



60-2725

2 in 1 E-Chess & Checkers

You've purchased both your own personal chess trainer and a partner who is always ready for a game! The chess board is made up of eight vertical rows called files, and eight horizontal rows called ranks. Each file (left to right) is designated by a letter (A to H), and consists of eight squares alternately colored green and white. Each rank (bottom to top) is designated by a number (1 to 8), and consists of eight squares alternately colored green and white. The green squares are referred to as "black" throughout the rest of this user's guide.

When it is your turn, press **SETUP+/HINT** to view suggested moves. *Hint* appears with a recommended move. To take it, press **OPTIONS/MOVE**. To make another move, press **NEXT PIECE** or **LAST PIECE**.

Press **SETUP-/LEVEL**, then press **NEXT PIECE** or **LAST PIECE** to change the play level (difficulty).

Press **2nd**, then **NEW GAME/HELP** to start a game and erase previously stored games.

Press **RATING/OFF** to save the current game and turn the unit off.



Press **ON/CLEAR** to turn the unit on.

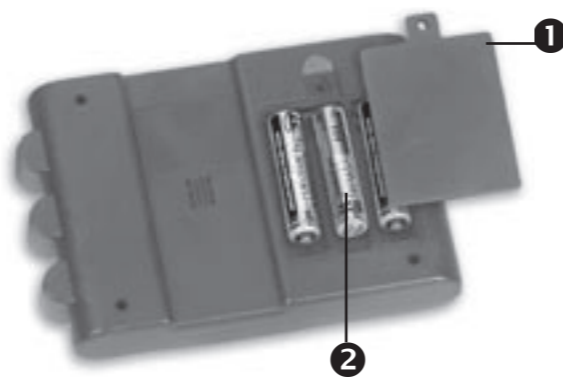
Press **■/□UNDO** to take back your move. Press it again to take back your previous move. You can also press **■/□UNDO** to change color pieces.

Press **OPTIONS/MOVE** to force E-Chess to make a move, or to make a move when it is your turn.

When it is your turn, repeatedly press **NEXT PIECE** or **LAST PIECE** to select a piece to move. The selected piece flashes to one of its legal destinations. Press **OPTIONS/MOVE** to proceed to that location, or press **NEXT MOVE** or **LAST MOVE** to select other legal destinations for that piece.

installing batteries

1. Remove the battery compartment cover.
2. Insert three AA batteries (not supplied).



3. Replace the cover.

If the display dims, or E-Chess stops operating properly, replace the batteries. If your E-Chess does not work properly after you replace the batteries, use a pointed object, such as a straightened paper clip, to press **RESET**. Four tones sound and *01 chess* appears. Resetting E-Chess clears any stored games.

- Dispose of old batteries promptly and properly.
- Do not burn or bury batteries.
- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries, or batteries of different capacities.
- If you do not plan to use your e-chess for a month or more, remove the batteries. Batteries can leak chemicals that can damage electronic parts.

chess rules

Levels of play

There are 73 levels of play, each increasing in difficulty and in the amount of time you are allowed to make your move. Levels 1-4 are beginner, level 73 is an infinite level. There are no time limits on moves. When waiting for E-Chess to move, press **OPTIONS/MOVE**, to make E-Chess play the best move it's found so far.

Changing levels

Press **NEXT PIECE** or **LAST PIECE** to change levels. Press **NEXT MOVE** or **LAST MOVE** to move up or down through levels in multiples of 10. Press **SETUP-/LEVEL** to enter level option mode. When the current level appears, repeatedly press **OPTIONS/MOVE** to view the following levels:

FAST: In this mode, E-Chess uses a more selective search for thinking. It may miss a tactical move, but it can look more deeply into the position. Press **NEXT PIECE** to turn **FAST** on or off.

rand: E-Chess randomly chooses between two good moves so you can practice and play against different responses. Press **NEXT PIECE** to turn random on or off.

Checkmate

Position your pieces so your next move will capture your opponent's king. If your opponent cannot move, protect the king, or capture your piece, you win.

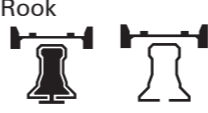
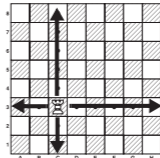

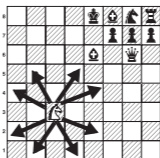

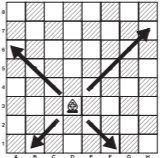

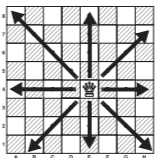

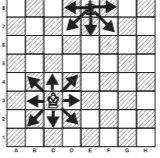

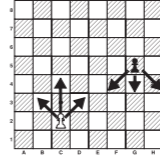
Check

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

Move your piece into an occupied square to capture the piece located there. Remove the captured piece from the board.

chess game pieces

Piece	Movement	What it Can Do
Rook 		Can move any number of squares vertically or horizontally. Cannot move through a square occupied by another piece.
Knight 		Can move 2 squares horizontally or vertically, and then 1 square to the right or left. The knight must land on a different colored square than the one it started on. The knight can move through occupied squares.
Bishop 		Can move any number of squares diagonally. 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 1 square vertically, horizontally, or diagonally.
Pawn 		Can move 1 or 2 squares directly forward, except when capturing another piece. After the pawn's opening move, it can only move 1 square. The pawn captures a piece by moving diagonally 1 square forward.

En Passant

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

Promoting a Pawn

A pawn can be promoted if it advances all the way to the far side of the board. It can then be promoted to a Queen, Rook, Bishop, or Knight. A Queen is the most powerful piece. Through the promotion process, there may be more than one Queen on the board at the same time.

Castling

Castling protects the king from a potential check or checkmate situation by hiding it behind a fortified position or moving it away from 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.
- No opponent's piece attacked the king's original square, or the squares which the king must cross, or the one which the king is to occupy.
- The squares between the king and the rook are not occupied.
- You cannot "castle" after undoing a rook or king move.
- If a rook is on the same side of the board as the king's square, it is called a king's side castle. If the rook is on the same side of the board as the queen's square, it is called a queen's side castle.
- In castling, the king moves two squares in the direction of either rook. The rook closest to the king after the king moves can now move to the square right next to and on the other side of the king. Castling counts as one move.

playing basic chess

E-Chess starts a new game with you playing the white pieces and your opponent playing the black pieces. To start a new game and erase games stored in memory, press **2nd**, then **NEW GAME/HELP**. *01CHESS* appears.

Playing against E-Chess is like playing with a human opponent. You make your move, and E-Chess 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, repeatedly press **NEXT PIECE** or **LAST PIECE** to select the piece you want 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 move. If you decide you want to take back your move, you must wait until E-Chess makes it's next move. Then, press **■/□UNDO** twice to take back E-Chess's and your previous move.
 - You cannot enter a command before E-Chess makes its move.
 - If you do not want to wait for E-Chess to calculate a move, press **OPTIONS/MOVE** to force the move.

advanced chess features

book opening trainer

E-Chess makes it easy for you to learn openings that world chess champions play! You can learn 34 popular book openings (how to begin a game) used by chess masters. Press **2nd**, then **OPTIONS/MOVE**. Press **LAST PIECE** or **NEXT PIECE** to select an opening number (1-34). Press **ON/CLEAR** to return to normal play.

enter your own opening

E-Chess allows you to set up new book openings or openings you invent. Press **2nd**, then **OPTIONS/MOVE** until *PLAYr* appears. Press **NEXT PIECE** to set players to **2**. Press **ON/CLEAR**, and make moves for both sides until the opening you want to practice is reached. Now press **2nd** then **OPTIONS/MOVE** until *PLAYr* appears. Press **NEXT PIECE** to set players to **1**. Press **ON/CLEAR** and play against E-Chess in this position.

before the game starts

Press **2nd** and then **OPTIONS/MOVE** repeatedly to view all move options. To select or change an option, press **LAST PIECE** or **NEXT PIECE**.

during the game

TOtAL — Your E-Chess normally shows the time taken for each move. Turning this option on shows the total game time.

SCOrE — Your display normally shows the number of the current move. If instead you want to see the piece-score of your current position, turn this option on. The scoring totals the following values: Pawns—1, Knights—3, Bishops—3, Rooks—5, and Queen—9.

PLAYr — Select between: '1'—Human vs E-Chess; '2'—Human vs Human; '0'—E-Chess vs E-Chess.

InFO — When turned on, this option will display the score, depth of search (number of moves E-Chess is "thinking ahead"), best move it is considering playing, and clock times. These will be displayed while the E-Chess is thinking at its higher levels.

CLrBr — Use this option to clear the chess board for easier problem setup. Pressing either **SETUP** key now, will enter setup mode with the chess board cleared of all pieces except a White king. You must also place a Black king on the board to exit setup mode.

SOUnd — Select between: '2'—All sound on; '1'—No sound on key presses; '0'—No sound, except for error buzzes.

SLEEP — Adjust the automatic shut off time with this key. Setting it to '0' will disable auto shut-off altogether.

FLiP — Use this option to flip the chess board around.

rating

Press **RATING** to view your current rating, or to enter game results for a new rating. *0* and your current rating appears. Press **OPTIONS/MOVE** to access the following:

Win — If you won the game, press **RATING/OFF** to see your new rating. Or, press **OPTIONS/MOVE** a second time to show:

LOSE — If you lost the game, press **RATING/OFF** to see your new rating. Or, press **OPTIONS/MOVE** a third time to show:

DrAW — If you drew the game, press **RATING/OFF** to see your new rating. Or, press **OPTIONS/MOVE** to return to your unchanged rating.

setup mode

Any time it is your move during a game, you may change the position on the board by adding a piece, removing a piece, or changing a piece.

removing a piece — Press **2nd** then **SETUP**. Use the **DIRECTION** buttons to move the king cross over a piece. Press **OPTIONS/MOVE** to remove the piece. Press **ON/CLEAR** to continue the game.

adding or changing a piece — Press **2nd** then **SETUP**. Press **SETUP/LEVEL** or **SETUP+/HINT** to select a piece. Use the **DIRECTION** buttons to move it to a square. Press **OPTIONS/MOVE** to register the piece. Press **ON/CLEAR** to continue the game.

checkers rules

Each player gets 12 checkers and places his pieces on the dark squares in the first three rows in front of him. Players take turns moving, and black moves first. The first player normally moves from the "bottom" of the board. The goal of checkers is to leave your opponent with no legal move, either by taking all of his pieces or by blocking his pieces. Move your pieces diagonally forward, staying on the dark squares. A piece is captured by jumping over it to an empty square. A piece cannot jump over its own pieces. Captures are obligatory. When a piece reaches the other side of the board, it is promoted to king. Unless you instruct the game otherwise, you have the black pieces, and black always moves first. **■** indicates it's your move. A move consists of two parts, choosing a "from" square and a "to" square.

captures

Capturing is obligatory in the game of checkers, although if you have a choice of captures, you choose the one to play. When it's your turn and you have a jump to make, *JP* appears. E-Checkers knows the rules and will stick to them! Make your capture, and proceed.

multiple captures

If there are multiple jumps possible, the "from" and "to" squares flash. All intermediate squares the piece landed on while jumping have a king's cross on them. Some multiple jumps have two paths to the same square. Press **NEXT MOVE** to view both possible jumps.

turn pieces into kings

At the start of the game, all pieces are referred to as "piece". When a piece reaches the far side of the board, it is crowned "king". A king is much more powerful because a king can move backward *and* forward. E-Checkers automatically crowns your piece a king. A piece that promotes to a king by making a jump cannot continue jumping as a king. You must wait your turn.

care

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

limited go-day warranty

This product is warranted by RadioShack against piecefacturing defects in material and workpieceship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. For complete warranty details and exclusions, check with your local RadioShack store.

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04/04

playing checkers

1. Press **NEXT PIECE** or **LAST PIECE** to choose a piece to move.
2. The piece's first move flashes. Press **OPTIONS/MOVE** to make your move.
3. To select a different move for that piece, press **NEXT MOVE** or **LAST MOVE**.
 - If there is only one legal move, all further attempts at selecting a different move will produce an error tone.
 - After making your move, E-Checkers makes its move. You'll see your opponent's piece flash on its "from" square and move to its "to" square.

playing white pieces

When you want to play the white pieces (E-Checkers moves first) press **OPTIONS/MOVE** before making the first move of the game.

undoing moves

Press **■/□UNDO** to take back your last move.

hints

Press **SETUP+/HINT**. *HinT* and a move appears.

changing sides

If you are losing, you can change sides. Press **OPTIONS/MOVE** twice and your pieces will switch sides (colors).

levels of play

There are 16 play levels. The higher the level, the better your E-Checkers plays. Levels 1-2 are for beginners. Levels 3-15 take 2-60 seconds per move. Level 16 is an infinite level. Level 16 is good for problem solving, or it can be used to play against. Use the left and right **DIRECTION** arrows to change the level.

auto play

To watch the computer play a game, press **2nd**, and then press **OPTIONS/MOVE**. *PLAYr* appears. Change the number of players to 0. Press **2nd**. Press **OPTIONS/MOVE** twice and watch the game play by itself. Press **OPTIONS/MOVE** to stop.

remove a piece

Press **2nd**, and then a **SETUP** key. Move the black shape over a piece. Press **OPTIONS/MOVE** to remove the piece. Press **ON/CLEAR** to continue the game.

add or change a piece

Press **2nd**, and then a **SETUP** key. Press **SETUP** repeatedly to select the correct piece. Move the piece to a square. Press **OPTIONS/MOVE** to register the piece. Press **ON/CLEAR** to continue the game.

special positions

This feature allows you to solve problems and enter your own game positions. It is easiest to start from an empty board. Press **2nd** then **OPTIONS/MOVE** until *CLrBr* (clear board) appears. Now press **SETUP**. Your display is automatically cleared.

Press **SETUP** repeatedly to select the piece and color you want to place on the board. Use the **DIRECTION** buttons to position the piece on the correct square and press **OPTIONS/MOVE** to register it on the square. Follow this procedure until all the pieces are set up. Make sure E-Checkers knows which color to move. You may change the color of the side to move by pressing **■/□UNDO**. Press **ON/CLEAR** to play or to have E-Checkers analyze the position.