



DOCKER ACCESSORY

Model 976

An amazing feature of Excalibur's Electronic Chess is its ability to be connected to a sensory chessboard (the DOCKER) and used with real chess pieces!

Attaching Electronic Chess to the DOCKER

To attach Electronic Chess to the DOCKER, first make sure Electronic Chess is turned off. Then place Electronic Chess face-down on a soft surface so that the small connection cover is near you and the larger, battery-compartment cover (at the top of the unit) is farther away.

Next remove the connection cover. Do this by inserting your thumbnail into the notch at the very bottom of the unit (see "1" at right). For safekeeping, insert the connection cover in the slot midway between the battery and connection covers. To do this, notice the protruding tip in the middle of one edge of the cover. Insert this protruding tip in the slot with the edge having the two dimples positioned next to the silver name plate. See "2" at right.

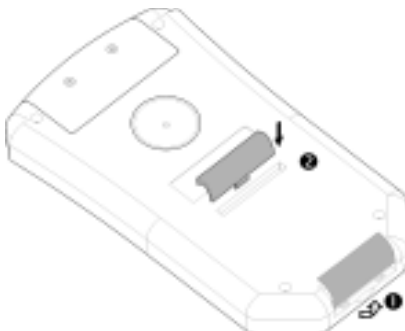
Now, with one hand, place your thumb where the protruding tip was inserted, and place two fingers on the two dimples. Push down with your thumb and use your



two fingers to GENTLY pull the two dimples toward your thumb. This will lock the cover into place. To remove the cover from its storage slot, use your thumb and finger to work it out of its locked position.

Turn Electronic Chess face-up and locate the three small plastic bumps just above the Excalibur logo. Slide Electronic Chess into the DOCKER until the three plastic bumps are just visible above the plastic chute of the DOCKER.

After you have inserted Electronic Chess into the DOCKER, set up the chess pieces (included with the DOCKER) on their start-



Turn OFF Electronic Chess before inserting into the DOCKER or removing it from the DOCKER.

ing squares. Use the chessboard screen on Electronic Chess as a reference, in case you are unsure where a piece belongs. Don't forget that the queen always goes on her own color square!

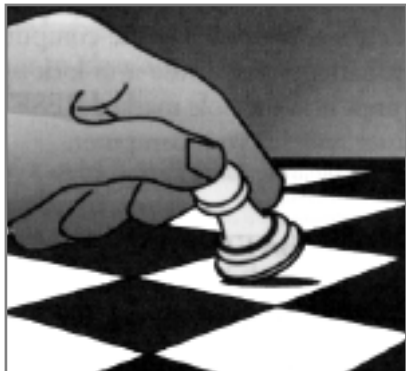
Play a Game Right Away

Now turn Electronic Chess on. Using the edge of the pawn (see diagram, below), press on the center of square E2.

You'll see that E2-__ appears on the display. Now use the edge of the pawn to press the center of square E4. Place the pawn on square E4.

Electronic Chess will respond with its move by showing the *from-* and *to-square* coordinates on the display. Electronic Chess expects you to move its piece by pressing on its *from-square* and then on the *to-square*.

It's now your move again!



Letting Electronic Chess Move First

After you've made your move on the DOCKER, Electronic Chess then knows you are connected to the DOCKER and will wait for you to press its *from-* and *to-squares* when it displays a move. But if you'd like Electronic Chess instead to make the first move and to play the white pieces at the top of the board, simply press the **GO** key on Electronic Chess. Electronic Chess does not know you are using the DOCKER, and assumes that you are not. Therefore it simply moves its piece on the Electronic Chess board, and assumes you will make its opening move on the DOCKER chessboard without pressing on its *from-* and *to-squares*.

Special Moves

When you castle your king on the DOCKER, Electronic Chess will remind you to move your rook by displaying the *from-* and *to-squares*. Move the rook in the routine manner, pressing on its *from-square* and then its *to-square*. (Likewise, when Electronic Chess castles, it will also remind you to move its rook.)

For an *en passant* capture, press the *from-* and *to-squares* of the capturing pawn. The square of the pawn being captured will then appear on the display. This is to remind you to remove the captured pawn. And remember, you must press down on the captured pawn before removing it from the board.

If you'd like to undo a move on the DOCKER, simply reverse the procedure for making a move, pushing first on the *to-square* and then on the *from-square*. If the move you are taking back was a capture,

Electronic Chess will also signal the captured square. Refer to the chessboard on the LCD screen to see the proper piece to press on the captured square.

If you make an illegal move on the DOCKER, you'll need to follow the standard procedure of undoing a move noted above, pushing first on the *to-square* and then on the *from-square* of the illegal move.

Interrupting a Game

If you're in the middle of a game using the DOCKER and decide to continue the game using only Electronic Chess, simply turn off Electronic Chess when it's your move. Disconnect Electronic Chess from the DOCKER, and then turn Electronic Chess back on. Now continue your game, using the **DIRECTION** keys to enter your moves.

If you then decide you'd like to finish the game on the DOCKER, turn Electronic Chess off, and insert it into the DOCKER. Turn Electronic Chess back on and arrange the pieces on the DOCKER chessboard to match the chess pieces on the Electronic Chess screen.

Note: Don't take back a move on Electronic Chess until you have made a move on Electronic Chess using the **DIRECTION** keys. (Entering your move on Electronic Chess tells the computer that you are no longer using the DOCKER.)

Play without Using Real Pieces

If you choose, you can play without using three-dimensional chess pieces, viewing only the display instead. Press the **2nd** key, then repeatedly press the **OPTIONS** key until TOUCH is shown. Use the **+1**

key to turn this option either on or off. When this option is turned on, Electronic Chess will just signal its moves on the screen and you will not have to register its moves on the DOCKER. In this mode, the large playing board acts as a touch screen, allowing you to input your moves by pressing the *from-* and *to-squares* with your finger.

Position Setup

At any time during a game when it is your move, you may change the position on the board by either adding or removing a piece, or by changing any of the pieces—for example, substituting a queen for a knight.

To remove a piece, press the **2nd** key, followed by the **SETUP** key. Then press the square of the piece you want to remove and press **GO** to remove the piece. Press **CLEAR** to continue the game.

To change a piece or add a piece on a square, press the **2nd** key, then repeatedly press the **SETUP** key to select the correct piece. The first time you press the square, a black piece of the type you have selected will appear. Press the square once more and the color of the piece will switch to white. If you made an error and want the piece to be black again instead, just press on the square once more. Then press **GO** to register the piece. Press **CLEAR** to continue the game.

Special Care

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4°C and 38°C).
- Clean using only a slightly damp cloth. Do not use cleansers with chemical agents.

Due to continuing improvements, actual product may differ slightly from the product described herein.

Limited One-Year Warranty

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of ONE YEAR from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, 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 ONE YEAR from the 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.

The only authorized service center in the United States is:

Excalibur Electronics, Inc.
13755 SW 119th Ave
Miami, Florida 33186 U.S.A.
Phone: 305.477.8080
Fax: 305.477.9516

Play games live at:
www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton. If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

**PLEASE DO NOT SEND YOUR UNIT
WITHOUT RECEIVING AN ESTIMATE
FOR SERVICING. WE CANNOT
STORE YOUR UNIT!**

We make you think.

