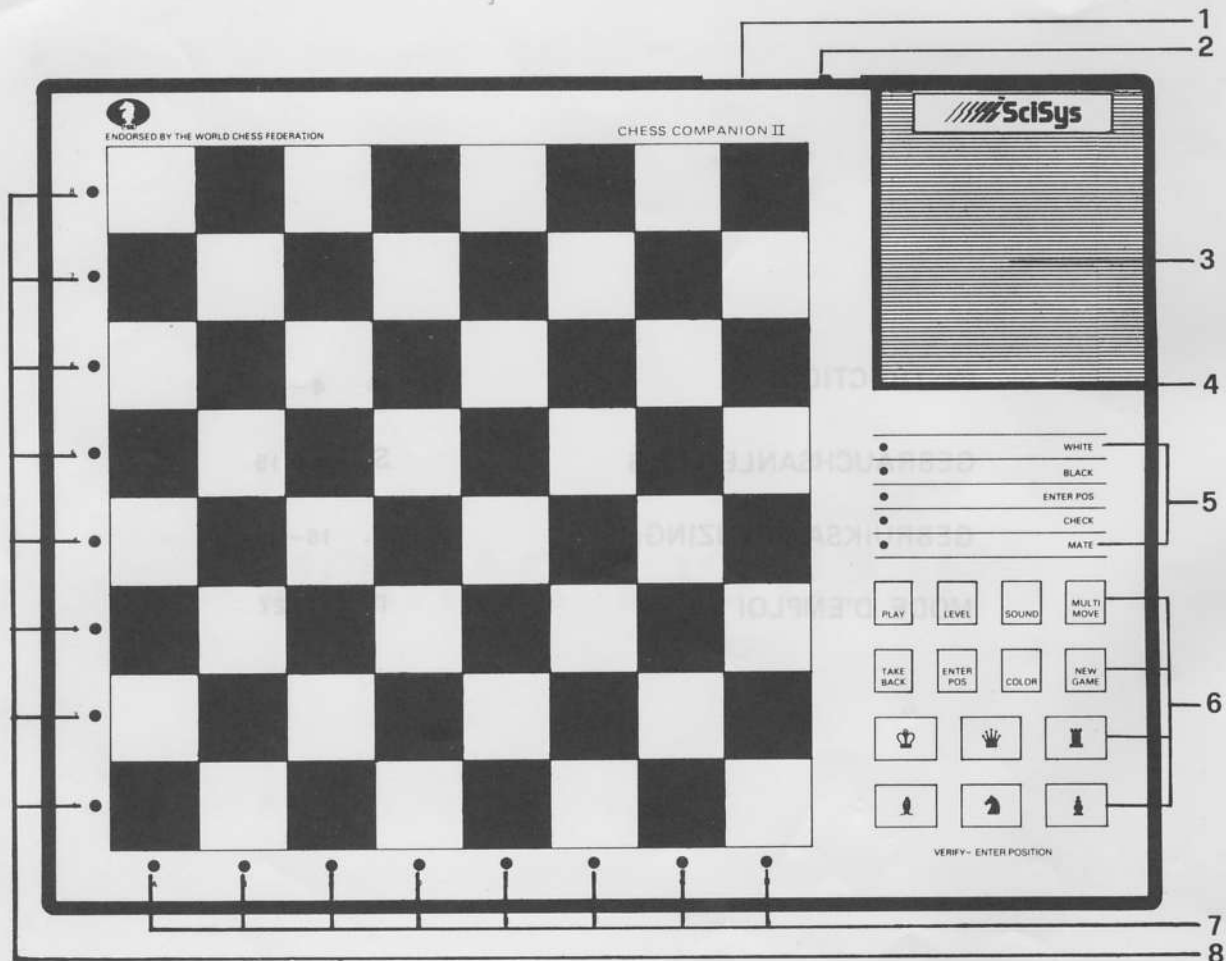




INSTRUCTIONS

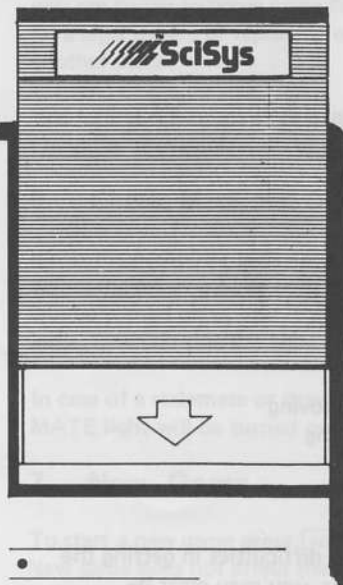
GEDRAUCHSANLEITUNG

CHESS COMPANION IITM



Dia. 1

CHES COMPANION II



Dia. 2

Keys and functions

1. Socket for mains adapter
2. Power Switch — remembers unfinished games for up to one year
3. Battery compartment
4. Buzzer
5. Control panel displays:
 - Side to move
 - Computer thinking
 - Enter position
 - Check
 - Checkmate
 - Draw
6. Control panel keyboard:
 - Change level
 - Start New Game
 - Verify and set up position
 - Suggest and take back move
 - Turn buzzer on/off
 - Permits multiple moves
7. Indicator: column of piece moving
8. Indicator: row of piece moving

Note: If at any time you encounter difficulties in getting the computer to respond to your moves, you may clear its memory by pressing **ACL** (use a pencil or a pin to activate this key in the rear of the computer).

Introduction

CHESS COMPANION II is an uncomplicated chess computer which will automatically register your moves on the built-in chessboard. It uses the 16 lights on the edge of the board to indicate its own moves. This computer is battery operated and contains a low-power memory which will retain the last position of an interrupted game for up to one year.

1. Getting started

Slide out the battery module and insert three AA batteries as shown in Diagram 2. We recommend the use of alkaline batteries which will provide up to 100 hours of playing time.

Set up the chess pieces in the opening position and switch the computer on. Press **NEW GAME**.

2. Setting the level of skill

CHESS COMPANION II has nine levels of skill:

Level	Average response time per move
0	2 seconds
1	5 seconds
2	15 seconds
3	1 minute
4	2 minutes
5	3 minutes (Tournament mode)
6	8 minutes
7	2 hours (Analysis)
8	Problem mode (see section 14)

When you press **LEVEL** the lights on the left of the board indicate which level is set. Press **LEVEL** until the number of lights corresponds to the level you want.

The level setting may be changed at the beginning or at any time during a game (but only when it is your turn to move).

3. Making moves

To make a move press down on the piece you wish to move, then place it on its destination square and press down again.

To make a **capture** key in the move of the capturing piece only. When **castling** it is only necessary to key in the king's move in the normal way; move the rook without pressing.

Note: When a pawn reaches the last rank the computer will automatically change it to a queen. If you wish to promote to another piece you may do so by using the ENTER POSITION facility described in section 13.

4. Computer moves

The computer will indicate its own moves by sounding a beep and turning on two lights on the side of the chess board. These lights indicate the horizontal rank and vertical column of the piece the computer wishes to move. Press the piece down on its square. The computer will now show you where the piece must go. Move the piece to the square indicated and press down to complete the move.

Note: When it makes an **en passant** capture the computer will

remind you to remove the captured pawn (press this pawn down before removing it).

5. Illegal moves

If you attempt to make an illegal move the computer will sound a double beep (high-low) and show you where the piece you are trying to move came from. You may place the piece on a legal square or replace it on the original square and move another piece.

You will also hear an error beep if you do not execute a computer move correctly or press an improper panel key.

6. Check, Mate, and Draw

When the computer puts your king in check the CHECK light will come on. If a game ends in checkmate, the MATE light will be turned on as well (the WHITE or BLACK lights indicate which side has been checkmated).

In case of a stalemate or draw by threefold repetition, only the MATE light will be turned on.

7. New Game

To start a new game press **NEW GAME** when it is your turn to move. New game does not affect the level setting or sound status.

If **MULTI MOVE** or **ENTER POS** have been pressed, they should be reset prior to a new game being started.

8. Take Back

When it is your turn to move you may take back (erase) the

last computer move and your previous move. To do this press **TAKE BACK**. The computer will show you where the pieces came from and where you should replace them.

9. Changing sides

If you wish to change sides with the computer you may do so by pressing **PLAY** instead of making your move. The computer will play the next move for you and you can go on playing for the other side.

You can change sides as often as you like during the course of a game. You can even press **PLAY** after every move and make the computer play an entire game against itself. The **PLAY** key is also useful when you need help and want the computer to suggest a move for you.

If you want to begin a **game with the black pieces**, set up the board with the black pieces at the bottom. Press **NEW GAME** and **PLAY**. The computer will make the first move for white, playing down from the top of the board.

10. Interrupt

When the computer is computing a move you may interrupt it by pressing **PLAY**. This will cause it to stop computing and play the best move it has found so far.

11. Multi Move

The **MULTI MOVE** key puts the computer into a special mode that allows you to enter openings or to force the computer to play a certain continuation. In this mode the

computer will not begin to compute a reply when a move has been entered. It will only keep track of the board position and make sure that the moves entered are legal. To return to normal play you must press **MULTI MOVE** a second time.

The Multi Move mode is also useful when you are playing a game with a friend. The computer will act as a referee and each side can always ask it for advice by pressing **PLAY**.

12. Verifying piece position

If you upset the pieces or for other reasons are not sure that the board position is correct, the computer will show you the proper location of each piece.

Press one of the piece keys when it is your turn to move. The computer will light up a horizontal rank and one or more vertical column lights to show you the position(s) of the selected piece(s). Press the same piece key again to see if there are any more pieces of that kind on the board. When the computer finds no more of the piece selected it will sound a double beep and return to play mode.

You may verify the piece positions for either side by pressing **COLOR**. Always check the WHITE/BLACK lights when you are verifying a position. They will show which side is being verified.

13. Setting up a special position

If you wish to set up a special position first press **ENTER POS**. The ENTER POS light will be turned on and you may then move, add, or remove pieces at will.

If the position you want to set up contains only a few pieces, press **NEW GAME** immediately after pressing **ENTER POS**. This will clear the board of all pieces.

To set up or modify the position select a color (by pressing **COLOR**) and then a piece key for the piece you wish to enter, move, or delete.

- **To move the piece**, press it down on its current square, move it to its new position and press it down again.
- **To remove the piece** simply press it down on its current square and remove it from the board.
- **To add a piece** simply press down the new piece on an empty square.

When you have set up or modified the position as required, make sure the WHITE/BLACK lights correctly indicate the side to move next and then press **ENTER POS** to resume play (the ENTER POS light will go out).

After you have set up a position always verify it as described in section 12. Do not enter an illegal position as this may yield unpredictable results.

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 **ENTER POS** and **NEW GAME** to clear the board. Press **COLOR** (if necessary) to turn the WHITE light on. Press the **↓** key and then press the white king on its square. Press **COLOR** (BLACK light on) and then the black king on its square. Now press the **⏏** key and then the black rook on its square. Press **COLOR** (WHITE light on) and the white rook on its square. Press **ENTER POS** to return to play mode.

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

14. Problem mode

Your computer has a special problem mode (skill level 8) in which it will solve chess problems up to mate in four moves. In this mode the computer will only make a move if it can see a forced mate in four or less moves.

If the computer finds a forced checkmate it will play the first move – the “key move” – which will lead to mate. You may try to defend the position for the opposite side (the side being checkmated) by entering moves as usual. The computer will continue playing the checkmating side until the game is over.

If the computer does not find a forced mate for the side it is playing, it will turn on the MATE light **without making a move**. This will also happen if you interrupt the computer (section 10) while it is computing a move in level 8.

15. Game memory

Your CHESS COMPANION II allows you to interrupt a game at any stage, even when it is computing a move except in the first 5 seconds, by moving the ON/MEMORY switch to MEMORY. Play will be stopped at that point and **battery power conserved**. The computer will “remember” the position and resume play when you switch back to ON. With a fresh set of batteries the position will be retained for up to one year.

16. Turning sound off

If the computer "beeps" are distracting you or others during a game you may temporarily turn off the sound by pressing **SOUND** when it is your turn to move. Pressing this key again will turn the sound back on. You must watch the indicator lights and press pieces and keys carefully when playing without sound.

17. Care and maintenance

Your CHESS COMPANION II is a precision electronic device. Do not subject it to rough handling and don't expose it to extreme temperatures or moist, damp areas. If the lights become dim or the computer begins to move erratically, the batteries need to be replaced. Never leave weak or "dead" batteries in the unit, as they may leak and cause damage.



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