

Talking E-Chess™

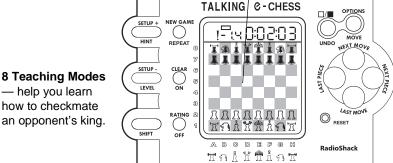
OWNER'S MANUAL -Please read before using this equipment.

60-2846

Speaking Function you hear the computer announce its moves, letting you play it more

naturally.

Liquid Crystal Display — shows current move, piece position and verification, level, position set up, and chess clock information.



8 Teaching Modes - help you learn how to checkmate

136 Playing Levels — let you match the level of difficulty to your skill level.

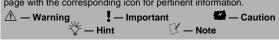
Chess Clocks — show the elapsed time for each move during a game or the total game time.

Opponent Selection — lets you play against the computer or another person, or have the computer play itself.

32 Opening Book Library — contains most major opening strategies, so the computer can respond more rapidly during a game's opening moves. This speeds up play and helps you play more professionally.

! IMPORTANT!

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.



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CAUTION W

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- If you do not plan to use the computer for a month or more, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

FEATURES

Your RadioShack Talking E-Chess computer is one of the most versatile chess computers available. Your computer can play chess at a rating of 1750.

More of the computer's features include:

Undo — lets you take back the previous move, to help you improve your game.

Rule Enforcement — the computer prevents illegal moves like a game referee, to help beginners learn the rules.

Power Off Option — lets you turn off the computer without interrupting the game in progress, so you can continue playing later.

Help — shows you all legal moves you can make during a game.

Move Suggestion — lets you ask the computer to suggest your next move, teaching you the best response to an opponent's move.

Problem Setup — lets you set up special chess problems so you can practice solving problems published in newspapers, chess literature, or history books.

We recommend that you read these instructions thoroughly before you use your computer.

PREPARATION

INSTALLING/REPLACING BATTERIES

Your computer requires three AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

- 1. To save the current game and turn off the computer, press RATING/OFF.
- Use a Phillips screwdriver to remove the screw from the battery compartment cover, then lift off the cover.
- Place the batteries in the compartment as indicated by the polarity symbols (+ and –) marked inside.
- 4. Replace the cover and secure it with the screw.

When the display dims, the sound becomes weak or distorted, or the computer stops operating properly, replace the batteries. \triangle

RESETTING THE COMPUTER

If your computer does not work properly after you replace the batteries, insert a pointed object, such as a straightened paper clip, into the **RESET** hole on the front of the computer. The computer sounds a message and **OI CHESS** appears. Resetting the computer clears any game stored.

BASIC CHESS INSTRUCTIONS

THE CHESS BOARD

Following international chess notation, the chess board is made up of 8 vertical rows called files, and 8 horizontal rows called ranks.

Each file (left to right) is designated by a letter of the alphabet (A through H), and consists of 8 squares alternately colored green and white.

Each rank (bottom to top) is designated by a number (1 through 8), and also consists of 8 squares alternately colored green and white.

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Dispose of old batteries promptly and properly. Do not burn or bury them.

! IMPORTANT!

If you are replacing the computer's batteries, make sure you turn off the computer before opening the battery compartment cover. This saves the current game in the computer. Your computer saves any games in its memory for about 30 seconds after you remove the batteries.

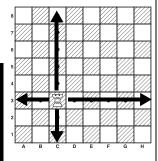


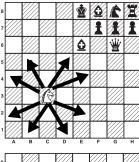
The green squares are referred to as "black" throughout the rest of this manual.

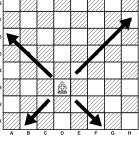


NOTE []

You can set up any pieces you want in any legal order with the computer's teaching mode (see "Using Teaching Modes" on Page 24).







THE GAME PIECES

There are 16 white and 16 black pieces, 32 in all. Each color has these pieces.

Each kind of piece moves in a different way.

(rook) — can move any number of squares vertically or horizontally, but it cannot move through a square occupied by another piece.

ۇ 🕽 / 🗐 (knight) — moves in an L-shaped pattern. It moves 2 squares horizontally or vertically, then moves 1 additional square at a right angle from its first move. At the end of its move, the knight must land on a square of a different color than the one it started from. The knight can move even if the squares it moves through are occupied. (It is the only piece that can "jump" another piece.)

 $\mathring{\mathbb{Z}}/\overset{\mathbf{i}}{\mathbb{Z}}$ (bishop) — can move any number of squares diagonally, but it cannot move through a square occupied by another piece.

(queen) — can move any number of squares vertically, horizontally, or diagonally. (The queen's moves are a combination of the rook's and bishop's moves.) The queen cannot move through a square occupied by another piece.

(king) — can move only 1 square vertically, horizontally, or diagonally.

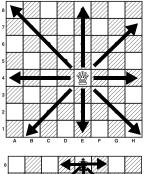
[] / [(pawn) — can move only 1 (or 2) squares directly forward, except when capturing another piece. It captures a piece by moving diagonally forward 1 square, except when capturing *en passant*. (See "Capturing *En Passant*" on Page 6). When it moves from its original position, it can move 1 or 2 squares forward. On subsequent moves, it can only move 1 square.

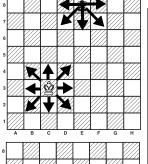
A pawn can be promoted to a higher-ranking piece. See "Promoting a Pawn" on Page 6.

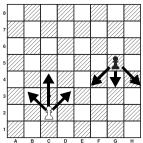
GAME RULES

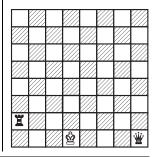
Checkmate — The Object of the Game

The object of the game is to position your pieces so your next move would capture the opponent's king, and your opponent cannot move, protect the king, or capture your piece. This is called checkmate.



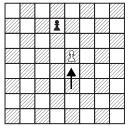




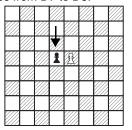


Here's an example of an *en passant* capture.

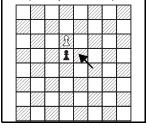
The white pawn advances from E4 to E5. The black pawn is still in its original position (D7).



The black pawn advances from D7 to D5.

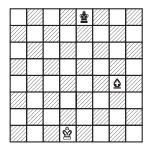


The white pawn advances to D6 (one square behind the black pawn's position). The black pawn is captured by the white pawn, even though the exact square it is on is not occupied by the white pawn.



Check

Check occurs when a player's piece directly threatens to capture the opponent's king, but the opponent can move the king, or another piece, to escape capture.



Capturing

To capture a piece, you move your piece into the square occupied by the piece you are capturing, except when capturing an opponent's pawn *en passant* (see "Capturing *En Passant*").

Remove the captured piece from the board.

Capturing En Passant

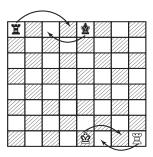
A pawn can capture an opponent's pawn that has just moved 2 squares from its original position. Whenever your pawn is on your fifth rank, and your opponent moves 2 spaces to the same rank adjacent to your pawn, then you can declare *en passant* and move to your sixth rank immediately behind the pawn, then capture the pawn.

Promoting a Pawn

If your pawn advances to the eighth rank, you can promote it to a queen or another piece, even if the queen or other piece is still on the board.

Castling

Castling protects the king from a potential check or checkmate situation by hiding it behind a fortified position or moving it out of immediate danger of attack. You can castle if:



- The king has not moved from his original position.
- The rook that you want to move by castling has not moved from its original position.
- The king is not placed in check on its current square, the square to which it is going, or a square it passes over.
- The squares between the king and the rook are not occupied.

If a rook is on the same side of the board as the king's square, this is called a *king's side castle*. If the rook is on the same side of the board as the queen's square, this is called a *queen's side castle*.

In castling, the king moves 2 squares in the direction of either rook. The rook that is closest to the king after the king has moved now moves to the square right next to and on the other side of the king. Castling counts as 1 move.

BASIC OPERATION

TURNING THE COMPUTER ON/OFF

Press CLEAR/ON to turn on the computer.

To save the current game and turn off the computer, press **RATING/OFF**.

If you replace the batteries without saving the current game or press **RESET**, the computer resets itself to a new game. After that, the computer resets itself to Level **B:E0:01**. For more information, see "Chess Play Levels" on Page 11.

The computer stores all of the game positions and any settings you set up.

To continue playing the current game, press **CLEAR/ON** again.

! IMPORTANT!

If the computer is thinking, it might not turn off when you press RATING/OFF. If this happens, press OPTIONS/MOVE to force the computer to make its move, then press RATING/OFF.



∜ HINT ∜

If the next move you make will capture one of your opponent's pieces, press LAST MOVE instead of **NEXT MOVE.** The computer displays each move your piece can make that would result in the capture of your opponent's piece, than any other legal moves your piece can make.

B' NOTE B



- On the display, dicates it is white's turn to move, while indicates it is black's turn to move
- You cannot enter a command before the computer makes its move.
- To select a different piece after you pressed LAST MOVE or NEXT MOVE in this step, repeat Steps 1 and 2.
- The computer might respond instantly, so you might not see
 - flash and the game timer count up.
- If you do not want to wait for the computer to calculate its move, you can press OPTIONS/ MOVE to force the computer to make a move.

STARTING A NEW GAME

The computer always starts a new game with you playing the white pieces and your opponent playing the black pieces.

To start a new game and erase any game stored in memory, press SHIFT then NEW GAME/REPEAT. 0) CHESS appears and the computer announces "New Game."

ENTERING MOVES

Playing chess against the computer is like playing with a human opponent — you make your move, and the computer responds with its move.

Making a move involves a FROM square and a TO square. The FROM square is the current location of the piece you plan to move; the TO square is where you are moving the piece.

- 1. When it is your turn to move, repeatedly press **NEXT PIECE** or **LAST PIECE** to select the piece you want to move. The piece alternately flashes on its FROM square and one of its legal destinations.
- 2. If the move that appears is not the one you want, repeatedly press **NEXT MOVE** or **LAST** MOVE to select other legal moves for the piece.
- 3. Press OPTIONS/MOVE to make your computer's turn, and the game timer counts up while the computer plans its move.

To select a different move after you press OPTIONS/MOVE in this step, you must wait for the computer to make its move, then press /**II**/**UNDO** to take back the computer's move. Press // I/UNDO again to take back your previous move.

4. Once the computer has determined its move, the piece it selects to move flashes on its FROM square and TO square alternatively, then stops on its TO square. The computer displays _____ to indicate it is your turn to move, and the game timer continues to count up.

HAVING THE COMPUTER SUGGEST A MOVE

The computer can suggest moves for you during a game.

To view the move the computer suggests for you, press SETUP +/HINT during your turn. The computer displays the move it suggests. Press OPTIONS/ MOVE to make the move the computer suggested, or repeatedly press NEXT PIECE or LAST PIECE to select another move and continue the game.

CHANGING COLORS WITH THE COMPUTER

The computer is set so you play the white pieces and it plays the black pieces. You can change colors with the computer so it plays the white pieces and you play the black pieces.

To change colors before you begin a game, press **OPTIONS/MOVE**. To change colors during a game, press __/__/UNDO when it is your turn to move. The game timer counts up and _____ flashes while the computer takes back its last move. Then you can take over and enter moves for the computer's side and continue to play the same game.

UNDOING MOVES

This function lets you take back any move made by you or the computer after the move has been completed.



The game timer continues to count while you press **SETUP +/HINT**.

To undo a move, press __/__/UNDO when it is your turn to move. The computer takes back its last move. Press __/__/UNDO again when it is the computer's turn to move. The computer takes back your previous move.

SHOWING ALL LEGAL MOVES

The computer can show each legal move you can make during a game.

- 1. Press SHIFT. ModE 2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **HELP** appears.
- 3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until **01** appears.
- 4. Press CLEAR/ON to return to the game.
- Repeatedly press NEXT PIECE or LAST PIECE to select the piece you want to move. From and an icon appear. The icon indicates the location of the piece you can move legally.
- Press NEXT MOVE or LAST MOVE to select your move, then press OPTIONS/MOVE to make your move.

GAME INDICATORS

Checkmate

Whenever a checkmate situation occurs on the board, the computer says "Checkmate" and **MRE** appears.

To start another game, press **SHIFT** then **NEW GAME/REPEAT**.

Check

Whenever a check situation occurs on the board, **CHEC** appears for a few seconds, then + appears

and the game timer continues to count up, indicating that a king is in check.

Draw

When the computer detects the conditions for a draw game, **DrRW** appears. **DrRW** appears if there is a three-time repetition of position, if no pawn has been moved, or no pieces have been captured for 50 moves.

You can ignore the draw indicator and continue the game. If a stalemate is reached, **StRLE** (stalemate) appears and the game is over.

Capture

! appears during a game when one of your pieces is threatened with capture. $\ensuremath{\nearrow}$

CHESS PLAY LEVELS

When you play against the computer, you can select a level that matches your skill level. There are six types of levels (each described under "Choosing a Level"). Each type of level is rated **E** (easy), **R** (average), or **H** (hard).

Choosing a Level

Each level allows your computer to think for different periods of time (tournament players call these periods "time controls"). The longer your computer thinks, the better moves it makes.

Generally the beginner levels are for beginners while the remaining levels are for more accomplished players. If you are a beginner, start out with the beginner levels. The computer purposely makes mistakes on these levels so you can beat the computer and learn while you play. The beginner levels also restrict the computer's search depth, resulting in weaker play.



Capture

You must set the game to the coach level (see "Using Coach" on Page 22) for ! to appear when one of your pieces is threatened.

Chess Play Levels

You can only change the level while it is your turn to play.



When you set the level, keep in mind that the more time the computer has to think about its moves, the better it plays.

If you are an advanced player, try the fixed time levels, sudden death levels, tournament levels, ply levels, or mate solver levels. \swarrow

Beginner Levels

The beginner levels are designed especially for beginning players. Repeatedly press **NEXT PIECE** and **LAST PIECE** to select the amount of time you want the computer to think about its move. You can select any of the following levels.

Level	Difficulty	Time Per Move
B:E0:01	Easy	1 Second
B:E0:02	Easy	2 Seconds
B:E0:03	Easy	3 Seconds
B:E0:04	Easy	4 Seconds
B:E0:05	Easy	5 Seconds
B:E0:07	Easy	7 Seconds
B:E0:10	Easy	10 Seconds
B:E0:15	Easy	15 Seconds
B:80:01	Average	1 Second
B:R0:02	Average	2 Seconds
B:R0:03	Average 3 Seconds	
B:80:04	Average 4 Seconds	
B:R0:05	Average 5 Seconds	
B:R0:07	Average	7 Seconds
B:80:10	Average	10 Seconds
B:80:15	Average	15 Seconds
B:H0:01	Hard 1 Second	
B:H0:02	Hard 2 Seconds	
B:H0:03	Hard 3 Seconds	
B:H0:04	Hard 4 Seconds	
B:H0:05	Hard	5 Seconds

Level	Difficulty	Time Per Move
B:H0:07	Hard	7 Seconds
B:HO:10	Hard	10 Seconds
B:HO:15	B:H0:15 Hard 15 Second	

Fixed Time Levels

The fixed time levels let you control the computer's strength by limiting the time it has to think for each move. As the levels go up, the computer becomes stronger — the more time you give the computer to think, the better it plays. Repeatedly press **NEXT PIECE** and **LAST PIECE** to select the amount of time you want the computer to think about its move.

Level	Difficulty	Time Per Move
F:E0:01	Easy	1 Second
F:E0:02	Easy	2 Seconds
F:E0:03	Easy	3 Seconds
F:E0:05	Easy	5 Seconds
F:E0:10	Easy	10 Seconds
F:E0:15	Easy	15 Seconds
F:E0:20	Easy	20 Seconds
F:E0:30	Easy	30 Seconds
F:E0:45	Easy	45 Seconds
F:E1:00	Easy	1 Minute
F:E1:30	Easy	1 Minute 30 Seconds
F:E2:00	Easy	2 Minutes
F:E2:30	Easy	2 Minutes 30 Seconds
F:E3:00	Easy 3 Minutes	
F:E5:00	Easy	5 Minutes
F:Ei:nF	Easy	Infinite Time
F:R0:01	Average 1 Second	
F:R0:02	Average	2 Seconds

Level	Difficulty	Time Per Move	
F:R0:03	Average	3 Seconds	
F:R0:05	Average 5 Seconds		
F:A0:10	Average	10 Seconds	
F:A0:15	Average	15 Seconds	
F:A0:20	Average	20 Seconds	
F:A0:30	Average	30 Seconds	
F:80:45	Average	45 Seconds	
F:R1:00	Average	1 Minute	
F:A1:30	Average	1 Minute 30 Seconds	
F:82:00	Average	2 Minutes	
F:A2:30	Average	2 Minutes 30 Seconds	
F:R3:00	Average	3 Minutes	
F:A5:00	Average 5 Minutes		
F:Ri:nF	Average Infinite Time		
F:H0:01	Hard 1 Second		
F:H0:02	Hard 2 Seconds		
F:H0:03	Hard 3 Seconds		
F:H0:05	Hard	5 Seconds	
F:H0:10	Hard	10 Seconds	
F:H0:15	Hard	15 Seconds	
F:H0:20	Hard	20 Seconds	
F:H0:30	Hard	30 Seconds	
F:H0:45	Hard	45 Seconds	
F:H1:00	Hard 1 Minute		
F:H1:30	Hard 1 Minute 30 Seconds		
F:H2:00	Hard 2 Minutes		
F:H2:30	Hard 2 Minutes 30 Seconds		
F:H3:00	Hard	3 Minutes	

Level	Difficulty	Time Per Move
F:H5:00	Hard	5 Minutes
F:Hi:nF	Hard	Infinite Time

Sudden Death Level

Repeatedly press **NEXT PIECE** and **LAST PIECE** to select the amount of time in minutes for the entire game. If you run out of time during a game, you lose or forfeit the game, and ForFt appears.

Level	Difficulty	Time Per Game
S:E :05	Easy	5 Minutes
S:E :10	Easy 10 Minutes	
S:E :15	Easy	15 Minutes
S:E :20	Easy	20 Minutes
S:E :30	Easy	30 Minutes
S:E :45	Easy	45 Minutes
S:E :60	Easy	60 Minutes
S:E :90	Easy	90 Minutes
S:R :05	Average	5 Minutes
S:A :10	Average	10 Minutes
S:A :15	Average	15 Minutes
S:R :20	Average 20 Minutes	
S:R :30	Average 30 Minutes	
S:R :45	Average 45 Minutes	
S:A :60	Average	60 Minutes
S:R :90	Average	90 Minutes
S:H :05	Hard	5 Minutes
S:H :10	Hard 10 Minutes	
S:H :15	Hard 15 Minutes	
S:H :20	Hard 20 Minutes	
S:H :30	Hard	30 Minutes



☑ NOTE ☑

When you play a sudden death level, you receive an extra 10 seconds each move to compensate for the time it takes to enter the move.

Level	Difficulty	Time Per Game
S:H :45	Hard	45 Minutes
S:H :60	Hard	60 Minutes
S:H :90	Hard	90 Minutes

Tournament Level

Repeatedly press **NEXT PIECE** and **LAST PIECE** to select the amount of time in hours and minutes to play the number of moves shown on the left side of the display. If you run out of time before you play the indicated number of moves, you lose or forfeit the game, and **ForFt** appears.

Level	Level Difficulty Time Per Game	
40 T:E0:30	Easy	30 Minutes
45 T:E0:45	Easy	45 Minutes
40 T:E1:00	Easy	1 Hour
40 T:E1:30	Easy	1 Hour 30 Minutes
35 T:E1:30	Easy	1 Hour 30 Minutes
45 T:E1:55	Easy	1 Hour 55 Minutes
40 T:E2:00	Easy	2 Hours
45 T:E2:25	Easy	2 Hours 25 Minutes
40 T:R0:30	Average 30 Minutes	
45 T:R0:45	Average 45 Minutes	
40 T:A1:00	Average 1 Hour	
40 T:A1:30	Average 1 Hour 30 Minutes	
35 T:A1:30	Average	1 Hour 30 Minutes
45 T:R1:55	Average 1 Hour 55 Minutes	
00:5R:T 0P	Average 2 Hours	
45 T:R2:25	Average 2 Hours 25 Minutes	
40 T:H0:30	Hard 30 Minutes	
45 T:H0:45	Hard	45 Minutes



When you play a tournament level, you receive an extra 10 seconds each move to compensate for the time it takes to enter the move.

Level	Difficulty	Time Per Game
40 T:H1:00	Hard	1 Hour
40 T:H1:30	Hard	1 Hour 30 Minutes
35 T:H1:30	Hard	1 Hour 30 Minutes
45 T:H1:55	Hard	1 Hour 55 Minutes
00:SH:T 0P	Hard	2 Hours
45 T:H2:25	Hard	2 Hours 25 Minutes

Ply Level

Repeatedly press **NEXT PIECE** and **LAST PIECE** to select the depth of search (from 1 to 8 ply). The higher the search depth, the more time the computer has to calculate its moves. A ply is one half move.

Level
PLY 1
PLY 2
PLY 3
PLY 4
PLY 5
PLY 6
PLY 7
PLY 8

Mate Solver Level

Repeatedly press **NEXT PIECE** and **LAST PIECE** to select the number of moves to mate that the computer will search. **nOnE** appears if no mate is found.

Level
MALE 1
WHE S

Level		
	MRtE 3	
1	MALE 4	
	MRŁE 5	
1	MAFE 6	
	MALE 7	
	MAFE 8	

Changing the Level

To change the currently selected level, press SETUP-/LEVEL, repeatedly press NEXT PIECE or LAST PIECE to advance or go back one level then repeatedly press NEXT MOVE or LAST MOVE to advance or go back to the next level type. Then repeatedly press OPTIONS to select **E** (easy), **R** (average), or **H** (hard) for the level you selected.

SOUND OPTIONS

SPEECH

You can set the computer so it speaks only during important game events (such as "Check").

- 1. Press SHIFT. ModE2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **SPECH** appears.
- 3. Repeatedly press LAST PIECE or NEXT PIECE until **On** disappears.
- 4. Press CLEAR/ON to return to the game.

SOUND EFFECTS

You can turn the computer's sound effects on or off.

1. Press SHIFT. ModE2 appears.

- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **SndEF** appears.
- 3. Repeatedly press LAST PIECE or NEXT PIECE until **On** disappears.
- 4. Press CLEAR/ON to return to the game.

MOVE ANNOUNCEMENTS

You can set the computer so it does not announce the move it is going to make.

- 1. Press SHIFT. ModE2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **AnnC** appears.
- 3. Repeatedly press LAST PIECE or NEXT PIECE until **On** disappears.
- 4. Press CLEAR/ON to return to the game.

SOUND

You can set the computer so it turns off most of its sounds except important messages. $\ensuremath{\nearrow}$

- 1. Press SHIFT. ModE2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **SQUID** appears.
- 3. Repeatedly press LAST PIECE or NEXT PIECE until **On** disappears.
- 4. Press CLEAR/ON to return to the game.

ADVANCED CHESS FUNCTIONS

MOVE SCORE DISPLAY

The computer normally shows the sequence number of the current move. Follow these steps to set the computer so it shows a score based on the computer's evaluation of the current board position.

- 1. Press SHIFT. ModE2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **SCOrE** appears.
- Repeatedly press LAST PIECE or NEXT PIECE until On appears.
- 4. Press CLEAR/ON to return to the game.

ROTATING INFORMATION DISPLAY

You can set the display to show information while the computer is calculating its move, including the score, depth of search (number of moves the computer is thinking ahead), the best move the computer is considering, and a count up timer.

- 1. Press SHIFT. ModE2 appears.
- Press OPTIONS/MOVE then repeatedly press NEXT MOVE until InF0 appears.
- Repeatedly press LAST PIECE or NEXT PIECE until On appears.
- 4. Press CLEAR/ON to return to the game.

SELECTING COMPETITION PAIRS

The computer lets you select the competition pairs so that you can play against the computer, another person or let the computer play against itself.

- 1. Press SHIFT. ModE2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **PLRYr** appears.
- Select an option from the following table, repeatedly press LAST PIECE or NEXT PIECE until the number in the table appears, then press CLEAR/ON.

То	Select
Play against another person.	5
Play against the computer.	1
Set the computer to play against itself.	0

Playing Against Another Person

■ appears when you set the computer so you can play against another person. Make your move then let the other person make a move.

Playing Against the Computer

The computer is preset to play against a human opponent.

Setting the Computer to Play Against Itself

Press **OPTIONS/MOVE** twice to set the computer to play against itself. Press **OPTIONS/MOVE** again at any time to stop auto play.

RATINGS

Viewing Your Rating

To view your rating, press **SHIFT** then press **RATING/ OFF**. Your current rating appears.

Setting a Rating

To change your rating, you must complete a rated game on a tournament or sudden death level. This

! IMPORTANT!

If you attempt to use the hint, setup, or undo options or press **NEW GAME** during a rated game, the computer asks you "Are You Sure?" and indicates which result (draw, win, or loss) would be scored if you confirmed your selection.



🕜 note 🕜

During a rated game, the computer will resign if you are winning by 9 or more points by saying "Are You Sure I Lose?" Then, the computer waits for you to press NEW GAME/ REPEAT before it resigns.

lets you experience what it is like to play a game against an opponent in a rated tournament. In rated tournaments, a chess clock is always used so that you play your moves within agreed-upon time limits.

When you are ready to play a rated game, follow these steps to set your rating.

- 1. Press SHIFT. ModE2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **:RTE** appears.
- 3. Repeatedly press LAST PIECE or NEXT PIECE until On appears.
- 4. Press CLEAR/ON.
- 5. Select the tournament or sudden death level you wish to play against.

When **0** appears during a game, that game can be rated. Since the game you are playing is rated, you cannot ask for a hint, nor undo a bad move, nor use setup to improve your position. You also cannot press NEW GAME/REPEAT to start over during a rated game.

Using Coach

You can set the computer so it says "Warning" and displays! (threat) if it thinks you have a piece it can safely take.

- 1. Press SHIFT. ModE2 appears.
- 2. Press OPTIONS/MOVE then repeatedly press **NEXT MOVE** until **CORCH** appears.
- 3. Repeatedly press LAST PIECE or NEXT PIECE until 00 appears.
- 4. Press CLEAR/ON.

USING OPENING BOOKS

The computer's opening book memory contains over 3000 opening book moves and 32 major opening strategies so the computer can respond more rapidly during a game's opening moves. You can influence the computer's play by selecting any of these options. When you select an option, the computer selects positions only from that option.

- 1. Press SHIFT. ModE2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **OPEN** appears.
- Repeatedly press LAST PIECE or NEXT PIECE to select one of the following opening books.

Number	Opening Book Name
1	Ruy Lopez, Open Defense
2	Ruy Lopez, Zaitsev Defense
3	Ruy Lopez, Exchange
4	Scotch Game
5	Scotch Four Knights
6	Gluoco Piano
7	Two Knights Defense
8	Four Knights
9	Petroff's Defense
10	Sicilian Alapin Variation
11	Sicilian, Najdorf Variation
12	Sicilian, Dragon Variation
13	Sicilian, Keres Attack
14	Caro-Kann Defense
15	Panov-Botvinnik Attack
16	Caro-Kann Exchange Variant
17	Queen's Gambit Declined
18	Lasker Defense, Queen Gambit Declined
19	Queen Gambit Declined Exchange Variant
20	Slac Defense

\square note \square

- You cannot select an opening book during a game.
- If you want to make your own move at the beginning of the game, set the computer to play against another person (see "Using Teaching Modes" on Page 24), enter moves for both sides until you reach the opening position you want to practice, then set the computer so you are playing against the computer.

Number	Opening Book Name
21	Queen's Gambit Accepted
22	Nimzo-Indian Defense, Classical Variant
23	Nimzo-Indian Defense, Rubinstein Variant
24	Semi-Slav Defense
25	Queen's Indian Defense
26	Queen's Indian Defense, Petrosian Variant
27	Bogolubow Indian Defense
28	Catalan
29	Gruenfeld Defense
30	King's Indian Defense
31	Modern Benoni Defense
32	Benko Gambit

4. Press **CLEAR/ON** to return to the game.

If your move is not the correct opening move, an error beep sounds. To learn the correct move, press **SETUP+/HINT**. The computer shows you the move. **OPEn** appears when the computer makes its move to indicate that there is another opening move. If **OPEn** does not appear, you can continue normal play.

Using Teaching Modes

Your computer has eight built-in teaching modes that you can use to help you learn how to checkmate an opponent's king. Your computer includes the following teaching modes.

- · Kings, pawns
- Kings, pawns, knights
- Kings, pawns, bishops
- · Kings, pawns, rooks
- Kings, pawns, queens
- · Kings, white bishops
- · Kings, white rooks
- · Kings, white queen

In the teaching mode, the computer sets up the display to simulate a real game where both the black and white kings and other pieces are in their starting positions. This lets you play a game using only the pieces you set up, making it easy to see only the strengths and weaknesses of the piece you selected without being distracted by other pieces.

- 1. Press SHIFT. MOdE2 appears.
- 2. Press **OPTIONS/MOVE** then repeatedly press **NEXT MOVE** until **Trflin** appears.
- 3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until the teaching mode you want appears.
- 4. Press CLEAR/ON to start the game.

USING PROBLEM SETUP

You can add a piece, remove a piece or change the position of any piece on the chessboard when it is your turn to move by using the setup mode.

To remove a piece on the chessboard, press SHIFT then SETUP-/LEVEL or SETUP+/HINT. Press the directional button to the square with the piece you want to remove, then press OPTIONS/MOVE. Press CLEAR/ON to resume the game.

To add a piece on the chessboard, press SHIFT then press SETUP +/HINT or SETUP-/LEVEL. Press the directional buttons to the square you want to add piece. Then repeatedly press SETUP +/HINT to select which kind of piece you want to add. Press OPTIONS/MOVE to confirm. Press CLEAR/ON to resume the game.

To change any piece on the chessboard, press SHIFT then SETUP +/HINT or SETUP -/LEVEL. Press the directional buttons to the square with the piece you want to change. Then repeatedly press SET-UP+/HINT or SETUP -/LEVEL to select which kind of



You cannot select a teaching mode during a game.



- The computer sounds an error message if it detects any illegal settings.
- You cannot exit this mode unless there is a white king and a black king on the board.

piece you want to change to. Press **OPTIONS/MOVE** to confirm. Press **CLEAR/ON** to resume the game.

Clearing the Board/Placing Pieces

You can clear all pieces from the chessboard then select and set pieces where you want them.

- 1. Press SHIFT. MOdE2 appears.
- Repeatedly press OPTIONS/MOVE then repeatedly press NEXT MOVE until CLrBr (clear board) appears. The board is cleared of all pieces.
- Press SETUP +/HINT or SETUP -/LEVEL. SetUP appears and a white king flashes.
- Repeatedly press NEXT MOVE, LAST MOVE, NEXT PIECE, and LAST PIECE to move the piece to the square you want.
- Repeatedly press SETUP +/HINT or SETUP -/ LEVEL to select the piece you want to place.
- If necessary, repeatedly press ☐/☐/UNDO to change the color of the piece you want to place, then press OPTIONS/MOVE to confirm the piece.
- 7. Press NEXT MOVE, LAST MOVE, NEXT PIECE, or LAST PIECE. Another piece appears.
- 8. Repeat Steps 4–7 to add additional pieces to the board.
- 9. Once you have placed all the pieces you want, press **CLEAR/ON** to start the game.

To change the color of the side to move, press SHIFT, then either SETUP button, then press □/■/UNDO to change the side to move, then press CLEAR/ON to continue.

✓

TROUBLESHOOTING

Problem	Remedy
The display is dim or blank, or the computer	Press the RESET hole to clear the display.
does not work.	Check the batteries.
The computer does not make a move.	Make sure the computer is not set to play itself. See "Using Teaching Modes" on Page 24.
	Press OPTIONS/MOVE to interrupt the computer.
	If you are playing at Level F:Hi:nF , the computer might take a long time to make a move. This is not a malfunction.
	Verify that a move you made was a legal move.
The computer does not accept a legal move.	Press OPTIONS/MOVE to interrupt the computer.
	Check the level and fill the blank with the allowable color code.
You cannot resume the current game.	Press SHIFT then NEW GAME/REPEAT to start a new game.
The computer makes instant or irrational	Press the RESET hole to reset the computer.
moves.	Check the batteries.
The computer is set to play itself, but the computer makes a countermove after you play a different game.	Make sure the computer is set to play itself. See "Using Teaching Modes" on Page 24.
During a game, the computer does not speak.	The computer's sound is off. Turn on the sound. See "Sound" on Page 19.

CARE

Keep the computer dry; if it gets wet, wipe it dry immediately. Use and store the computer only in normal temperature environments. Handle the computer carefully; do not drop it. Keep the computer away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the computer's internal components can cause a malfunction and invalidate its warranty. If your computer is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and work-manship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RAdioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

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In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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