INSTRUCTION MANUAL

Model: 808

CXG SPHINX

ACCOLADE

SPHINX

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1. STARTING A GAME

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

Set up the pieces on the chess board in their starting position, and switch on the computer. Press the **NEW GAME** key and hold it down for about 1 second. You will hear a triple beep, and the LCD will show "HELLO". Then the WHITE symbol on the LCD will come on, indicating that it is WHITE's turn to move. The level setting (see Section 9) will be the same as that used for the previous game.

If you are using new batteries for the first time, or if you are using a power adaptor and do not have any batteries in the computer, when you switch on the computer the level will be set at 6 (instantaneous).

2. MAKING MOVES

While you are thinking, the computer will display your thinking time as described in the next section.

To make a move, press down gently on the square occupied by the piece you want to move. The most convenient way is to tilt your piece slightly and press down with the edge of its base. Your computer is very sensitive so a very light pressure is enough. If you press very hard it can, in the long run, damage your computer.

The computer gives a beep and you will now see the letter and number indicating the "from" square appear on the LCD, for example E2. At the same time the symbol corresponding to the piece on that square also appears on the LCD.

[Two lights come on. The horizontal lights at the bottom of the computer are called "file" lights, the vertical lights at the left hand side of the computer are called "rank" lights. The two lights will indicate the square you have just pressed down.]

Then set the piece on the square you wish to move to, and press it lightly down again.

The computer will give another beep. It has now registered your move, and starts computing its reply.

To castle, carry out the king's move by pressing the "from" and "to" squares in the normal way, then make the rook's move in the same way, pressing on the "from" and "to" square.

3. COMPUTER MOVES

While the computer is thinking, it will flash the WHITE symbol or the BLACK symbol on the LCD, depending on which side it is playing.

It will also display the thinking time, incrementing every second. On levels 1 to 66 and 94 to 100 this is the time taken on the current move. On other levels it is the total time taken. (It displays the number of hours, the number of minutes and the number of seconds.)

At the beginning of the game the computer will be able to move immediately because of its opening library. When the computer has decided on its move, it gives a beep, and displays on the LCD the letters and numbers corresponding to the "from" square (flashing) and the "to" square (not flashing) of its move. At the same time it will display its colour symbol (not flashing) and the symbol for the piece it is moving.
[It also switches on two lights. These two lights show the "to" square of the piece the computer wants to move.]

Press gently on the "from" square and pick up the piece. The letter and number of the "from" square stop flashing in the LCD and those of the "to" square start flashing.

[The lights now change and show the square that the computer wants to move to.]

Set the piece down on the "to" square, pressing it gently again. The computer will now change the colour symbol on the LCD, indicating that it is your turn to move.

[The two LEDs are now turned off.]

The computer will also display your thinking time in the same way as its own.

4. CAPTURING MOVES

Captures are performed just like any other move. The moving piece is pressed down on the "from" and "to" squares, while the captured piece is removed from the board without being pressed. If the computer makes a capture move it flashes the rightmost (:) symbol when displaying the "from" and "to" squares on the LCD.

When making an en passant capture, the computer directs you to move the capturing pawn in the usual way. It then indicates the square from which the captured pawn is to be removed. Press down with this pawn as you remove it from the board.

5. PAWN PROMOTION

If you advance one of your pawns to the far side of the board you must promote it, as part of the same move, into a queen, rook, bishop or knight, whichever you prefer.

When you complete a pawn move which puts your pawn on the furthermost rank of the board, you will see the QUEEN symbol flashing on the LCD. You may then confirm that you wish to promote your pawn to a queen by pressing the QUEEN key, whereupon the computer will beep and will then start to compute its reply move in the normal way.

If you wish to promote to a piece other than a queen, press the appropriate key (ROOK, BISHOP or KNIGHT). You will need to press this key twice, once to indicate your choice (which will then be shown on the LCD with the appropriate symbol flashing) and once to confirm the choice.

If the computer promotes one of its pawns it will flash the appropriate piece symbol on the LCD. You must then press the corresponding piece key to tell the computer that you have noted its choice of promotion piece.

6. ILLEGAL MOVES

If you try to make an illegal or impossible move, or try to do something else which is not possible, you will hear the error signal and the LCD will display "Error" briefly. Whenever you hear this signal and see the Error message, it means that you have done something wrong, and that your last move entry has been ignored.

If, for example, you have tried to make an illegal move, you can just continue and place the piece on a legal square; or you can replace it on its original square (pressing it down), and move a different piece. You will also hear the error signal if you have tried to move one of your opponent's pieces.

7. CHECK, MATE AND STALEMATE

When the computer gives check it will sound 5 quick beeps immediately after you finish moving the computer's piece, and it then displays the KING symbol, flashing slowly, until you make your reply move or take back a move.

When you give check you will not hear the beeps but the KING symbol will flash slowly until the computer indicates its reply move.

If the computer checkmates you it will sound 10 quick beeps immediately after you finish moving the computer's piece, and it will display the king symbol flashing quickly until you press **NEW GAME** or take back a move.

When you give checkmate you will not hear the beeps but the KING symbol will flash quickly until you press **NEW GAME** or take back a move.

The computer can announce mate in advance. For example, after you have carried out a move for the computer, the LCD may show:

1:0 3

This means that the computer, playing White, has found a way to force checkmate within three moves including the one just played. ("1:0", which is displayed flashing, means "White wins", whereas if a forced mate had been found for BLACK, the display would be "0:1".) The mate announcement remains on the LCD for 3 seconds and is accompanied by a quick beep.

If either player is stalemated the LCD will show:

= S

8. DRAW BY THREEFOLD REPETITION OF POSITION OR FIFTY-MOVE RULE

The rules of chess give a player the right to claim a draw if the same position (it must be the same in all respects, with the same side to move) occurs three times.

If it detects a threefold repetition, the computer will display:

= 3

This shows you that the computer is entitled to claim a draw. However, you may disregard the claim if you wish. After about 8 seconds the clock display reappears, and the game may continue; if it is the computer's turn, it will compute and play a move.

NOTE: The computer can remember only the last 8 moves by each player, so it will detect a draw by threefold repetition only if the same pieces were moved back and forth on successive moves.

A draw may also be claimed if no capture is made and no pawn is moved during a squence of fifty moves by each player. To indicate a draw of this type, the LCD will show:

= 50

But again the clock display will reappear after a few seconds, and you may continue playing if you wish.

9. LEVELS

Your computer has 100 different levels. Levels 1 to 94 are used when you are playing a game against the computer. Levels 95 to 100 are used to make your computer solve chess problems where one player must force mate within a certain number of moves.

THE PLAYING LEVELS

At the start of the game the computer uses its openings "book" which contains more than 5,300 moves, and when it is still in its openings book the program will move instantly. Once the program is out of its openings book the thinking times for the various playing levels are:

Level	Time per Move
1	User Adaptable

The computer calculates the average time you have taken over your past 6 moves and will respond in the same average time. If you slow down the computer will also slow down. If you start to play more quickly the computer will also play more quickly.

EASY LEVELS

Levels 2 to 6 are the fastest and weakest levels and your computer will respond almost instantly on every move. The playing strength improves progressively from level 2 (the weakest of this group of levels) to level 6 (the strongest of this group). When you put in new batteries or when you switch on the computer while using a power adaptor, it will be set to level 6.

Level	Time per Move
2	instantaneous
3	instantaneous
4	instantaneous
5	instantaneous
6	instantaneous

FIXED TIME LEVELS

The computer will always respond in exactly the specified amount of time, unless it has only one legal move in which case it will play instantly, or unless it sees that it can force checkmate in which case it will make its move as soon as it finds the mating sequence.

Level	Time per Move		
7	2	sec	
8	3	sec	
9	4	sec	
10	5	sec	
11	6	sec	
12	7	sec	
13	8	sec	
14	9	sec	
15	10	sec	
16	11	sec	
17	12	sec	
18	13	sec	
19	14	sec	
20	15	sec	
21	20	sec	
22	25	sec	
23	30	sec	
24	35	sec	
25	40	sec	
26	45	sec	
27	50	sec	
28	60	sec	
29	**1**	min	15 sec
30	**1**	min	30 sec
31	1	min	45 sec
32	2	min	
33	2	min	15 sec
34	2	min	30 sec
35	2	min	45 sec
36	3	min	

AVERAGE TIME LEVELS

The computer will take an average of the specified amount of time. If it has only one legal move it will respond instantly

Level	Time per Move		
37	2	sec	
38	3	sec	
39	4	sec	
40	5	sec	
41	6	sec	
42	7	sec	
43	8	sec	
44	9	sec	
45	10	sec	
46	11	sec	
47	12	sec	
48	13	sec	
49	14	sec	
50	15	sec	
51	20	sec	
52	25	sec	
53	30	sec	
54	35	sec	
55	40	sec	
56	45	sec	
57	50	sec	
58	60	sec	
59	1	min	15 sec
60	1	min	30 sec
61	1	min	45 sec
62	2	min	
63	2	min	15 sec
64	2	min	30 sec
65	2	min	45 sec
66	3	min	

COUNTDOWN LEVELS

The computer will try to make all of its moves in a fixed amount of time. When set to any of these levels the computer will display the total amount of time taken by each of the players (instead of the amount of time taken over a particular move). When either player consumes the permitted total time a sour beep sounds 5 times but the game can continue after that

Level	Time per Move	
67	2	minutes for all the moves
68	3	min
69	4	min
70	5	min
71	6	min
72	7	min
73	8	min
74	9	min
75	10	min
76	15	min
77	20	min
78	25	min
79	30	min
80	35	min
81	40	min
82	45	min
83	50	min
84	55	min
85	60	min
86	75	min
87	90	min
88	105	min
89	120	min

TOURNAMENT LEVELS

The computer will play within the specified rate. The clocks will show the total time consumed. Time saved during the first 60 minutes can be added to the next 60 minutes.

LEVEL	TIME PER MOVE
90	60 moves every 60 minutes
91	40 moves every 60 minutes
92	24 moves every 60 minutes
93	20 moves every 60 minutes

INFINITE LEVEL

On level 94 the computer will normally go on thinking until you press the **MOVE** key. It will not otherwise move, unless:

(a) it has a "book" move available;
(b) it runs out of memory for its analysis of the position; or
(c) it completes the analysis to its own satisfaction, e.g. by finding a forced mate.

PROBLEM LEVELS

Levels 95 to 100 are problem solving levels. For more information, see Section 18.

LEVEL	TIME PER MOVE
95	mate in 1 move
96	mate in 2 moves
97	mate in 3 moves
98	mate in 4 moves
99	mate in 5 moves
100	mate in 6 moves

CHANGING LEVELS

If it is your turn to move and you press the **LEVEL** key the computer will display the current level on the LCD. You will see the letter L followed by the level number.

You may now increase or decrease the level number by using the ? and ? keys. Each time you press the ? key the level number is increased by 1 (from level 100 it goes back to level 1). Each time you press the ? key the level is decreased by 1. If you hold down one of these keys the level number will jump by 10 once evey second.

When the correct level is set you should press the **LEVEL** key again. The computer will beep and you will be ready to resume the game.

10. SOUNDS

Normally, when the computer is not thinking, you will hear a beep every time you press a key or you press down on a square of the chess board. If you press an invalid key (for example trying to make an illegal move) you will hear the error sound.

If you prefer your computer to operate without its audio signals, just press the **SOUND** key. The sounds can be switched on again by pressing this key again. When the sound is switched on you will hear a double beep, as confirmation.

11. CHANGING SIDES

You may change sides whenever it is your turn to move. Press the **MOVE** key and the computer changes sides and starts to think about the next move. When it makes its move it will expect you to make a reply move, but you could press the **MOVE** key again if you wish. In this way you could make the computer play the whole game itself.

12. TAKING BACK MOVES

If you press down one of your pieces but then decide not to move it after all, press on the square a second time. The letter and number of the "from" square will disappear from the LCD, as will the symbol of the piece on that square.

[The lights indicating the "from" square will go out.]

You may now move a different piece.

If you have already completed a move and the computer has replied (and possibly a few more moves have been made), you may press the ? key when it is your turn to move. The computer then indicates on the LCD the "to" square of the last move flashing, the "from" square (not flashing) and the symbol of the moving piece.

[The lights indicating the "to" square will now be on.]

Press down on the "to" square with the piece which is already there, whereupon the LCD stops flashing the "to" square and starts flashing the "from" square.

[The lights for the "to" square go off and those for the "from" square come on.]

Move the piece back to the "from" square, pressing down on this square.

If the move you have just taken back was a capturing move, once you have moved the capturing piece back to its "from" square the symbol for the captured piece will be flashing on the LCD. You then take the appropriate piece and press it down gently on the "to" square of the move you have just taken back. When you press on this square the piece symbol will go out.

[The rank and file lights indicating the "to" square also go out].

Note that in the case of an en passant capture the captured pawn does not get replaced on the "to" square of the capturing pawn.

After you have taken back a move you may wish to take back more moves. The computer can take back up to 16 moves, 8 for each player.

13. STEPPING FORWARD

After using take back, you may press the ? key to go forwards again. The procedure is the opposite of take back, i.e. the computer indicates the "from" square followed by the "to" square. You may continue to play from any of the positions reached during a take back or step forward sequence, simply by making a move or pressing the **MOVE** key.

14. HINT

If it is your turn to move or if you are in **MULTI-MOVE** mode and you press the **HINT/INFO** key, the computer can give you advice on what to move. When you press **HINT/INFO** the computer will indicate its suggested move by flashing it on the LCD, preceded by the letter H [in the first digit].

If the position is checkmate and you press the **HINT** key the letter H will flash [in the first digit] followed by 1-0 (if White won) or 0-1 (if Black won). If the position is a draw you will see H= = = =.

While the letter H is displayed on the LCD you can continue your game simply by making a move.

If you press **HINT/INFO** a second time you will see InFo flashing in the first 4 digits of the LCD. This tells you that you are now in **INFO** mode and can use **ANALYSIS, FEATURES, SWAP BOARD** or **STYLE** by pressing the appropriate key. Whenever you wish to exit from **INFO** mode press the **HINT/INFO** key again and you will see the letter H followed (unless the game is over) by the hint move.

15. MOVE NOW

If you do not want to allow the computer the full use of its thinking time, press **MOVE** while it is thinking. The computer will cut short its search and make the best move it has found so far.

16. VERIFY POSITION

Sometimes you may wish to make sure that all of the pieces on your own board are in the same places as the computer thinks they are on its own internal board.

If it is your turn to move and you press one of the piece type keys, the computer will turn on the LCD symbol corresponding to this piece type and the WHITE symbol (assuming there is at least one white piece of this type on the board). The LCD will also show the "first" square (scanning from a1, b1, c1, ... a2, b2, ... etc) occupied by a piece of this type.

[It will also turn on the lights indicating the same square.]

If you press the same piece type key again, the computer will show the next square occupied by a piece of this type and colour. Having cycled through all the pieces of the same type and colour the computer will then display the opposite colour symbol, and one by one it will display the squares occupied by pieces of the same type but the opposite colour.

If there is no piece of the type selected anywhere on the board then a double beep will sound and no square will be displayed.

[In this case no rank or file lights will be displayed.]

Once the computer has cycled through all the squares which are occupied by the selected piece type, the next time you press the piece type key it will return to the "first" square again.

While you are in "verify position" mode, pressing any key other than a piece type key will exit this mode.

17. SET-UP POSITION

You may sometimes want to set up a position, for example from a chess book, magazine or newspaper column.

If you press the **SET-UP** key the computer goes into **SET-UP** mode and you can then modify the current position or set up a completely new one. When you are in **SET-UP** mode the {INSERT THE **SET-UP** SYMBOL} symbol will be displayed inside the 3rd digit on the LCD. While in **SET-UP** mode, if you press the **CLEAR BOARD** key (the **NEW GAME** key works as **CLEAR BOARD** when the computer is in **SET-UP** mode) there will be a double beep and the LCD will display ????? (5 question mark symbols). If you then press **CLEAR BOARD** a second time the whole board will be cleared.

Once you have gone into **SET-UP** mode, in order to put pieces on the board or to remove them, press a piece type key. The corresponding piece type symbol will appear on the LCD. If you now press down on a square:

(a) A single beep will sound if that square was previously empty. You have now placed the selected piece on this square.

(b) A double beep will sound if a piece of the same type and colour was already on this square. In this case the piece will be deleted from the square leaving it unoccupied.

(c) A triple beep will sound if some other piece of either colour was on that square, in which case it will now have been replaced by the selected piece.

In each case, the colour of the selected piece which is placed on the board corresponds to whichever of the WHITE and BLACK symbols on the LCD is on at this time.

While you are in **SET-UP** mode, in order to change the colour of the piece which will next be put on the board, press the ? key to indicate black or the ? key to indicate white.

While you are in **SET-UP** mode an error signal will be heard and the Error warning will be displayed on the LCD if you try to create an illegal position. This will happen if you attempt to place too many pieces of the same type and colour on the board, or if you try to place a piece where it could never be legal in a game.

When you have finished setting up your desired position, you should exit from **SET-UP** mode by pressing the **SET-UP** key again. Before you do this make sure that whichever of the WHITE and BLACK symbols is on corresponds to the colour whose turn it is to move next. If the wrong colour's symbol is on, simply press the ? or ? key.

The computer will not allow you to exit from **SET-UP** mode until you have a legal position on the board. If you try to exit from **SET-UP** when the position is illegal (for example, if there is not exactly one white king and one black king on the board, or if the player whose turn it is to move next could capture the opposing king) an error will be signalled.

If you try to exit from **SET-UP** mode but the computer prevents you from doing so, you may wish to verify exactly what pieces are on the board. You can do this by pressing the keys for the various pieces in the usual way, except that after verifying pieces of one colour you will need to press ? or ? to switch to the other colour.

18. CHESS PROBLEMS

You may set up a problem position on your computer using **SET-UP** mode, and then set it on level 95, 96, 97, 98, 99 or 100, according to whether the problem requires a mate in 1, 2, 3, 4, 5 or 6 moves by the first player.

If you set the computer to try and solve one of these problems, and if it finds a move which forces mate in the prescribed number of moves or fewer, the computer will display this move in the usual way, as though it were announcing its move in a game. You should then make the computer's move and try to find a defence to the mate. You can play all the way through until the computer mates you, just as though you were playing a game.

If the computer finds that there is no forced mate within the prescribed number of moves then the LCD will display = = = = =.

19. MULTI-MOVE

Pressing the **MULTI-MOVE** key places the computer in the player v player mode. In this mode the computer will not move itself, so you may enter moves for both players. This feature may be used to enter a particular opening sequence, to replay a game to a certain position, or to use the computer as a normal chess board, allowing you to play against a friend while the computer makes sure that all of your moves are legal and can offer hints if you wish. While the computer is in **MULTI-MOVE** mode the : symbol towards the left of the LCD will be on.

To exit from **MULTI-MOVE** mode press the key again, but only when you are not in the middle of making a move.

Note that the **MOVE** key is inoperative in **MULTI-MOVE** mode.

20. MEMORY

If you switch your computer off in the middle of a game, when it is your turn to move, by pressing the **ON/OFF** button, it remembers the position and the past 16 moves (8 for each player). The lights will go off to save power. When you press the **ON** button you can resume the game from where you left off.

21. BATTERY LOW INDICATOR

If you are running your chess computer from batteries, when the batteries are low you will see the **(▯)** symbol is displayed near the first digit of the LCD. This is the "battery low" indicator. When this happens we recommend you install new batteries as soon as possible.

22. AUTO POWER DOWN

If it is not the computer's turn to move and you do not press a key or move a piece for 4 minutes the computer will turn itself off. To continue from where you left off press the **ON/OFF** key.

23. USER PROGRAMMABLE EVALUATION FUNCTION

Every chess program needs to know how to evaluate a chess position. It does so using an "Evaluation Function" which gives a point-score to various features of the position, such as king attack, material, mobility, centre control, etc. Associated with each of these features is a "weighting" which tells the program how much importance to attach to a feature.

Your chess computer allows you to change these weightings so that you, the user, are programming the computer to play in a particular way. For each feature the minimum weighting is 0 (when this feature would be completely ignored) and the maximum is 99 (when this feature will be given 10 times its normal importance). The features and their normal weightings are:

FEATURE NUMBER	FEATURE	NORMAL WEIGHTING
1	Pin against the enemy queen.	50

[Note: The bigger the weighting, the more the program likes to pin one of the enemy pieces against the enemy queen. For example, if you are playing BLACK and have your queen on d8, nothing on e7 and a knight on f6, the program would like to have a white bishop on g5, "pinning" the black knight against your queen. Conversely, if the weighting is big then the program will dislike having its own pieces pinned against its queen even more than normal.]

FEATURE NUMBER	FEATURE	NORMAL WEIGHTING
2	Pawn structure around the king.	50

[Note: The bigger the weighting, the more the program likes to have a safe pawn structure around its king and the less it likes its opponent to have a safe pawn structure. For example, if the program is WHITE and has castled K-side so that its king is on g1, it will like to have pawns on, say f2, g2 and h2; or f2, g2 and h3. It will not like to have its g-pawn on g4 and its h-pawn on h4 where they offer little or no safety to its king.]

FEATURE NUMBER	FEATURE	NORMAL WEIGHTING
3	King attack by pieces.	50

[Note: The bigger the weighting the more the program will like to attack its opponent's king with its own pieces.]

FEATURE NUMBER	FEATURE	NORMAL WEIGHTING
4	Aggressive play by White's pieces.	50
5	Aggressive play by Black's pieces.	50

[Note: A big weighting will encourage a player's pieces to attack more than normal.]

FEATURE NUMBER	FEATURE	NORMAL WEIGHTING
6	Doubled pawns.	50

[Note: The bigger the weighting the more the program dislikes having doubled pawns, and the more it will like to double its opponent's pawns.]

FEATURE NUMBER	FEATURE	NORMAL WEIGHTING
7	Rooks on open and half-open files.	50

[Note: The bigger the weighting the more the program will like to place its rooks on open files (files which have no pawns of either colour), and on half-open files (files which have one enemy pawn but none of its own pawns).]

In order to change the weightings of one or more of the features in the program's evaluation function, press **HINT/INFO** twice. The LCD will now display:

InFo

Now press **SET-UP/FEATURES** to go into "change weightings" mode. The LCD will display something like:

F 1 10

where the numbers on the right is the current setting for the weighting of feature 1. Each time you press the **SET-UP/FEATURES** key, the feature number will increase (it goes from 7 back to 1 again). To change the weighting for a feature, press **SET-UP/FEATURES** enough times until you see the appropriate feature number immediately after the letter F. Then press ? or ? to change the weighting of this feature.

When you have set the weighting for a feature you may press the **SET-UP/FEATURES** key again to change the weighting for another feature, or you may press **HINT/INFO** to take you out of "change weightings" mode. When you quit "change weightings" mode the new weightings will be used until they are changed again (or until you replace the batteries or disconnect your power adaptor, if you are using one).

As an example of the fun you can have, try changing the weighting of the "king attack" feature to 99 for both WHITE and BLACK. This will make the program play very aggressively.

Note that the computer will probably play at its best when you use the normal values for all the weightings. When you change the weightings you may make the computer play less well.

24. ANALYSIS

When the **ANALYSIS** feature is switched on, the computer can show you what it is thinking about and how it assesses the position. Press **HINT/INFO** twice and the LCD will display:

InFo

Now press **MULTI-MOVE/ANALYSIS** and the LCD will display:

A

Now press **HINT/INFO** again and continue to play.

While the computer is thinking (but not when it is your turn to move) the LCD will cycle through the following information:

- The computer's thinking time
- The move it is currently thinking about playinq
- The move it expects you to make in reply

The move it is currently thinking about making in reply to your reply (if the display is " —", the computer has not yet chosen any particular move to analyze in depth).

Its current assessment of the score for the position. A s i g n before the score shows that the computer thinks that it has a poor position. The numerical part of the score shows how much the computer thinks it is Up or down, expressed in hundredths of a pawn, for example 2.64 or -11.57.

The computer's thinking time
And so on.

To switch off the **ANALYSIS** feature, simply repeat the process. Press **HINT/INFO** twice, press **MULTI-MOVE/ANALYSIS**, then press **HINT/INFO** once again.

25. WHY NOT?

After the computer has made a move you can ask it the question: "Why did you not play ....." and suggest a different move. The computer will then tell you what it expected you to play in reply if it had chosen your suggested move. (This will not always be the best move but it will be a move which the computer considered strong enough to counteract your suggested move.)

To go into "Why Not?" mode, press **HINT/INFO** twice and the display will show:

InFo

Press ? and take back the computer's last move in the usual way (see Section 12). When you have completed the take back procedure the LCD will display ?

Now make the "Why Not?" move and the computer will then display its predicted reply on the LCD

When you have seen what move the computer expected as your reply to the "Why Not?" move, you should take back the "Why Not?" move by pressing ? and following the usual procedure again (Section 12). You may now press the ? key to see the computer display the move it actually played in the game (preceded by a ?) and you can then make that move and continue the game. Alternatively you may try a different "Why Not?" move.

26. SWAP BOARD

Sometimes you may find it more convenient when playing BLACK to have the black pieces at the bottom of the board, playing "up the board". You may do so by swapping round all the pieces and then:

Press **HINT/INFO** twice to display InFo

Press **MOVE** and you will see the letter b.

Press **HINT/INFO** and you may now start to play. The computer will have swapped around all the pieces on its internal board.

N.B.: A word of warning. If you swap the board around while you are in the middle of a game you would be well advised to verify the position (see Section 16) before continuing the game, just in case you have misplaced one or more of the pieces.

27. CHANGING STYLES

Your computer can play in 9 different "styles" ranging from ultra-cautious play when the program is WHITE and ultra-aggressive play when it is BLACK (style number 1), to ultra aggressive play when the program is WHITE and ultra-cautious play when it is BLACK (style number 9). The normal style of play is number 5.

To change style, first press **HINT/INFO** twice and the LCD will display InFo.

Press **SOUND/STYLE** and you will see S in the first digit of the LCD while the current style number is displayed in the 5th digit.

Now use the ? and ? keys to change the style number. When you have selected the new style number press **HINT/INFO** to continue the game.

Note that the computer's normal style (number 5) will produce the strongest play. When you change to a different style the strength of the computer may be reduced.