



## KEYS AND FUNCTIONS

- (1) Battery compartment
- (2) Sensory chessboard
- (3) Control panel displays:
  - Side to move
  - Computer thinking
  - Check
  - Checkmate and stalemate
- (4) Control panel keyboard:
  - Suggest a move
  - change level
  - start a new game
  - turn buzzer on/off
- (5) Chess piece compartment, full chess set
- (6) Buzzer
- (7) Power switch  
Remembers game up to a year
- (8) Lamps display column of piece moving
- (9) Lamps display row of piece moving

### 1. Introduction

Travel Mate is an easy-to-use, portable chess computer with the latest in sensor technology. The computer reads in moves you make on the built-in chessboard and uses the 16 lights at the edge of the board to indicate its own moves. It also contains a one year memory for the position of an interrupted game.

### 2. Power supply

It runs on three AA batteries which you must insert as shown. The computer will run for over 500 hours on one set of batteries. Insert fresh batteries immediately if the lamps dim or it makes irregular responses.

### 3. Getting started

Set up the chess pieces in the starting position with the white pieces closest to you. Switch the computer on and press

**NEW GAME**.

### 4. Setting the level of skill

Travel Mate has four levels of playing strength. On level 1 (weakest) the average response time is 7 seconds per move. Level 4 (strongest) may require up to 45 seconds per move.

When you press **LEVEL** one of the lights on the left-hand side of the chessboard will come on (and remain on as long as you hold the key down). The first light from the bottom indicates that Level 1 is set, the second light, Level 2, etc.

To change levels press **LEVEL** until the level you want appears. You may change it at the beginning or at any time during a game (but only when it is your turn to move).

### 5. Making moves

To make a move press down the piece you wish to move and then place it with light pressure on the square you wish to move it to. The computer will automatically register the move and begin to compute a counter move.

To make a capture, key in the move of the capturing piece only. When castling only enter the king's move (i.e. move the rook without pressure). In case of pawn promotions the computer will automatically change the pawn into a queen.

### 6. Computer moves

The computer indicates its own moves by beeping and turning on two of the lights on the edge of the board. These lights are used to indicate pieces or squares on the chessboard.

The lights shown you the horizontal row and the vertical column of the piece the computer wishes to move. Press this piece down lightly on its square. The computer will now show you to which square it wishes to move the piece. Place the piece on this square, pressing lightly.

### 7. Illegal moves

If you attempt to make an illegal move the computer will sound an error signal (a long, low buzz). The board lights will show you where the piece came from. You may place the piece on a legal square or replace it on the original square to cancel the move.

You will also hear the low buzz immediately if you try to move a piece of the wrong color.

### 8. Check, mate and stalemate

When the computer puts your king into check it turns on the light labeled CHECK. If you check the computer's king, the CHECK light is also turned on while the computer is making its move.

If a game ends in checkmate the lights labeled CHECK and MATE are turned on together. The WHITE or BLACK light indicates the winner of the game.

For a stalemate the MATE light will come on without the CHECK light. The WHITE or BLACK light shows which side has delivered stalemate.

### 9. New game

To start a new game press **NEW GAME**. A game may be terminated at any stage by pressing this key. The computer automatically sets itself to Level 1.

### 10. Changing sides

If you wish to change sides with the computer you may do so by pressing **COMPUTE** 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 may change sides as often as you like during the course of a game. You can even press **COMPUTE** after every move and make the computer play an entire game against itself.

If you want to start a game with the black pieces press **NEW GAME** and **COMPUTE**. The computer will make the first move for white and you may go on playing for black.

### 11. Sound

When you press a piece or one of the keys, the computer beeps (or it buzzes to indicate that you have pressed the wrong piece or key). If you prefer the computer to operate silently, press **SOUND**. Pressing this key again or pressing **NEW GAME** will turn the sound back on.

### 12. One-year memory

If you wish to interrupt the game for a while you should turn the computer off by moving the ON/MEMORY switch to MEMORY. The computer will retain the position and level setting, and it can continue the game when it is switched on again.

You may use this switch at any time during the game, even when the computer is computing or showing you a move. Depending on the state of the batteries, the position will be retained for up to one year.