

THE CLASSIC™ OWNER'S MANUAL INSTRUCTION BOOKLET MODEL CC8 Model 6079



CLASSIC
CHESS CHALLENGER
OWNER'S MANUAL

CHALLENGER is a registered trademark
of Fidelity International, Inc., Miami, Florida

513-1115A01

ATTENTION!!

THIS IMPORTANT NOTICE WAS INADVERTENTLY OMITTED FROM THE INSTRUCTION BOOKLET:

IF YOU PLAN TO USE THE "TAKE-BACK" FEATURE DURING A CHESS GAME (SEE PAGE 15), YOU MUST PRESS THE TAKE-BACK (TB) KEY IMMEDIATELY AFTER TURNING YOUR COMPUTER ON AT THE VERY BEGINNING OF EACH GAME TO ENGAGE THIS FEATURE FOR USE LATER DURING THE GAME.

NOTE: ACTIVATING THIS FEATURE WILL DISENGAGE THE COMPUTER'S BEEP TONE SO THAT MOVE ENTRIES BY YOU AND COMPUTER RESPONSES WILL OCCUR SILENTLY. DO NOT ATTEMPT TO USE THE "TAKE-BACK" FEATURE LATER IN A GAME WITHOUT FIRST ACTIVATING (TB) AT THE VERY BEGINNING OF THE GAME, OR THE COMPUTER WILL BEHAVE ERRATICALLY.

THIS LIMITED WARRANTY APPLIES ONLY TO CLASSIC
CHESS COMPUTERS PURCHASED IN THE UNITED STATES.

3.6 LIMITED 90-DAY WARRANTY

Fidelity International, Inc. warrants to the original consumer purchaser that Classic is free from any electrical or mechanical defects for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Fidelity International, Inc. will repair or replace the unit free of charge upon receipt of the unit which has been sent insured and postage prepaid to the factory address shown below.

A PURCHASE RECEIPT OR OTHER PROOF OF DATE OF ORIGINAL CONSUMER PURCHASE WILL BE REQUIRED BEFORE WARRANTY PERFORMANCE IS RENDERED.

This warranty covers normal consumer use and does not cover damage which occurs in shipment or failure which results from alteration, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to ninety days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

The only authorized service center in the United States is:

Fidelity International, Inc.
13900 N.W. 58th Court
Miami, Florida 33014
(305) 557-9800

If you ship the unit, carefully pack and send it prepaid, adequately insured and preferably in the original carton. Include a letter, detailing the complaint, inside the shipping carton with a telephone number where you may be reached during normal business hours.

If your warranty has expired and you want a service fee quote, write to the above address specifying the model number (CC8) and requesting a service fee quotation.

DO NOT SEND YOUR CLASSIC with your request for quotation, as Fidelity has no provisions of holding your Classic from service waiting for your reply.

TABLE OF CONTENTS

	PAGE
INTRODUCTION.....	1
SECTION 1 - BASIC OPERATION	
1.1 Battery Replacement/Installation.....	1
1.2 Power On.....	1
1.2.1 Board Diagram.....	1A
1.3 Setting Up The Board.....	2
1.4 The Play.....	2
1.5 Your First Move.....	2
1.6 Accidental Wrong Move.....	5
1.7 Illegal Move.....	5
1.8 En Passant.....	6
1.9 Castling.....	7
1.10 Pawn Promotion.....	8
1.11 Check and Mate.....	9
1.12 Book Openings.....	9
1.13 Thinking On The Opponent's Time.....	9
SECTION 2 - SPECIAL FEATURES	
2.1 Reset Key (RE).....	10
2.2 Clear Key (CL).....	10
2.3 Problem Mode Key (PB).....	10
2.4 Mate In Two.....	12
2.5 Position Verification Key (PV).....	13
2.6 Level Key (LV).....	14
2.7 Infinite Mode (Level 8).....	14
2.8 Take Back Key (TB).....	15
2.9 Display Move Key (DM).....	15
2.10 Reverse Key (RV).....	15
SECTION 3 - GENERAL INFORMATION	
3.1 Piece Storage.....	16
3.2 Battery Operation.....	16
3.3 Battery Installation/Replacement.....	16
3.4 Low Batteries.....	17
3.5 Specifications.....	17

INSTRUCTION MANUAL

C L A S S I C

INTRODUCTION

Your Classic is a sophisticated and challenging, yet patient and helpful chess computer specifically designed for both beginning and advanced chess players. Fidelity's state-of-the-art technology provides you with an amazing computerized opponent that plays chess with skill and cunning, yet allows you to control the level of difficulty. The sensory playing surface enables the computer to automatically sense all game moves. Battery-operated and fully portable, containing a handy storage area in the base for your chess pieces, Classic can be your chess opponent wherever you desire.

Your enjoyment of the Classic will be greatly enhanced if you familiarize yourself with SECTION ONE of this Owner's Manual first before attempting to engage the special features or setting up board positions. The instructions which follow will help you understand how to operate the computer and how to play your first game.

SECTION I—BASIC OPERATION

1.1 BATTERY REPLACEMENT/INSTALLATION

Use four "C" size alkaline batteries only. See Section 3.3.

1.2 POWER ON

Set the BATTERY/AC switch to BATTERY (As Classic is only Battery operable the "AC" position is used for "OFF").

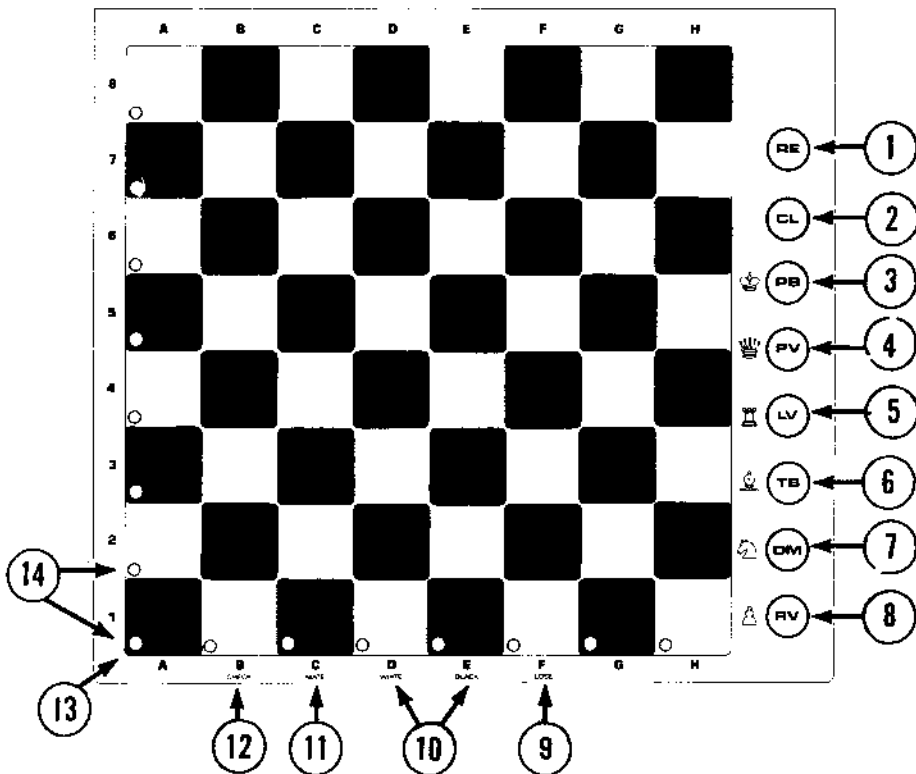
IMPORTANT:

To prolong battery life, turn off battery power when the game is not in use. The average useful battery life is approximately 500 - 1000 hours, based on the performance of four fully charged alkaline batteries.

Please note that, as the batteries begin to weaken and can no longer provide full power, the game may begin to malfunction.

A new game is started when you first turn on the power or when the RE (Reset) Key is pressed.

1.2.1 BOARD DIAGRAM



FUNCTION KEYS:

- 1- RESET KEY: Resets Classic to start a new game. This key will not work until the computer's move is completed.
- 2- CLEAR KEY: Used to clear unwanted FROM square or exit Problem Mode.
- 3- PROBLEM MODE KEY: Used to set up special board positions, or add and subtract pieces.
- 4- POSITION VERIFICATION KEY: Used to verify positions of pieces on board.
- 5- LEVEL KEY: Used to select levels of play (1-8).
- 6- TAKE BACK KEY: Used to take back moves.
- 7- DISPLAY MOVE KEY: Used to display a move computer suggests for you.
- 8- REVERSE KEY: Used to change sides with the computer; also can force computer to stop thinking and make its move.

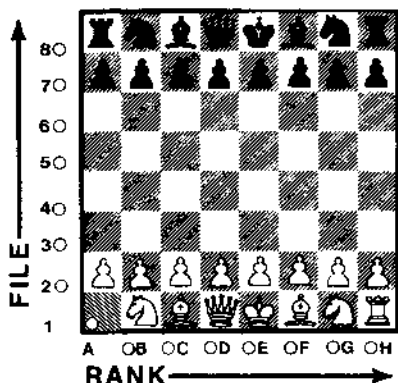
THE LIGHTS OR LED'S (LIGHT EMITTING DIODES):

- 9- I LOSE LED: Indicates computer loss when lit.
- 10- COLOR LED'S: (White and Black) always indicate which side is currently at play.
- 11- MATE LED: Will light when the computer has mated its opponent.
- 12- CHECK LED: Will flash whenever there is a check situation on the board.
- 13- TWO-COLOR LED: Used in conjunction with all other LED's to signal computer moves. Will light up green or red as appropriate.
- 14- NUMBERED LED'S: Used in conjunction with bottom row of LED's to indicate location of piece computer wants to move and destination of that piece (See Section 1.5); also used to display play level.

1.3 SETTING UP THE BOARD

In a standard game of chess, where the chess pieces are set up with white at the bottom of the board, Classic will always presume that you are going to play white. According to the rules of chess, white has the first move, and thus you should make the first move to begin the game.

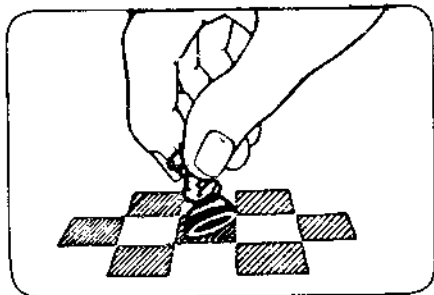
Each square on the chess board is designated, in accordance with international chess notation, by a letter of the alphabet and a number (printed along the side and the bottom of the playing surface). Horizontal rows of squares (ranks) are numbered from 1 to 8, and vertical rows of squares (files) are lettered from A to H. Thus when the game begins, the white King is on square E1; the black King is on square E8.



1.4 THE PLAY

Playing chess with your computer is like playing with a human opponent - you make your move and Classic responds with its move. The only difference, of course, is that you must make the actual physical move of the piece for the computer.

To record your moves and computer moves, tilt the piece and press down on the appropriate square using the edge of the piece.



1.5 YOUR FIRST MOVE

The following example will help you to start your first game with the Classic.

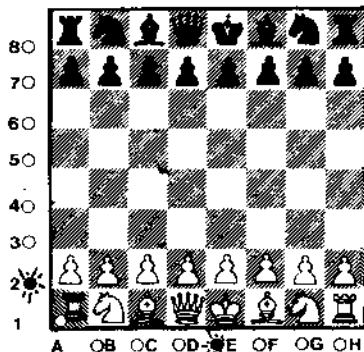
Checklist

1. Battery installation (Section 1.1)
2. Power on (Section 1.2)
3. Chess pieces set up (Section 1.3)
4. How to enter moves (Section 1.4)

Let's say you have chosen to move your white pawn located on E2 square (at intersection of file "E" and rank "2") to the E4 square:

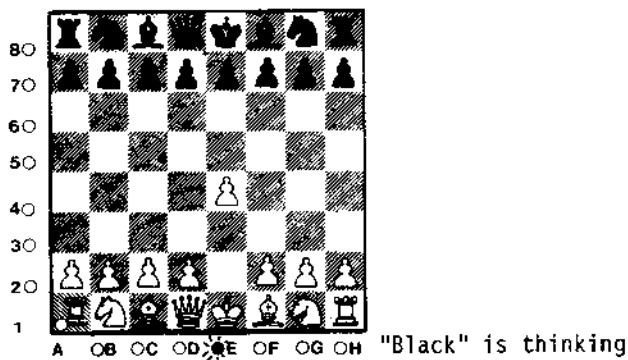
STEP #1

First tilt the pawn and press on square E2. File "E" and rank "2" will light up as shown. Therefore, the E2 square is located.



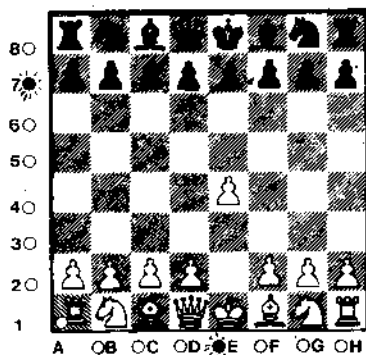
STEP #2

Pick up the pawn on E2, tilt the piece, and press on square E4 (the "E" and "2" lights will go out). The Classic, at that instant, has recorded the move you made, and has begun to think about its move. (In this example, Classic will respond instantly, so you may not even see the "Black" LED flashing).



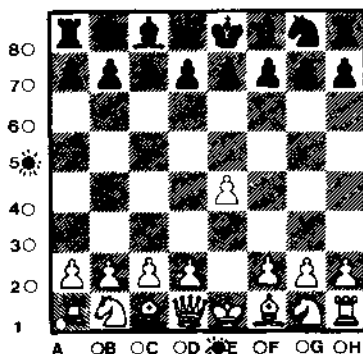
STEP #3

The computer will show you its move by lighting two LEDs for its FROM square. (We have selected the E7 square for this example - you may get a different response). The file "E" and rank "7" LEDs are lit.



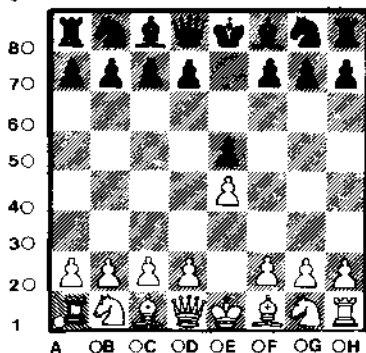
STEP #4

Press down on the black pawn at square E7. The FROM lights will go out and two different LEDs will show you the "To" location for that pawn. (We have chosen the E5 square for this example).



STEP #5

Pick up the black pawn on the E7 square, tilt the piece, and press down on the E5 square. The TO lights will go out, and it is time for your next move.



For each move, remember the three basic steps: press, move, and press again.

NOTE: You may notice that, when moving YOUR piece, the TO square LEDs DO NOT light, but when moving Classic's piece, the LEDs for the TO square DO light. The reason for this is that once you have moved your

piece to the TO location, the computer is instantly informed of your move, and there is no need for lights. On the computer's move, the TO square is lit to show you where to place Classic's piece.

1.6 ACCIDENTAL WRONG MOVE

If you press down on a piece and the FROM square is lit, but you decide not to make that move, you can either (1) press down on that same FROM square once more, causing the LEDs for that square to go out; or (2) press the CLEAR KEY, which will also turn the LEDs off. You may now enter another move of your choice.

If you change your mind after you have entered a whole move (FROM and TO squares) then the computer has accepted your move and is already considering its countermove. The TAKE BACK feature will correct such a mistake. First wait until the computer makes its next move (or press the RV KEY to force Classic to stop thinking and display a move). Make the computer's move in the usual way, and then take it back (See Section 2.8). After you have taken back the computer's move, take back your move in the same way. You can now enter any move of your choice.

1.7 ILLEGAL MOVE

The computer will only allow moves that are in compliance with the rules of chess. Illegal moves are not accepted. Classic notifies you of an illegal move or error by beeping a double tone and lighting the LEDs corresponding to the FROM square which was pressed. To undo the error, you have several options:

1. Pick up that piece and press it down on the square you actually intended to move it to; or,
2. Press the piece back down on the flashing FROM square (the LEDs indicating that square will go out), and then enter another move; or,
3. Press the CLEAR KEY to turn the LEDs off and put the piece back down on its original FROM square. Then enter another move of your choice.

IMPORTANT NOTE: This method does not insure that the incorrectly moved piece has been returned to its original location, but rather leaves it up to you to place the piece correctly.

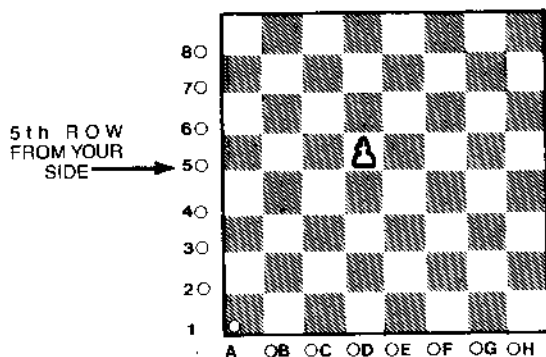
Please note the following circumstances, which will also cause the computer to beep an illegal move indication:

1. Pressing down on a piece of the wrong color (e.g., it is White's turn and you press down on a Black piece).
2. Pressing down on the wrong square when making the computer's move on the board (e.g., the computer lights the LEDs for square D8 and you inadvertently press down on square D7).
3. Pressing down on an empty square without having first pressed down on a piece which could move to that square.

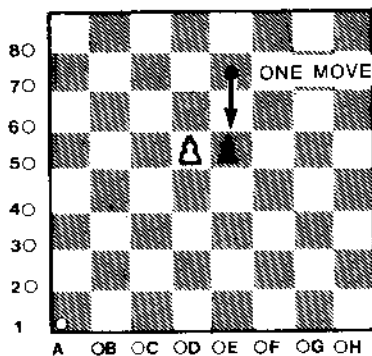
1.8 EN PASSANT

Pawn captures are normally made by advancing one square diagonally to the left or right. In accordance with the rules of chess, however, and under very specific circumstances, a pawn may capture in a fashion known as "en passant" or "in passing". Specifically, these circumstances are:

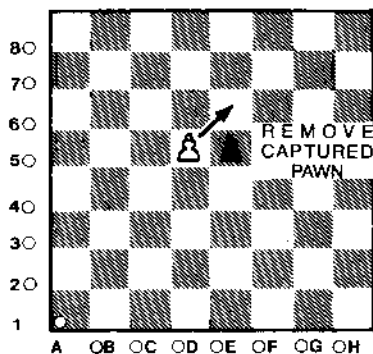
- 1- One of your pawns rests on the 5th square counting from your side of the board. (Does not matter which vertical file it is in or how it got there). SEE DIAGRAM #1.



- 2- Your opponent advances his pawn two squares on its initial move. After performing this step, your opponent's pawn now sits adjacent to your pawn on the left or right side. SEE DIAGRAM #2.



- 3- You may now capture his pawn "en passant". SEE DIAGRAM #3.



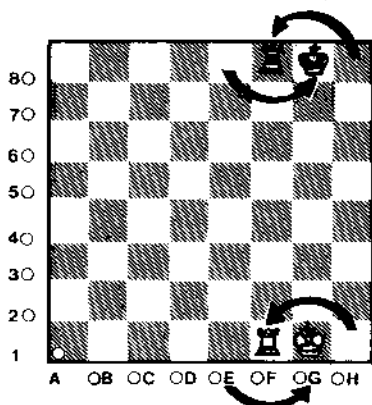
IMPORTANT NOTE: This option must be exercised on your very next move, or the opportunity to capture "en passant" is lost. An en passant capture is legal only if it is made immediately after the above conditions present themselves.

The computer will capture a pawn en passant whenever it determines that such a move is desirable, and it will also recognize when you choose to move en passant. When performing an en passant capture, Classic will first indicate the pawn move in the usual way, by lighting LEDs for the FROM square and then the TO square. Then it will light LEDs to indicate the square of the captured pawn, to remind you to remove the pawn from the board. Simply press down on the captured pawn and take it off the board.

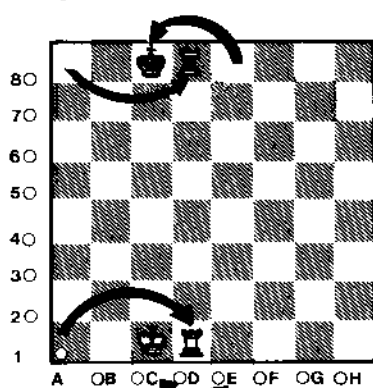
For details on taking back an en passant move, please See Section 2.8.

1.9 CASTLING

In accordance with the rules of chess a player may execute a protective maneuver of the King known as "castling". This maneuver may be performed only once by each player during a game and, like the "en passant" maneuver, is restricted to certain conditions. "Castling" involves the movement of the player's King and one of his Rooks. Both pieces are moved at the same time to perform one castling move.



This diagram illustrates how "King side castling" is executed by either side.



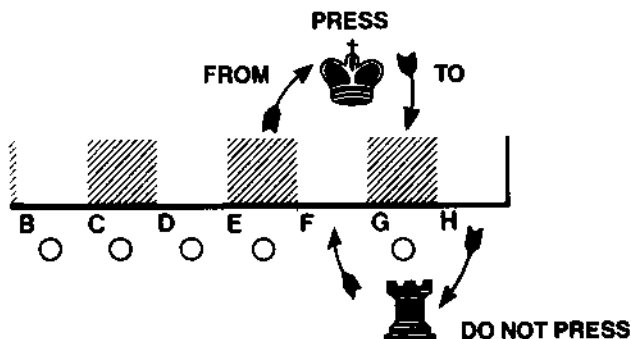
This diagram illustrates how "Queen side castling" is executed by either side.

Castling conditions are:

- 1 - The squares between the King and Rook (that is, the Rook that will be used for castling) must be vacant.
- 2 - Your King cannot be in check. Therefore, if you are in check, you cannot castle as a means to escape check.
- 3 - The vacant squares between the King and Rook cannot be under attack by an enemy piece.
- 4 - If either your King or the Rook on the castling side has been moved previously (even if they have been moved back to their original locations) you cannot castle.

Classic will perform the castling maneuver when it deems it appropriate, and will recognize when you perform the maneuver. To perform the castle maneuver for you or the computer only the King Move is used to signal the computer. Make the move as follows:

- 1 - Press down on the King's FROM square.
- 2 - Move the King and press it down on the TO square.
- 3 - Move the Rook to its new TO square WITHOUT pressing down.



When you tell the Classic that you have moved the King two squares, the Classic then assumes you have also moved the Rook to its correct position.

1.10 PAWN PROMOTION

As in a normal game of chess, when a pawn reaches the "8th Rank" (that is, has advanced to a square on the opposite end of the board), the player may "promote" his pawn to the piece of his choosing. In most cases, the best choice is promoting to - the most powerful piece - the Queen. On occasion, however, it may be better to promote to a knight (the knight is the only piece that moves in such a fashion that the Queen cannot duplicate it). Therefore, once you have completed the movement of your pawn to the 8th Rank, the computer will automatically change the pawn's identity to a Queen (as it will also do for its own pawn when appropriate). If you wish to make the pawn a knight instead, you must use Problem Mode to change its identity. (See Section 2.3).

1.11 CHECK AND MATE

Whenever Classic has your King in check the CHECK LED will light up to notify you. (The CHECK LED will not light when you have the Classic's King under check).

If the Classic determines that you will soon be mated, the computer will signal you as described in Section 2.4.

If you have been checkmated, the CHECK and MATE LED's will flash along with the LED corresponding to the color of your pieces (i.e. if you are playing with the white pieces and you are checkmated, CHECK, MATE, and WHITE LED's will flash).

If Classic loses a game, the computer will beep a downscale series of tones and the I LOSE LED will flash.

1.12 BOOK OPENINGS

Book openings are exactly what they are called - specific patterns of different types of move series made at the beginning of a chess game that can be found in countless chess books (i.e. Queen's Gambit, Sicilian Defense, etc.).

The Classic is programmed to initiate and respond to a variety of book opening moves and, in fact, the computer's opening book contains over 100 half-moves. (Half move = one move made by white or black as opposed to a full move which is one move made by white and black's countermove).

Classic will continue to follow a patterned book response until the player departs from the pattern. While "in book" Classic will respond instantaneously regardless of the level of play you have engaged.

1.13 THINKING ON THE OPPONENT'S TIME

The Classic has the ability to think on its opponent's time, a function which improves playing strength on all levels and quickens computer responses. While the computer is making its move, you are able to use that time to analyze the position and think of a countermove to move the computer might make.

Similarly, the computer also thinks ahead while you are deciding which move to make. The computer does this automatically, whenever you are thinking about your move.

SECTION II—SPECIAL FEATURES

2.1 RESET KEY (RE)

Resets Classic to start a new game. This key will not work until the computer's move is completed.

2.2 CLEAR KEY (CL)

Used to clear unwanted FROM square or exit Problem Mode.

2.3 PROBLEM MODE KEY (PB)

The Problem Mode is used to make changes - to remove or add pieces during a game; to relocate pieces from one square to another, or to set up special board positions. You can, for example, change the direction of the game, strengthen your side or the computer's, resurrect lost pieces, or even move your King out of an imminent check situation.

Problem Mode can be used any time it is your turn to move.

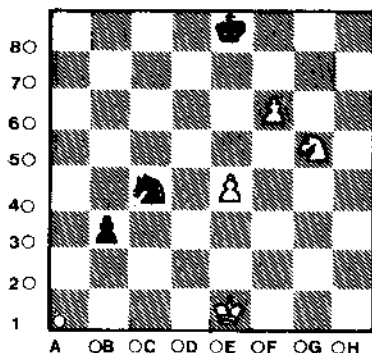
To learn how to use Problem Mode, try the following drill:

- 1 - Press RE KEY and set up pieces in their initial positions.
- 2 - Move your King pawn forward 2 squares (E2-E4) and wait for computer to respond - then make the computer's move.
- 3 - Press the PB Key - computer now shows location of white King.
- 4 - Now press the Key adjacent to the pawn symbol (RV KEY). Note that the 2 LED and A-H LED's (except for E File) are lit steadily. Press the Key next to the pawn symbol again, and the 4 and E LEDs will be lit to show the pawn you moved.
- 5 - Press the Key next to the pawn symbol again, and the computer will show the location of the pawn the computer moved - EXCEPT the File LED will be flashing to signify the pawn is black.
- 6 - Press the Key next to the pawn symbol again, and the 7 LED will light with the File LEDs flashing to show the location of the rest of the computer's pawns.
- 7 - Now press down on square H7. Note that the H LED goes out. By pressing down on this flashing square, you have cleared the black pawn off that square. Pressing square H7 once more will turn the H LED on steadily. Now a white pawn occupies that square.

The above example illustrates how the board positions can be altered in a case where most of the pieces are still on the board. If you wish to set up a position that includes only a few pieces, it is easier to first clear the board and then assign the few pieces to their appropriate squares.

For example:

- 1 - Remove all pieces from the board except for kings.
- 2 - Press the RE Key.
- 3 - Press the PB Key - computer now shows location of white king.
- 4 - Press the PB Key again - computer now shows location of black king. This serves to remind you that (however obvious it may seem) it is best to locate the kings first so as not to forget them. Should you try to set up a position and forget to put the kings on the board, the computer will be unable to proceed with the play of the game. For this exercise, we will leave the Kings where they are currently located.
- 5 - Press the Key adjacent to the knight symbol (DM Key). Only the 8 LED will light. This is because you have entered Problem Mode immediately after pressing RE and have not yet made a move. When this is done, the board is clear of all pieces except for kings. Therefore, the computer has scanned all rows (ranks) and finds them all to be vacant of knights.
- 6 - Take a white knight from the pieces you have removed and press it down on square G5 (file G, rank 5). The appropriate LEDs will light steadily and the computer has recorded a white knight at that location.
- 7 - Take a black knight from the pieces you have removed and press it down on square C4 (file C, rank 4). The appropriate LEDs will light steadily. Press the knight down on the square again. This time the C LED is flashing. You have now successfully recorded a black knight at that location into the computer's memory.
- 8 - Press the Key adjacent to the pawn symbol. As the computer shows no pawns on the board, the 8 LED only will light.
- 9 - Take a white pawn from the pieces you have removed and press it down on square F6 - the appropriate LEDs will light steadily. Take another white pawn and press it down on square E4 - the appropriate LEDs will light.
- 10 - Take a black pawn from the pieces you have removed and press it down on square B3 - the appropriate LEDs will light. Press it down again and the B LED will flash. You have now recorded a black pawn at square B3 into the computer's memory. Now press the CL Key to exit Problem Mode. The board position you have entered should look like this:



Note that the computer is flashing WHITE LED, signalling you to make a move from this position. If you prefer the computer to move from this position, press RV and the computer will move as white. For further details regarding the RV Key (See Section 2.10)

By the above illustrations, it can be seen that:

- 1 - No file LED lit means no piece of that type on that square.
- 2 - A steadily lit file LED means a WHITE piece of that type on that square.
- 3 - A flashing file LED means a BLACK piece of that type on that square.
- 4 - To clear the board of all pieces except kings, press RE and then PB.
- 5 - To alter a rather "full board", press RE, make a move, enter the computer's response and THEN press PB.
- 6 - To exit Problem Mode you must press the CL Key.
- 7 - For complicated positions it is a good idea to verify piece locations after you have exited Problem Mode (See Section 2.5)

2.4 MATE IN TWO

For practice, you can try setting up the following mate-in-two problem, using the Problem Mode:

1. Clear the board of all pieces except kings.
2. Press the PB KEY to enter Problem Mode. LEDs will light to show the position of the white king.
3. Press the PB KEY again, and the LEDs will show the position of the black king.

light and column (file LED(s) will light if the piece type you seek is in that file. If the piece is white, the file LED burns steadily. If the piece is black, the file LED flashes. If the piece type you are looking for is not in a particular row, the computer will skip that row (except for row 8). By continuing to press the Key, each row containing that piece type can be located.

NOTE: The LED at square A1 is a two-color LED (green and red). If you are verifying the location of a piece located on square A1, this will cause both colors to light up simultaneously, the result is that the LED will appear to be amber in color.

- 3 - By repeating this process for each piece type, every piece on the board can be correctly located.
- 4 - To return to normal play, press CL or simply make your next move.

2.6 LEVEL KEY (LV)

The Classic has eight different levels of playing difficulty.

<u>Playing Level</u>	<u>Average Response Time</u>
Level 1	5 seconds
Level 2	10 seconds
Level 3	15 seconds
Level 4	30 seconds
Level 5	1 minute
Level 6	2 minutes
Level 7	3 minutes
Level 8	Infinite (mate-in-two)

When the computer is first turned on, Level 1 is automatically selected. To change levels, simply press the LEVEL KEY. The first time the LEVEL KEY is pressed, the A1 LED will light to indicate Level 1 is currently activated. Pressing the LEVEL KEY again will turn on the 2 LED, indicating Level 2, and so on back to Level 1. After you have chosen your desired level of play, either press the CLEAR KEY or press down on any board square.

2.7 INFINITE MODE (LEVEL 8)

Level 8 allows no limit to the time used in making each move. The computer will continue to search, looking deeper and deeper until it finds a forced mate or until the computer's search is halted by you. When halted, Classic will make the best move it has found thus far in its search. You can halt Classic's thinking at any time by depressing the RV KEY for about 2 seconds. Keep in mind that the very early moves into the game may be from the Classic's book opening library and, therefore, those moves will be made immediately until the Classic is "out of book" (See Section 1.12).

This level is handy for:

- 1 - Giving you complete control over Classic's response times and
- 2 - Setting up mate-in-two problems for the computer to solve where it may need additional time to locate the solutions.

2.8 TAKE BACK KEY (TB)

The Take Back feature allows you to take back the computer's last move and the move you made prior to that move. In order to use this feature, simply press the TAKE BACK KEY when it is your turn to move. The LEDs indicating the TO portion of the computer's last move will light. Press down on the indicated square, and the LEDs showing the FROM portion will turn on.

Press that square (those lights will go out) and the LEDs indicating the TO portion of your last move will light up. Press down on the indicated square and the LEDs showing your FROM location will come on. Press down on that square (the LEDs will go out) and the LED indicating the color of your pieces will flash signalling your turn to move. You have thus completed the Take Back procedure. Before proceeding with the game, be sure to return any pieces that were captured as a result of the moves you took back to their appropriate location. (The computer's memory has already accounted for their return but has no way of reminding you to put them back). If you are unsure of where to replace a captured piece, use Position Verification (See Section 2.5). Please note that use of the Take Back feature while Classic is in its "opening book" (See Section 1.12) will disable its book opening library during that game.

IMPORTANT NOTE: Do not use the Take Back feature if either side's last move was a castling move (See Section 1.9).

2.9 DISPLAY MOVE KEY (DM)

If you press the DISPLAY MOVE KEY when it is your turn to move, Classic will recommend a move for you to play. The first press of the DISPLAY MOVE KEY will light LEDs for the FROM part of the suggested move, and pressing the Display Move Key a second time will show you the TO portion of the move. NOTE: Classic will not give suggested moves while it is in book opening patterns. At lower levels, there may also be times when the DISPLAY MOVE KEY does not offer a move suggestion due to the computer's limited search depth at that particular level.

2.10 REVERSE KEY (RV)

The Reverse Key is used to change sides with Classic. For example, at the beginning of a game, if you decide to have Challenger make the first move with the white pieces at the top of the board, simply press the Reverse Key. The RV Key for this model is NOT designed to be used for computer versus computer play. Continuous use of this key to change

sides after each move will eventually cause the computer to lock. To simulate computer versus computer play, you may use the DM Key (Section 2.9) to generate a suggested move, make the suggested move, and the computer will respond with a countermove. After each computer move, therefore, request a suggested move, make that move. REMEMBER: As described in Section 2.9, you must first wait until the Classic is out of the book opening (usually three to four of the computer's first moves) before engaging this feature. You may also need to step in and enter a move of your own on the lower levels, where Classic may have no suggestion for a particular position.

SECTION III— GENERAL INFORMATION

3.1 PIECE STORAGE

A handy piece storage compartment is located on the underside of the Classic. This compartment will enable you to store your pieces safely when you travel and when you are not using the unit.

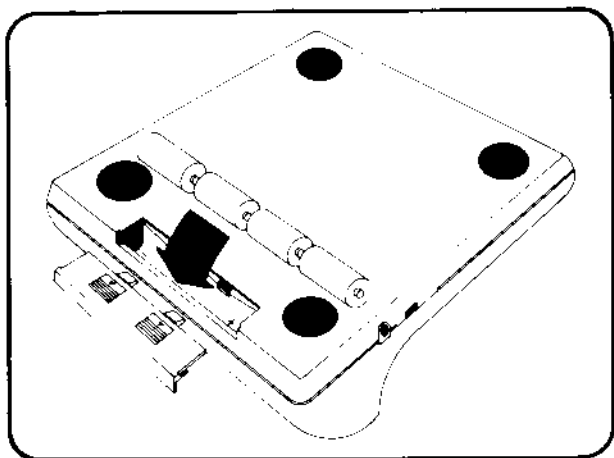
3.2 BATTERY OPERATION

Battery operation makes the Classic a truly portable chess computer. Be sure to follow the procedures outlined below for correct installation of batteries.

3.3 BATTERY INSTALLATION/REPLACEMENT

To install or replace batteries:

1. Locate the battery compartment on the underside of the unit, and gently push down to disengage the battery cover snap-locks.
2. Slide the battery cover clear of the guide notches in the case.
3. Remove and discard old batteries.
4. Ensure that the battery clips are clean and rust-free.
5. Install four (4) "C" size alkaline batteries so that their positive (+) terminals all point toward the side of the game with the Battery Switch.
6. Replace battery cover.



When you are ready to play, push the Power Switch to the BATTERY setting and start your game.

3.4 LOW BATTERIES

The expected useful life of a set of new batteries is approximately 500 - 1000 hours depending upon how often you play and the average length of your games. If Classic appears to be having erratically or signalling impossible/illegal responses, this is a sign of low battery power and the batteries should be replaced.

3.5 SPECIFICATIONS

Power SOURCE: DC

Size: 11 1/4" X 10 5/8" X 2 1/2"

ROM (Read Only Memory): 4K BYTES

RAM (Random Access Memory): 256 BYTES



The World of Chess Awaits You

As a new owner of a Fidelity Chess Challenger, you are cordially invited to join the U.S. Chess Federation. Your new computer opponent will give you hours of pleasure, and if you act soon, you can enjoy *all* the excitement and fun that the world of chess has to offer.

Members of U.S. Chess enjoy a competitive edge over other chess hobbyists. As recognized players, they meet in clubs and in official tournaments. Like them, you will find that your chess skill will improve enormously as you test your ideas against a variety of opponents.

As a member, you will enjoy other advantages:

- *Chess Life* magazine every month, with tips on how to win more games, lots of chess news, and stories about grandmasters, computers, and more!
- Information about clubs and tournaments.
- Measurement of your improvement with the U.S. Chess computerized rating system—now adopted worldwide.
- The opportunity to play chess by mail. You can meet new chess friends all over the country!
- Discounts and advice on chess books and equipment.

Your new Chess Challenger entitles you to a special introductory offer. You can become a full member of U.S. Chess for six months for only \$9—a significant savings over the usual rate of \$25 a year.

U.S. Chess is the official membership organization for chess in the United States. We represent the United States in the World Chess Federation, linking our members with other chessplayers throughout the world. Members range from beginners to world champions. Don't miss this special chance to join us!

Make checks payable to Fidelity International and send to:

Fidelity International Inc.
13900 N.W. 58th Court
Miami, FL 33014



Fidelity International will forward your dues to the USCF, a not-for-profit membership organization.

040986

Yes, I Want to Save 28% on a Six-Month Membership!

Please register me as a full member of U.S. Chess at your special introductory rate. My check for \$9 is enclosed to make me a member for six months.

NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

This offer valid only in the USA

Subject to expire without notice.

IMPORTANT NOTICE

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 001-000-00315-4.

FIDELITY INTERNATIONAL, INC.
13900 N.W. 58 Ct., Miami, Florida 33014 Telephone: (305) 557-9800.