in three"

After the computer has made its move and before you enter your own counter move you can.

Press C and ENTER for the time elapsed to be displayed. By pressing D and ENTER the number of moves still to be made is displayed.

10. MISCELLANEOUS

The number of moves made can be called up as follows (after a computer move):

D Key and ENTER

Each white move each black replay is counted as one move. 1 e2-e4 e7-e5 count as one move. The vertical dash indicates "half" a move. Press the CE key before keying in your next move.

If you are to make the next move, you may ask the computer which moves it recommends.

Just press the ENTER key (time switch in OFF position) and after the full response time has

elapsed its move suggestion is displayed, e.g.,: You can always interrupt the computer's thinking time by pressing the CE key. If you do not like this move and want the computer to make another suggestion, press the G key and ENTER and after its response time it will come up with another suggestion.

You can repeat this as often as you like. If you accept a suggestion, press ENTER and the computer will respond with its own next move. If you do not want to accept any suggestion the computer makes, then press the E and ENTER keys after its last suggestion (to clear it out of the memory), followed by your own move. You may also ask the computer to make an alternative move on its own turn. Press the G and ENTER keys. You may repeat this as often as you like to continue the game with all possible alternatives.

11. 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.

13. 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 the mains voltage is within the range specified on the adapter label. A voltage fluctuation of more than 10% will cause the unit to malfunction. In that case switch off the set and wait a while until the power supply has stabilised.

ALL MAJOR FUNCTIONS AT A GLANCE

PROGRAMMING RESPONSE TIME Time switch: ON F/ENTER Number of hours/ENTER Number of minutes/ENTER Number of seconds/ENTER	REPLACING A CAPTURED PIECE OR SETTING UP A PIECE EP/ENTER Correct colour (A or H) Symbol key Square co-ordinates ENTER Check colour and correct, if necessary, with A or H/ENTER	SUGGESTIONS FOR MOVES FROM COMPUTER After computer move: ENTER Suggestion G/ENTER Suggestion G/ENTER Suggestion Etc. Agree: ENTER Do not agree: E/ENTER
POSITION CHECK FP-ENTER Colour (A=white), if necessary Call up all white pieces with symbol keys Change colour (H=black) Call up all black pieces with symbol keys ENTER Change colour, if necessary	NUMBER OF MOVES D/ENTER/CE	
WITHDRAWING MOVES Wait for computer move E/ENTER MD/ENTER "Key back" move in reverse ENTER Check colour and correct, if necessary, with A or H/ENTER	CHANGING COLOURS ENTER	
	SETTING UP POSITION EP/ENTER MD A (white) Symbol key+ Square co-ordinates White pieces H (black) Symbol key+ Square co-ordinates Black pieces ENTER Check colour and correct, if necessary, with A or H/ENTER	OPENING MOVES NEW GAME MD ENTER First move white First move black Second move white Second move black Etc.... ENTER Check colour and correct, if necessary, with A or H/ENTER

SciSys-W Ltd.,
1801 Admiralty Centre Tower II,
18 Harcourt Road,
Hong Kong

SciSys Computer Ltd.,
Suite 8, London House,
266 Fulham Road,
London SW10 9EL,
United Kingdom

SciSys Computer Inc.,
One World Trade Centre,
Suite 86097
New York, N. Y. 10048,
United States

SciSys Computer GmbH.
Rossmarkt 15,
D6000 Frankfurt-M1
Bundesrepublik Deutschland

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



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