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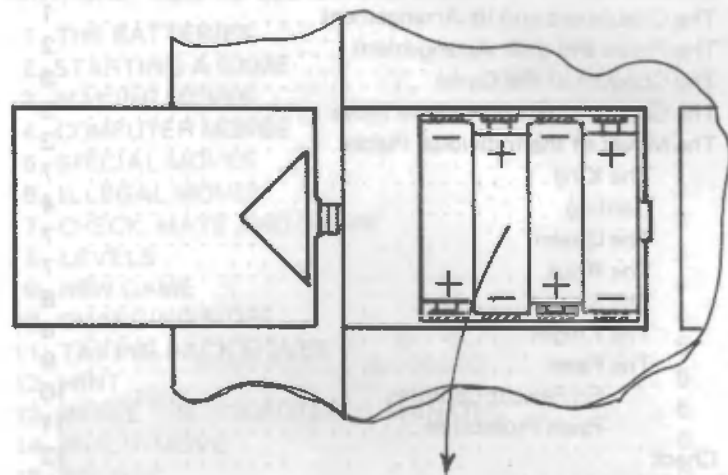
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When a piece is captured, the other player has the right to take it back. Captures are indicated just like any other move. The king or queen or rook is moved down on its old and new squares, while the captured piece is removed from the board.

To make a pawn move, first move the pawn down to the square of the other player's pawn. Then move the pawn to the square of the other player's pawn. If the pawn is on its old square, it will remain on its old square. If the pawn is on its new square, it will move to its new square. The captured pawn is then moved down to its old square.

Castling is done by moving the king and rook in the usual way, but moving the king and rook together. When the king and rook are on the same square, the king is moved to the square of the rook. The rook is then moved to the square of the king. The king and rook are then moved to the square of the king and rook.

1. THE BATTERIES



1.5 V UM-3 or "AA" size (x4)

2. STARTING A GAME

Set up the pieces on the chess board in their starting position, and switch the computer on. You will hear a characteristic signal, and a red light will come on, indicating that it is white to move.

3. MAKING MOVES

To make a move, press down on the center of 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.



The computer gives a beep and you will now see two Red Lights on. (there is a row of lights horizontally along the

bottom of the computer called File lights. There is another row of lights vertical along the left side of the computer called Rank light) one of the two lights will be a File light and the other will be a Rank light. Move your piece to the square where you want it to go pressing down on the center of this square as before.

The computer gives a beep again. It has now registered your move, and starts computing its reply.

4. COMPUTER MOVES

While the computer is thinking, it will flash the color light of the side, it is playing. In the beginning of a game the computer will be able to move immediately because of its extensive opening book, which contains more than 250 moves. When the computer has decided its move, it gives a characteristic beep, and switches on two more lights. These two lights show which piece the computer wants to move. Pick up the piece indicated, and press down on its square. The lights change and show the square that the computer wants to move to. Press down on this square, as you move the computer's piece onto it. The computer will change the color light, indicating that it is now your turn to move.

5. SPECIAL MOVES

Captures are performed just like any other move. The capturing piece is pressed down on its old and new squares, while the captured piece is removed from the board without being pressed.

En passant captures are done in the same way, without pressing down the captured pawn. However, when the computer is making an en passant capture, it will remind you to remove the captured pawn. Perform the move as usual, and press down the captured pawn before removing it.

Castling is done by making the king's move in the usual way, but moving the rook without pressing it down. When the computer is castling, it will indicate the move of the king only, and you must move the rook yourself without pressing it down.

Pawn promotion is performed automatically by the computer. The computer will assume that you want to promote to a queen. Make the pawn move in the usual way, and change the pawn to a queen. If you want to promote to a rook, bishop or a knight instead, you can do so by changing the position (see later section). The computer itself will always promote to a queen.

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. Whenever you hear this signal it means, that you have done something wrong, and that your last entry have been ignored.

If you e.g. have tried to make an illegal move, you can just continue and place the piece on a legal square, or you can place it on its original square and move a different piece. You will also hear the error signal if you e.g. try to move one of the opponents pieces.

7. CHECK, MATE AND DRAW

When the computer delivers check, the CHECK light will come on. If you checkmate the computer, the CHECK and DRAW/MATE lights will come on. If the computer checkmates you the CHECK and DRAW/MATE light will flash. If the computer is stalemated, the DRAW/MATE light will come on. If the computer detects a three-fold repetition, the DRAW/MATE light will also come on, but you will be able to continue playing if you want to.

8. LEVELS

Your computer has 16 levels of playing strength:

Level	Approx. average time per move
1	1 sec.
2	3 sec.
3	5 sec.
4	10 sec.
5	15 sec.

Level	Approx. average time per move
6	20 sec.
7	30 sec.
8	45 sec.
A	1 min.
B	1½ min.
C	2½ min.
D	4 min.
E	6 min.
F	10 min.
G	1 hour
H	Problem Level

If you press the LEVEL key, the computer will show the current level. When you switch on the computer, it will start on level 2. Press the LEVEL key again, and the computer will go to the next level and so forth. From level H it will go back to level 1.

When you have chosen a level, carry on with the game, e.g. by making a move. The level can of course be changed at any time during the game, when it is your turn to move.

9. NEW GAME

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

10. CHANGING SIDES

If you press the MOVE key, the computer will make a move. Thus if you want to change sides with the computer, just press the MOVE key. The computer will make a move and expect you to move for the other side. If you press the MOVE key again the computer will move again, and in this way you can even let the computer play the whole game itself.

If you want to play a game with the black pieces, press the MOVE key in the starting position. The computer will then turn the board around and play with the white pieces from the top of board, while you will play with the black pieces from the bottom of the board.

11. TAKING BACK MOVES

If you press down one of your pieces but then decide not to move it after all, press on its square a second time. The lights indicating the square will go out, and you may move a different piece.

If you have already completed a move, it is not too late to retract it. While the computer is thinking about its reply, press the TAKE BACK key, and the computer will stop thinking. Then press the TAKE BACK key again, and the computer will show you the piece you moved last. Press it down on its square, and the computer will show you the square where it came from. Press on this square as you move your piece back, and remember to replace the captured piece, if the move was a capture (the computer will not remind you of this unless the capture was an en passant capture). If you want to take back more moves, press the TAKE BACK key again and take back the computer's last move in the same way, then take back your second last move and make another one instead.

If you want to take back a move, and the computer have already indicated its reply, you must first carry out the indicated move in the normal manner. Then you can press the TAKE BACK key and take back the computer's move in the same way as described above. The computer will normally remember the last one or two move. If you try to take back more moves, the computer will give an error signal, and you must take back the moves by changing the position (see later section).

The take back function may even be used after one side has been checkmated.

12. HINT

If you press the HINT key, the computer will normally give you a piece of advice on what to move. This is done by flashing the move by first showing the piece to move and then the square to move it to. The computer will continue flashing the move as long as you press down the HINT key. The move showed is the move the computer expects you to

make. Whenever it is your turn to move and you are thinking about your move, the computer is too thinking about its reply! So if you actually make the move the computer expects you to make, it will often be able to respond immediately.

13. WHILE THE COMPUTER IS THINKING

There are three functions which you can use while the computer is thinking about a move. If you press the TAKE BACK key, the computer will stop thinking without making a move. If you press the MOVE key, the computer will stop thinking and play the move it at that point considers the best. If you want to know what the computer is thinking about you can press the HINT key. The computer will then flash the move it at the moment thinks is the best (if you then press the MOVE key, the computer will play the move). The move will be flashed as long as you press down the HINT key.

14. MULTI MOVE

Pressing the MULTI MOVE key places the computer in a special mode. This mode inhibits the computer from making a move, the player makes the move for the computer and the computer will accept the move, as if it played it itself. The mode does not inhibit the computers ability to monitor illegal moves.

The mode can be used if you want to force the computer to make a specific move after you have completed your move. The mode can also be used as a referee, when two player are playing chess on the computer, in this way the computer will monitor illegal moves.

When you press the MULTI MOVE key a second time, the computer will return to normal play.

15. SOUNDS

If you prefer your computer to operate without its audio signals, just press the SOUND/COLOR key. The sounds can be switched on again by pressing the same key again.

16. CHECKING THE POSITION

In case of confusion, for instance if you accidentally upset the board and the pieces, you can make the computer show you where every piece should be, according to its memory.

Press one of the six keys with a piece on, and the computer will show you where the pieces of that type are by lighting a horizontal rank and one or more vertical files. A white piece is indicated by a continuously file light while a black piece is indicated by a flashing file light. Press the same piece key again, and the computer will show you the next rank in the same way. When there are no more pieces of that type on the board, the computer will give an error signal.

17. SET-UP MODE

By depressing the ENTER POS button, the computer enters the set-up mode. The ENTER POS light will illuminate along with the WHITE light.

By depressing the NEW GAME button, all the pieces of the board are removed.

Now if one presses a piece key; that type of piece can be entered or removed.

If the board has not been cleared, depressing a piece key will show the pieces of that type as discussed in section 16 checking the positions.

If the board has been cleared, no rank or file lights will illuminate for any piece pressed.

If you want to remove a piece (the board has not been cleared) of the type pressed; simply press down the square which has its rank and file illuminated, the file light will go off.

If you want to add a piece (to a location that is empty) of the type pressed; simply press down on the empty square and the corresponding rank and file lights will illuminate.

If you want to add a black piece; depress the SOUND/COLOR button and the BLACK light will now illuminate. Then depress the square where you want to enter the piece and the rank

and flashing file lights will illuminate. (In the enter position mode, the SOUND/COLOR key is used to control the color).

When one wants to exist from the enter position mode to a normal playing mode, one does so, as follows:

- A. Verify the color light which is showing, indicates the side you want to move upon resuming play, (otherwise depress the SOUND/COLOR key).
- B. If you want the computer to make the first move after resuming play; depress the move key. This forces the computer to resume play.
- C. Adjusting the LEVEL key while in the enter position mode forces the computer out of this mode into the normal play mode.
- D. Depressing the ENTER POS key while in the enter position mode, also forces the computer to exist this mode into the normal play mode.

Do not depress the HINT key while in enter position mode. This forces the computer into a special factory test mode.

18. PROBLEM LEVEL

Level H is a special problem level, which will solve mate problems up to mate in four moves. Set up the position as described in the last section, set the level to level H and press the MOVE key to let the computer play. The computer will think until it has found the mate, and then play the first move in the mating sequence. You may then make a move for the opponent, and the computer will find the next move in the sequence and so on.

If there is no forced mate in four moves in the position, or if you stop the computer by pressing the MOVE key, the computer will switch on the mate light without making a move.

A mate in two moves will typically take a minute, while a mate in four moves normally takes several hours.

