

CHESS VOYAGER CXG-202

User Manual

Mode D'emploi

Instrucciones de manejo

Bedienungsanleitung



INTRODUCTION

Congratulations! You are now the proud owner of **PORTACHESS**, the world's easiest to use chess computer. All you need to do to play a challenging game of chess is switch on the machine and make your moves in the usual way – your **PORTACHESS** will reply quickly and accurately, enabling you to enjoy a game of chess at any of 16 playing levels.

FEATURES OF PORTACHESS

VERTICAL COLUMN OF RED LIGHTS: Used to indicate the rank on which a square is located. This column of lights is also used to indicate the playing level – one light on means that the program is set at level 1; two lights mean level 2, and so on.

HORIZONTAL ROW OF RED LIGHTS: Used to indicate the file on which a square is located. The intersection of the rank light and the file light indicates the square which the computer is identifying.

This row of lights is also used to indicate the playing level 9-16 – one light in the row plus eight lights in the column on means that the program is set at level 9; two light in the row plus 8 in the column on means level 10, and so on.

The four pairs of lights in this horizontal row are also used for other purposes:

CHECK LIGHTS: Come on when the computer makes a move that puts your king in check or checkmate.

MATE LIGHTS: Come on when you checkmate the computer.

STALEMATE LIGHTS: Come on when you stalemated the computer.

YOUR MOVE LIGHTS: Come on when it is your turn to move.

NEW GAME KEY: To start a new game, simply press the NEW GAME key and set up the pieces in their starting position again.

LEVEL KEY: Press this key once to find out what skill/level is set in the computer. Press it again (and again) to change the level.

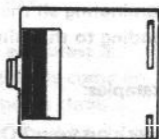
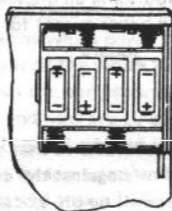
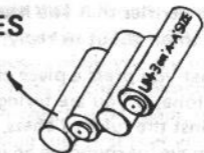
REVERSE PLAY KEY: Press this key when it is your turn to move and you wish to change sides and have the computer make the next move.

ON/OFF SWITCH: Turns on the computer, ready for a new game.

SAVE SWITCH: When turned on, the computer will retain the chess position in its memory while using a minimum of current.

THE BATTERIES

1.5 V
UM-3 or
"A-A" size



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STARTING A GAME

Plug the pieces into the chess board in their standing position, turn the OFF/ON/SAVE switch to the ON position. The computer is immediately ready to play a game at level 1. The "YOUR MOVE" lights will come on to show that the computer expects you to be playing White. If you wish to be Black, press the "REVERSE PLAY" key and **PORTACHESS** will start to think about its first move as white. Whenever **PORTACHESS** is thinking you will see the lights flashing to the left of the chessboard.

MAKING YOUR MOVE

Whenever you wish to make a move, press down with the piece that you wish to move and then put it on its new square — remember to press down then your piece reaches its new square. It is as simple as that!

The moment that you press the piece onto its new square the computer verifies that you have made a legal move and starts to think about its reply.

Each time that you press a piece onto a square you will hear a short tone. If you are trying to make a move which is against the rules of chess, **PORTACHESS** will reject your move by sounding an unpleasant tone and illuminating all the red lights except for those corresponding to the "illegal" square.

Examples:

Switch on your **PORTACHESS** so that you are ready to begin a new game as White against the computer. The "YOUR MOVE" lights will be on. Locate the White

pawn immediately in front of the white king and press it down. The two corresponding red lights will come on. The pawn which you are about to move is situated at the intersection of the row and column indicated by the red lights.

Pick up this white pawn and advance it two squares. Press it down briefly in its new square and **PORTACHESS** will accept this move as being legal, so the red lights to the left of the board will flash while the computer is thinking about its reply move. Once the computer has decided on its reply, it will switch on the two red lights corresponding to the square occupied by the piece that it wishes to move. Locate this piece, which will be at the intersection of the row and column indicated by the two red lights, and press the piece down briefly. The two red lights will go off and the computer will now indicate the square to which it has decided to move that piece. You should now pick up the piece, move it to its new square, and press down briefly. The lights corresponding to the new square will go out and the computer will indicate that it is once again your turn to move by switching on the "YOUR MOVE" lights. Now let us see what happens when you try to make a move that is against the rules of chess. Switch off **PORTACHESS** and then switch it on again, ready for a new game to begin, making sure first that you have put all the pieces back on their correct squares. Once again, locate the white pawn immediately in front of the white king and press it down briefly so that the corresponding lights come on. Pick up this pawn and now try to advance it three squares, which is illegal. Press the pawn down on its new square and you will hear an unpleasant tone from the computer, warning you that you have made an illegal

move. At the same time, all the red lights will come on except for those corresponding to the square now occupied by the white pawn:

Having made an illegal move, you will wish to rectify your mistake and make a move which does conform to the rules of the game. Press down once again on the sinful pawn and you will notice all the lights going out. The computer then switches on the two lights which correspond to the square from which the pawn moved, and you can now either put this pawn back on its original square or make a legal move with it. If you decide to replace the pawn and press it down on its original square, the lights corresponding to that square will go out and the "YOUR MOVE" lights will come on, indicating that **PORTACHESS** is now ready for you to play a legal move. If you did want to move the pawn, but you really intended to advance it only one or two squares, you may press it down in its correct square and the computer will begin to think about its reply.

CAPTURING MOVES

To make a capture, press down the piece that will be doing the capturing and then remove from the board the piece that is being captured. Then put the capturing piece in its new square and press down.

EN PASSANT CAPTURES

Occasionally you or the computer might wish to make an en passant capture. When this happens you make the capturing move in the normal way — press down with the capturing pawn, remove the captured

pawn and finally press down with the capturing pawn in its new square.

CASTLING

In order to indicate castling you need only press down with the king on its old and new square. You should still move the rook of course, but do so gently without pressing down.

PAWN PROMOTION

When a pawn reaches the end of the board it can be promoted into a knight, bishop, rook or queen at the choice of its owner. For practical purposes the promotion is to a queen in more than 99.99% of promotion situations. This is because a queen is much more powerful than a knight, bishop or rook.

When **PORTACHESS** promotes a pawn it always chooses a queen, so after you have moved the promoting pawn in the usual way, replace it with a queen (or if you have no spare queen put a small paper hat on top of the promoted pawn to indicate that it is a queen). If you promote a pawn **PORTACHESS** assumes automatically that you will have chosen a queen, so please do not select any other piece.

CHANGING COLOURS

Whenever the "YOUR MOVE" lights indicate that it is your turn to play, you may swap sides by pressing the "REVERSE PLAY" key. The computer will then begin to think about its next move. When you are playing Black you may find it helpful to turn **PORTACHESS** around so that the black pieces are nearest you.

CHANGING LEVELS

PORTACHESS has 16 levels of skill. When you switch on the computer it is ready to play at level 1, which is the weakest level. At this time, or any other time when the **"YOUR MOVE"** lights indicate that the computer is not busily engaged in thought, you may change the level. Press the **"LEVEL"** key and you will see one or more of the red lights come on. The number of red lights indicate which level the computer is currently playing at. By pressing the "level" key again you can increase the level by 1 and an additional red light will come on. Each time you press the level key another red light is switched on and the level goes up. There are 8 red lights in the vertical column which are used to indicate level 1-8. When you reach level 8, and all eight lights in the vertical column are on, the next pressing of the "level" key will bring you to level 9. The red lights in the horizontal row are used to indicate level 9-16. You will find that the left most red light in the horizontal row is switched on indicates that the computer is set at level 9. Pressing the **"LEVEL"** key now will increase the level by 1 and additional red lights will come on in the horizontal row. When you reach level 16 and all red lights in the vertical column and horizontal row are on, the next pressing of the "level" key will return you to level 1.

PORTACHESS is much faster than other multi-level chess computers. Its lowest levels are set to respond in approximately 5-12 seconds, while its upper levels will normally take 20-45 seconds. By responding quickly your **PORTACHESS** is preserving its battery life, and you should find that you can play for at least 200 hours

before you need to change the battery. Once the battery does get low you will notice that the red lights are less luminous than usual. When this happens, replace the battery after you finish the current game. If you try to play for too long with a weak battery, the microprocessor in your **PORTACHESS** will falter and it will not operate correctly.

SAVE THE GAME

PORTACHESS equipped with a memory Save feature to save the game. If you have to interrupt a game and want to resume it later, turn the **OFF/ON/SAVE** switch to **SAVE** position. The computer will then retain the chess position in its memory while using a minimum of current, later you can switch the **OFF/ON/SAVE** switch to **ON** position and continue as before.