

OWNER'S MANUAL
INSTRUCTION BOOKLET

MODEL SCC
SENSORY CHESS CHALLENGER® "8" EIGHT LEVELS OF PLAY

SENSORY CHESS CHALLENGER®



QUALITY MADE IN U.S.A.

INTRODUCTION

Your Sensory Chess Challenger® is Fidelity's first thinking chess game that "sees" every move you make. The most advanced 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.

Your Sensory Chess Challenger® is not a contrived chess board that has been gimmicked with lights and pushbutton keys — Challenger® is, in every sense, a versatile and talented computerized chess playing opponent. The playing surface, lights and keys are provided only as a means of communication between you and the Computer. The instructions contained in this Owner's Manual do not relate to the actual playing strategies of the game of chess (for the beginner, a handy booklet entitled "Let's Play Chess" is provided). The instructions describe how to use the indicators and pushbutton keys to operate and communicate with Sensory Chess Challenger®.

In addition to being an excellent chess opponent, Sensory Challenger® provides additional functions such as Position Verification of pieces at any time, Problem Mode that lets you make piece and position changes or set up special problems to be solved, changing sides at any time during a game, and the ability to change the level of playing difficulty. Familiarizing yourself with this Owner's Manual will increase your enjoyment of Sensory Chess Challenger®.

POWER ON

Set the BATTERY/AC switch (located on the right hand side of the unit) to the desired position. In the AC position, the transformer is plugged into an AC wall outlet and the transformer line cord is plugged into the game. In the BATTERY position, the game will run on battery power whether the transformer is plugged in or not. **IMPORTANT:** the average useful battery life is approximately eight hours — depending upon the type and age of the batteries used. The nature of the game's electronics is such that, as the batteries begin to weaken and can no longer provide full power, the game may begin to malfunction. We recommend that you use the transformer whenever AC is available.

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

THE GAME BOARD

Set up the chess pieces with the dark pieces at the top of the board. 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 all four sides of the playing surface). Horizontal squares (the rank) are numbered 1 to 8. Vertical squares (the file) are lettered A to H. Thus, when the game begins, the white king is on square E1; the dark king is on square E8.

SELECTING CHESS LEVEL

When the game is first plugged in, or when RESET (RE) is pressed, Chess Level One is automatically selected. The indicator lights in file H are used to show which level is presently in effect. H1 lit indicates Level One. By pressing the CL pushbutton, the next higher level is selected (see chart below). Continue to press CL until the desired level is lit, then proceed with the game.

CHESS LEVEL	AVERAGE RESPONSE TIME*
H1 Beginner	5 seconds
H2 Intermediate	15 seconds
H3 Experienced	1 minute, 20 seconds
H4 Advanced	2 minutes, 10 seconds
H5 Expert & Mate in Two (2-move puzzles)	20 minutes
H6 Postal Chess	24 hours
H7 Excellent	6 minutes
H8 Tournament	3 minutes

*Refers to average amount of time allowed Challenger® to consider various responses before it decides on its next move.

The playing level may be changed at any time during a game after Challenger's® move is completed and before you make your next move. To change levels during a game, press CL twice and the current level will be displayed in file H. Continue pressing CL until the desired level is indicated. Return to normal play by making your next move.

SELECTING OFFENSE OR DEFENSE

When the chess pieces are set up with the white pieces at the bottom, Sensory Challenger® presumes you will play white. According to the rules of chess, white has the first move, and thus you should make the first move to begin playing.

If you choose to play the dark pieces from the bottom of the board, set up the pieces with the dark king on square D1 and the white king on square D8. Press down on the dark king on square D1. Challenger® will recognize this as a signal that it is playing white from the top of the board and it will make the first move. To have Challenger® play white from the bottom of the board, refer to paragraph on CHANGING SIDES.

THE PLAY

Playing chess with Sensory Challenger® is like playing with a human opponent — you make your move and Challenger® responds with its move. The only difference, of course, is that you must make the actual physical move of the piece for Challenger®. Because of the sensory characteristics of the playing surface, which senses the presence of a piece located on the square, it is necessary to press the piece down on each square — press down (gently) first on the FROM square, then press down on the TO square.

For example, if you want to move white pawn D2 to D4, press down on the pawn on square D2. The D2 indicator will light. Move the pawn and press it down on square D4 to signal the move to Challenger®. The indicator light on square D2 will go out and, after Challenger® has decided on a move, an indicator for one of Challenger's® pieces will light. Challenger® shows you which piece it wants moved by lighting the FROM square. Make the move for Challenger® by pressing the piece down on the lighted FROM square — that indicator will go out and the TO square will light. Move the piece and press it down on the TO square. The light will go out, signifying that Challenger's® move is complete, and it is now your turn to move. **NOTE:** The indicator light located just above the RE pushbutton remains lit while Challenger® is "thinking" about its next move. Also, you will notice that the TO square

does not light when you make your move. This is because Challenger® instantly senses the piece you have placed and the move is already being recorded.

I LOSE

When Challenger® loses, all 64 indicators on the playing surface will start flashing to show that you have won.

CHECK

When Challenger® places your king in check, the check indicator above the RE pushbutton will light and the beep tone will sound repeatedly to alert you of the check situation.

CHECK & MATE

When Challenger® wins, all 64 board indicators and the check indicator will begin to flash and the beep tone will sound after the winning move has been made.

MATE IN TWO

When Challenger® finds that it will mate your king in two moves, it will flash all the indicators after the key move has been made.

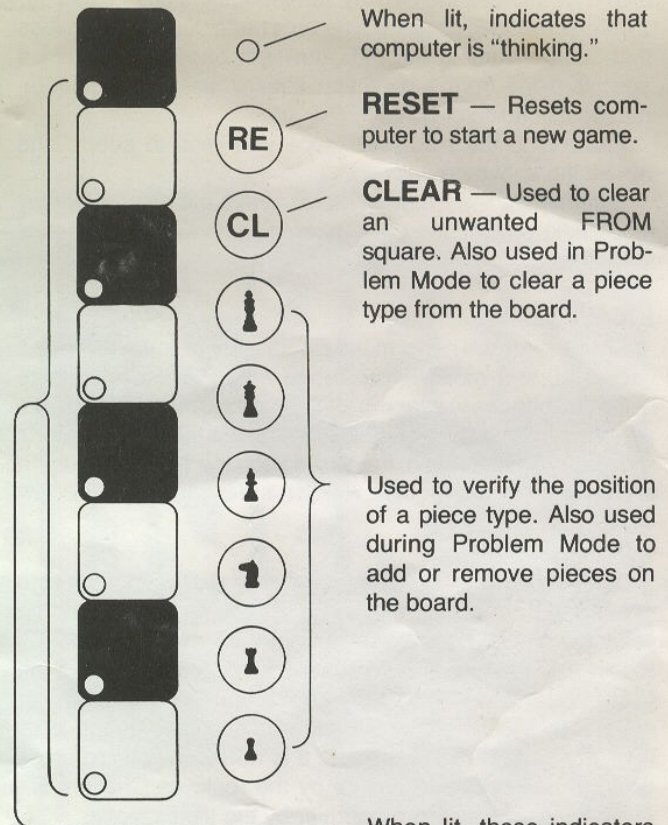
ACCIDENTAL WRONG MOVE

If you press down on a piece and the FROM square is lit but you decide not to make that move (before the TO square is pressed), simply press the CL pushbutton. Challenger® will turn that square's light off and await another move. You cannot undo a move after the TO square is pressed and Challenger® has started "thinking." However, you can always use the "Problem Mode" to change board positions, if desired.

ILLEGAL MOVE

Challenger® notifies you of an incorrect or illegal move by flashing the TO square to which your piece was moved. To undo the wrong move, press the piece down first on the flashing TO square (the FROM square will then start to flash) and then on the flashing FROM square. This ensures that the incorrectly moved piece is returned to its original location. Challenger® then waits for you to make another move.

KEYS AND INDICATORS



When lit, indicates that computer is "thinking."

RESET — Resets computer to start a new game.

CLEAR — Used to clear an unwanted FROM square. Also used in Problem Mode to clear a piece type from the board.

Used to verify the position of a piece type. Also used during Problem Mode to add or remove pieces on the board.

When lit, these indicators designate the level of play selected during the Chess Level Select Mode.

SPECIAL FEATURES

tone off

Square A8 is used to turn the beep tone off. This can only be done before a game is started and must be the first key pressed after plug-in or immediately after Reset.

Position Verification

An outstanding feature of Sensory Chess Challenger® is its ability to verify the exact position of each of the pieces — both yours and Challenger® — at any time during the course of the game (after one of Challenger's® moves is completed) or just before making your first move of a new game. Simply press the particular piece type pushbutton that you wish to verify. All squares with pieces of that type will light: squares with white pieces of that type will be on continuously; squares with dark pieces of that type will flash.

To terminate the Position Verification Mode, press the CL pushbutton or just enter your next move.

Problem Mode

Sensory Chess Challenger® is a most extraordinary, versatile device, which will permit you, the player, to perform numerous special moves at any time before or during game play.

By using the Problem Mode before starting the game, it is possible to set up various chess problems and "Mate in Two" puzzles, as desired. Moreover, by using the Problem Mode during game play, it is possible to alter the direction of the game: strengthen your side or Challenger's® side, resurrect lost pieces, or even move your king out of an imminent checkmate situation. You may enter the Problem Mode at any time after Challenger® has completed one of its moves.

To set up a particular problem, a special move situation, or a specific piece configuration, proceed as follows: Press the key for the particular piece type you wish to set up. Continue to press until indicators are showing only continuously lit (for white pieces) or only continuously flashing (for dark pieces).

You have now established the Problem Set-Up Mode and may make any of three set-up entries: 1) to remove all pieces of that type, press the CL Key, turning the indicator lights off; 2) to place a specific piece type on a particular square, press that square, turning the indicator light on; 3) to remove a specific piece from a particular square, press that square, turning the indicator light off.

Proceed to the next piece type you wish to set-up and repeat the above process.

To terminate the Problem Mode, press the piece type key repeatedly until all the piece type indicators are completely turned off, then continue with the game.

EN PASSANT

Challenger® will perform the En Passant maneuver when it deems such a move is desirable, and will also recognize when you choose to execute an En Passant maneuver. When performing En Passant, Challenger® will flash the FROM square until it is pressed, then it will flash the TO square until it is pressed. Do not forget to remove the captured pawn.

CASTLING

Challenger® will castle by internally first performing a king move and then a rook move. Only the king move need be acknowledged in the usual manner by pressing the TO square and then the FROM square. Don't forget to move the Challenger's® rook. You may castle your king in a similar manner by pressing only the squares occupied by the king. Don't forget to move your rook. It is not necessary to press down on the square occupied by the rook, as Challenger® recognizes the castling maneuver by the king's move.

RANDOM PLAY

When a choice of advantageous moves is available, Challenger® will choose a move at random, so that each and every game will be different. With the combination of random play and selected moves, you should enjoy many hours of exciting chess play.

BOOK OPENINGS

Challenger® is programmed to respond to a variety of book openings (e.g., Sicilian, French, Ruy Lopez, Queen's Gambit Declined). When following a patterned book opening, Challenger® will signal its patterned response with a single beep tone. Challenger® will continue to follow a patterned book response until the player departs from the pattern or attempts to enter an illegal move.

CHANGING SIDES

At any time during a game (while it is your turn to move), you may cause Challenger® to change sides by pressing on Challenger's® king. For example: you are playing white and would like to know how Challenger® would play white's next move; press down on the dark king and Challenger® will change sides and will indicate the move for white. You are then playing the dark pieces and Challenger® is playing white.

To change sides again, press down on the white king this time (remember, to change sides you always press down on Challenger's® king, and since Challenger® is now playing the white pieces, Challenger's® king is now the white king).

By continuing the above process throughout a game, Challenger® will play the entire game for both light and dark pieces.

PAWN PROMOTION

As in a normal game of chess, when a pawn reaches the "8th Rank," Challenger® will automatically promote the pawn to a queen. However, if you choose to promote a pawn to some piece other than a queen, use the Problem Mode to substitute a knight or any other piece desired.

SOLID STATE

Turning the game OFF or pressing the RE Key automatically resets the program. For lengthy games, leave the game ON, as Challenger® is all solid state and is designed to be left ON for days or weeks, as desired.

TRANSFORMER:

The transformer provided with your Sensory Chess Challenger® has been specifically designed for use with this game. We strongly recommend against the use of any transformer or power source other than the transformer provided by the manufacturer.

TEST PROGRAM

A miniaturized computer, as part of the solid state electronic system within the game, analyzes each position. After considering all possible chess moves, the computer makes a decision which it has determined to be the best available move.

Since the sophisticated program used in this decision-making process is thoroughly tested, the possibility of computer error is remote. If you suspect that your game is responding improperly, we suggest that you play the Test Program listed below to ensure correct functioning of the unit. If you still suspect improper response after playing the Test Program, we ask that you write down the series of moves and forward same to our Customer Service Department.

PLAYER'S MOVE

CHALLENGER'S® RESPONSE

- | | |
|------------------------|-------------------|
| 1. Press RE Key. | Indicates Level 1 |
| 2. Move from E2 to E4. | E7 to E5 |

NOTE: Because of the random feature in the program, the Computer may respond with E7 to E6 or C7 to C5. Repeat steps 1 and 2 as necessary until the response is E7 to E5.

- | | |
|------------------------|-----------|
| 3. Move from G1 to F3. | B8 to C6 |
| 4. Move from F1 to C4. | F8 to C5 |
| 5. Move from F3 to H4. | D8 to H4 |
| 6. Move from A2 to A3. | Checkmate |



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