

FIDELITY MICRO CHESS CHALLENGER[®]

**ENGLISH
USER MANUAL**



1. INTRODUCTION

Your POCKET CHESS computer is an ideal opponent. It is ready to play you at any time, as often as you like, at whatever level of skill you choose. Its small size makes it especially suitable for use on a journey in conjunction with a travelling chess set.

2. STARTING PLAY

To follow the moves of the game, you will need to set up a standard chess board and pieces.

The computer is powered by 3 AAA batteries. Remove the Lid on the underside of the machine and install the batteries in their compartment, making sure that the polarity is correct.

Turn the ON/OFF switch to the ON position. Then press the key marked NG (for "new game"). The Liquid crystal display (LCD) should now be showing four horizontal dashes. This means that the machine is ready for White to make a move.

Before starting a game, you may adjust the computer's level of playing strength if you like. See Section 9.

3. CHESS NOTATION

To communicate your moves to the computer, the system of algebraic notation is used.

The files, or vertical columns of squares on the chessboard, are identified by the letters a-h (Looking at the board from White's side, and reading from left to right). The ranks, or horizontal rows, are numbered 1-8, starting from the White end.

This means that every square can be named by giving the letter of its file and the number of its rank — like a grid reference on a map. For instance, at the start of the game the white king is on e1 and the black queen is on d8.

4. MAKING MOVES

The eight control keys with labels A1, B2 ... HB are used for indicating your move to the computer. If you want to play White, start the game like this:—

- * Decide which letter and number correspond to the square from which you want to move a piece. @
- * Press the key that has the right letter next to it.
- * Press the key that has the right number.
- * Now do the same for the square that the piece is moving to: press the key marked by the corresponding letter, then the key with the number.
- * Check that your move is correctly displayed on the LCD.
- * Press the key marked EN (for "enter"). Your move is now registered by the computer.

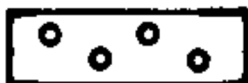
- * Carry out the move with your piece on the chessboard.

For example, suppose you want to move the pawn in front of your queen two squares forward. This pawn starts on the d2 square; so press the key marked D4 (to indicate the "d" file), followed by the key marked B2 (to indicate the 2nd rank). The pawn is moving to the square d4; so the key marked D4 must now be pressed two more times — once to indicate the "d" file, once to indicate the 4th rank. The LCD should now show:

d2 d4

If it does, press EN. If it shows something different (because you've pressed a wrong key by accident), press the key marked CE (for "clear entry") — and start again.

The computer may now indicate its reply immediately. If on the other hand it needs time to think, the display will show:



The computer announces its move with a characteristic sound signal, and displays it in the same form of notation that you used for your own move. For example:

G8 F6

— meaning that it has decided to move the knight from the gB square to f6. Carry out this move on your chessboard, then enter your reply in the same way as before.

A capture is entered and displayed in the same way as any other move.

If you want to play with the black pieces, start the game by pressing the key marked MO (for “move”) after NG. The computer will then make White’s first move.

If you enter a move that isn’t legal, the machine will simply beep and clear the display — except for the four dashes which will be at the bottom if White is to move, and at the top if it is Black’s move. Now start your move again.

5. SPECIAL MOVES

(a) Castling:

To castle, simply enter the king’s move. Similarly, if the computer is castling, it will display (for example):

E8 G8

— telling you to move the black king from e8 to g8, and then the rook from h8 to f 8.

(b) Pawn Captures “en passant”:

The old and new squares of the capturing pawn are entered and displayed in the normal way. Dont forget to remove the captured pawn from the chessboard.

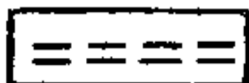
(c) Promotion of Pawns:

Whenever a pawn reaches the far end of the board, the computer assumes it is being promoted to a queen.

6. CHECKMATE — STALEMATE — NEW GAME

The word MATE appears in the LCD if either side has been checkmated.

To indicate stalemate, the display will show:



To start a new game, simply press the NG key. You may do this when checkmate or stalemate is indicated, or whenever the computer is expecting a move from you.

7. INTERRUPTING THE COMPUTER — CHANGING SIDES

If you press MU while the machine is computing, it will cut short its calculations and make the move which is best according to its analysis so far.

Note that special operations such as changing the level, checking the locations of the pieces, or setting up a position (see sections 9, 11 and 12), can only be carried out when it is your turn to move. It is for this reason that you may sometimes want to interrupt the computer's analysis.

If you press MU when it is your turn, POCKET CHESS will start computing a move for the side you have been playingk, and will expect you to take over the other side. You can change sides like this as often as you like. By pressing the MO key after every move played, you can make the computer play an entire game against itself.

8. WARNINGS OF THREATS

If you press EN after the computer's move, the LCD will sometimes show the notation of one square on the chessboard. If your king is on this square, you are in check. Otherwise, the machine is warning you of a possible capture on this square, which may lead to loss of material for you.

To clear this message from the display, press CE. Some of the "levels", as explained in section 9, dispense with warnings of captures, although the word CHECK will always appear on the display when the computer is checking you.

9. LEVELS OF PLAY

The operating key marked LV (for "Level") enables you to alter the speed and strength of the computer's play. The program has sixty-four different "Levels". On level 1, it takes an average of five seconds per move. On higher levels, it takes more time and its playing strength is correspondingly increased; the average for level 64 is 20-35 seconds per move.

To check the current level, press LV. The display will then show "L" followed by a letter and a number, denoting the level in the manner explained by the table below.

Once the level is displayed, you have the option of changing it. To do so, first look up the table to find out the notation for the level that you want. Then press the keys marked by the appropriate letter and number. For example, to select level 20, press "D" and then "3". Then press EN. If instead you press CE, the computer simply reverts to normal playing conditions on the same level as before.

On some levels (as indicated in the table), the computer will warn you of threats against your pieces, as described in section 8. Other levels dispense with these warnings.

Also note that on some levels, whenever you make your move, the machine automatically

responds by computing a move for the other side — as we have already seen. These levels are indicated by “AUTOMATIC RESPONSE” in the table. On other levels, the machine will not compute a move unless you use the MO key to instruct it to do so. See section 10.

LEVEL	DISPLAY	THREAT SIGNALS	AUTOMATIC RESPONSE
1	a1	no	no
2	b1	no	no
3	c1	no	yes
4	d1	no	yes
5	e1	yes	no
6	f1	yes	no
7	g1	yes	yes
8	h1	yes	yes
9	a2	no	no
10	b2	no	no
11	c2	no	yes
12	d2	no	yes
13	e2	yes	no
14	f2	yes	no
15	g2	yes	yes
16	h2	yes	yes
17	a3	no	no
18	b3	no	no
19	c3	no	yes
20	c3	no	yes
21	e3	yes	no
22	f3	yes	no
23	g3	yes	yes
24	h3	yes	yes
25	a4	no	no

26	b4	no	no
27	c4	no	yes
28	d4	no	yes
29	e4	yes	no
30	f4	yes	no
31	g4	yes	yes
32	h4	yes	yes
33	a5	no	no
34	b5	no	no
35	c5	no	yes
36	d5	no	yes
37	e5	yes	no
38	f5	yes	no
39	g5	yes	yes
40	h5	yes	yes
41	a6	no	no
42	b6	no	no
43	c6	no	yes
44	d6	no	yes
45	e6	yes	no
46	f6	yes	no
47	g6	yes	yes
48	h6	yes	yes
49	a7	no	no
50	b7	no	no
51	c7	no	yes
52	d7	no	yes
53	e7	yes	no
54	f7	yes	no
55	g7	yes	yes
56	h7	yes	yes
57	a8	no	no
58	b8	no	no
59	c8	no	yes

60	d8	no	yes
61	e8	yes	no
62	f8	yes	no
63	g8	yes	yes
64	h8	yes	yes

The level remains the same (even when a new game starts), until you change it again; you may do so as often as you like. When you first switch on after installing the batteries, the computer automatically selects level 7.

On any level, the computer is likely to take more time in a complicated position — with queens and many other pieces on the board — than in a relatively simple one. On the other hand, the program is equipped with knowledge of several standard chess openings — so the first few moves of a game are likely to be played fast, irrespective of the level.