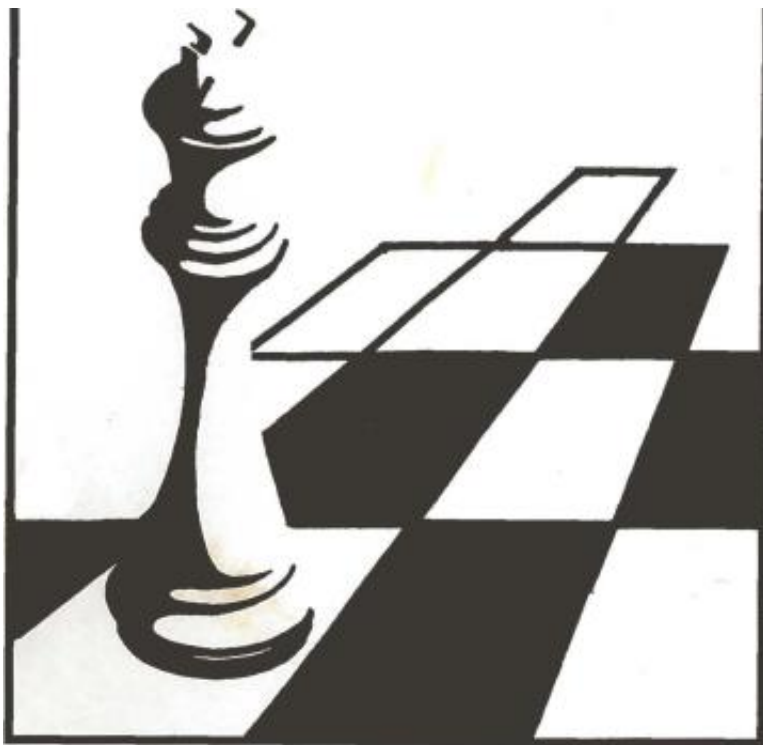


**User Manual
Mode D'emploi
Bedienungsanleit
ung Manual De
Instrucciones
Gebruiksaanvrljzing**



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User Manual

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1. INTRODUCTION

Your SPRINX ROYAL chess computer is an ideal opponent. It is ready to play against you at any time, as often as you want, & any strength level you choose. Using the machine is simple — you simply move pieces around the board in much the same way as you would against a human player.

The most important part of this manual explains how to use the computer. Sections 2 to 5 are the only ones that are essential to read to start playing a game.

2. TO START PLAYING

The computer is powered by four LR6 batteries. Remove the cover under the machine and install the batteries in their compartment, making sure the polarity is correct.

Put the pieces in their starting position. White must be at the bottom of the board.

Put the ON/OFF switch in the ON position. Then press the key marked "NEW GAME". The red LED to the left of the key lights up, indicating that the machine is ready for white to play a move.

Before starting the game, you can change the computer game strength level if you wish. See section 9.

s. PLAYING SHOTS

If you want to play white, start the game like this.

- a) Press the center of the square occupied by the piece you want to move. The best way to do this is to tilt the piece and press it gently against the center of the square with the edge of its base.

The machine beeps, and two diodes light up at the end of the horizontal row and at the base of the vertical column on which your piece is located.

- b) Move your piece to the square you want, and press it down as you did for the starting square. The machine beeps again. It has now registered your move.

The computer can now respond instantly. If he needs time to think, the "MO'VE" LED will light up along with the "BLACK" LED (black) to show that a move is being analyzed for Black .

When the computer is ready to play its move, it emits a characteristic sound signal and lights two diodes. These LEDs indicate the piece he wants to move, showing the row and column the piece is on.

Press the piece thus indicated on the square. The diodes change and indicate a new space. Move the computer piece to this square and press it, the LED indicating that it is now up to white to play lights up. Make your next move the same way as the first.

If you want to play with the black pieces, start by pressing the "MO'VE" key, and the computer will play the first move for the white pieces. After that, when it is your turn to play, the "BLACK" LED is lit.

4. CORRECT THE MISTAKES

If you press one of your pieces, but then decide not to move it, simply press it on the square a second time. The LEDs that indicate this square go out and you can now move any four pieces.

If you move a piece onto a square that is illegible, the computer will sound its double beep — an error signal. You must restart your move.

The error signal sounds even if you make the error & instead of the computer. Continue your movement which is indicated to you by the diodes.

5. SPECIAL HITS

a) Capture:

You must make a take (for yourself or for the computer) like any other move.

For the captured piece, press the start square then the save square when the captured piece is removed from the board without being recorded. A capture of a pawn “en passant” does not change anything.

b) castling:

To castle move the king by pressing the piece in the usual way, but move the rook without pressing the square. If the computer decides to castle, the LEDs only show the king's displacement. Continue to play both pieces, pressing with the king, but not with the rook.

c) Promotion of pawns:

When a pawn reaches the other end of the board, the computer takes this as a promotion to the queen.

6. THREAT WARNING

After making the moves of the computer, you will notice that the diodes announce "warning of threats" as well with the two diodes indicating a square on the chessboard. If your king is on his square, the computer announces failure to the king. Otherwise it means that it warns you of a possible capture on this space, which could lead to a loss of material for you. parts of the computer is threatened.

The "alarm" signal is suppressed when you press a square on the chessboard. If you prefer not to be warned of attacks by your pieces, you must set the computer to a different "level" as explained in Section 9.

7. FAILURE AT THE KING-PAT-NOVELLE PART

If one of the two players beats his opponent, all the diodes located along the left column of the chessboard start flashing.

The computer indicates a stalemate in the same way by flashing all the diodes located on the row at the base of the chessboard.

To start a new game, put all the pieces back in place and press the "NEW GAME" button. You can do this when the computer indicates checkmate or stalemate or when the computer is waiting for you to make a move.

s. COMPUTER INTERRUPTION - SIDE CHANGE

If you press the "MOVE" key while the computer is analyzing, it will end its calculations and it will play the move it deems to be the best based on the analyzes it has performed so far.

Note that special operations such as changing levels, checking the location of pieces, or entering a position (see section 9.12 and 12) can only be performed when it is your turn to play. It is for this reason that you may sometimes wish to interrupt the computer scan.

If you press the "MOVE" key when it's up to you to play, the computer will begin to analyze a move for your side and assume that you are now going to play with the pieces it had until then. You can switch sides like this as often as you want. By pressing the "MOVE" key after each move, you can make the computer play an entire game against itself.

9. LEVELS OF PLAY

The key marked "LEVEL" - which can be used at any time when it's your turn to play - gives you the ability to change the speed and strength of computer play. When you press this button, the corresponding LED lights up. You can choose between 64 different "levels". At level 1, the computer takes an average time of 5 seconds per move. At higher levels, he takes longer and his playing strength increases in proportion; the average time for level 64 is 20 & 25 seconds per move.

You select the level by pressing the corresponding square on the chessboard. This is explained in the table on pages 9-10.

At some levels (as indicated in the table), the computer will warn you of attacks on your pieces, as described in section 6. At other levels, it will only warn you of king checks.

Also note that at some levels, when you make your move, the computer automatically responds by analyzing a move for the other side - as we have already seen. These levels are indicated by "AUTOMATIC RESPONSE" in the table. At other levels, the computer will not analyze a move until you use the "MOVE" key to tell it to do so.

See section 11.

LEVEL	BOX ON WHICH TO PRESS	THREAT SIGNALS	RESPONSE AUTOMATIQUE
1	a1	No	No
2	b1	No	No
s	c1	No	yes
4	d1	No	yes
5	e1	yes	No
6	f1	yes	No
7	g1	yes	yes
8	h1	yes	yes
9	a2	No	No
10	b2	No	No
11	c2	No	yes
12	d2	No	yes
1S	e2	yes	No
14	f2	yes	No
15	g2 -	yes	yes
16	h2	yes	yes
17	a3	No	No
18	b3	No	No
19	c3	No	yes
20	d3	No	yes
21	e3	yes	No
22	f3	yes	No
2S	g3 -	yes	yes
24	h3	yes	yes

BOX ON RESPONSE SIGNALS
AUTOMATICALLY THREATENS
TO LEAN ON

25	a4	No	No
26	b4	No	No
27	c4	No	yes
28	d4	No	yes
29	e4	yes	No
30	f4	yes	No
31	g4	yes	yes
32	h4	yes	yes
33	a5	No	No
34	b5	No	No
35	c5	No	yes
36	d5	No	yes
37	e5	yes	No
38	f5	yes	No
39	g5	yes	yes
40	h5	yes	yes
41	a6	No	No
42	b6	No	No
43	c6	No	yes
44	d6	No	yes
45	e6	yes	No
46	f6	yes	No
47	g6	yes	yes
48	h6	yes	yes
49	a7	No	No
50	b7	No	No
51	c7	No	yes
52	d7	No	yes
53	e7	yes	No
54	f7	yes	No
55	g7	yes	yes
56	h7	yes	yes
57	a8	No	No

LEVEL	BOX ON WHICH TO PRESS	THREAT SIGNALS	RESPONSE AUTOMATIQUE
58	b8	No	No
59	c8	No	yes
60	d8	No	yes
61	e8	yes	No
62	f8	yes	No
6S	g8	yes	yes
64	h8	yes	yes

(In this table, each square is identified by a letter from its column and the number of its row. Looking at the chessboard from the white side, the columns go from "a" & "h" from left to right; rows 1 & 8 from base to top).

Note that while the "LEVEL" LED is lit, the current level is indicated by LEDs around the edges of the chessboard. Also the "THREAT" and "MOVE" LEDs (coup) will show if this level includes threat signals and automatic response.

When you have pressed the correct box (the LEDs indicate the level required) press the "LEVEL" button again. The "LEVEL" LED goes out, and the game can continue.

The level can be changed as often as you like during the course of a game. When you turn on the computer, the selection of level 7 will be done automatically. Of course, if you just want to check the current level, press "LEVEL" just want to check the current level, press "LEVEL" and press the same key again without pressing any of the boxes.

The computer takes longer in a complicated position - with queens and other chess pieces. The program is equipped with several game openings. The first moves will be played quickly - see chosen level.

10. RETOUR EN ARRIERE

If you have completed your move and wish to resume it, this is very easy. If the computer is already analyzing its response, you absolutely must make this move in the usual way.

Now press the "TAKE BACK" key. The "row" and the "column" have their LEDs on threatening the clamp which has moved, press with the clamp, and the diodes change, for once again. Now, press the "TAKE BACK" button a second time, and remove your last move in the same way. Don't forget to put back the pieces that were captured.

You can now make another move. Alternatively, you can press "TAKE BACK" once more and remove your previous move. Up to 8" 1/2 move in the most normal way to find out who's turn to play, or just press "MOVE" and the computer will do it for you.

The function of the "TAKE BACK" key can be used even if one of the opponents is checkmated.

If you press "TAKE BACK" while the computer is analyzing its next move, it will simply stop analyzing. Again you have several options open to you. Move to the side where the computer was playing or press the "MOVE" key; or press "TAKE BACK" again to stop further movement.

11. PLAY BOTH FIELDS

On the list in section 9, certain levels are indicated by "NO" in the "AUTOMATIC RESPONSE" column. Selecting one of these levels allows you to continuously make a series of moves for each side.

For example, you might want the game to start with a particular opening. Simply move the white and black by pressing down with the coin as normal.

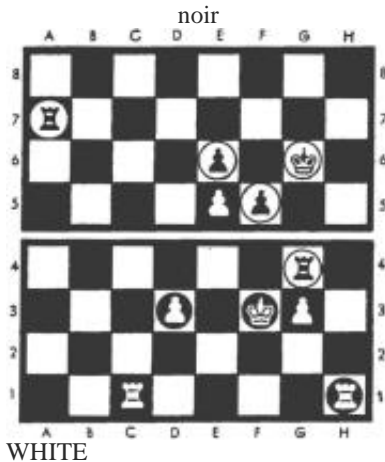
When you get to the requested position, turn on the level that has "OUI" in the AUTOMATIC RESPONSE column, and press 'MOVE' for the computer to start recording.

12. POSITION BLINDING

In case of confusion (if by accident you jostle some pieces), you can ask the computer to tell you the location of all the pieces, according to its memory.

You do this with six keys, each piece marked with its own symbol (! 't !). You can check & any what time when it's & your turn to play.

As an example, assume the position below



To check the **position** of the pawns, press the "PAWN" (**i**) key. The LED at the other end of the third row lights up, indicating that the row closest to white, where there is already a pawn. At the same time it tells you which square of this row the pawn must occupy, the diode lights up at the foot of the "d" and "g" column (the fourth and seventh column from the left).

Now press the "PAWN" key (**!**) again. The next row that has a pawn on it is the fifth row. Thus the diode of this row lights up, at the same time as that at the foot of column "e". At this same moment, the diode in the "f" column starts to flash. This tells you that the pawn on square 15 is a black piece.

Press the "PAWN" key (**^**) a third time, and the LED of the sixth row will light up, while the LED in column "e" is flashing. If you press a fourth time, no square will be indicated, this tells you that there are no pawns on the chessboard, only those which have been signaled to you before (by pressing the "PA" key a fifth time **^WN** (**^**) will give you the same result as the first - the computer starts demonstrating the position of the pawn, again).

Similarly, you can control the positions of kings and rooks; a white piece indicated by the "ROW" and the "COLUMN" with the diodes lit continuously, while in the case of the black pieces the "COLUMN" begins to flash. Of course, if you press the "queen", "bishop" or "knight" key, none of the squares will be indicated since there are no such pieces on the chessboard.

When you have **^al** your vocation, just keep playing.

The LEDs stop indicating the position of the piece when you press the square or the key.

1 s. POUR ENTRER EN POSITION

Sometimes you want to construct a particular position on the chessboard, to know the reaction of the computer. To achieve this, first press the "SET UP" button. The LED next to this key is now lit, indicating that the computer is ready for a special operation mode. As long as the LED is on, you can change the contents of each square of the chessboard - adding pieces or removing, as you wish.

By observing the given example, you will see the modifications made. When you press on a square where there is a white piece, the computer thinks that you are going to remove this piece and replace it with a black piece on this same square. When you press a square that contains a black piece, the computer thinks the square is clear. When you press a free square, a white piece is immediately inserted. To inform the computer about the type of coin you want to insert, you use the key marked with the symbol of the coin. Note that each time a box is pressed, this new capacity is indicated by the LEDs as described in section 1 O. If you press the same box several times (in several repetitions), you will see the LEDs change rotation, indicating a white piece, a black piece, an empty square, a white piece again...and so on.

Suppose you want to build position on page 10 and it's up to white to play.

It doesn't really matter that this position is on the board to start play.

After pressing the "SETUP" key, follow the procedure: Press once on each square that contains a black piece, and remove the piece from the chessboard. Each time, check that the diodes no longer indicate a piece on the square. Then remove all white pieces, pressing each square twice. Pressing the "ROOK" (■) key indicates that each new piece inserted on the chessboard will be a rook.

Press once on the squares of the white towers (c 1 and h 1), placing the pieces on their new position. Double tap the black rook squares (g4 and h7).

Now press the "PAWN" (!) key. By pressing once on the squares of the white pawns, and twice on the squares of the black pawns.

Press the "KING" key (). Press the g6 square twice (for the black king). Press f3 once (for the white king). Note that a white piece must be inserted last, since we want white to play in the next turn.

Finally, press the "SETUP" key again to return to normal play. If you press "MOVE", the computer will record the move for white. If you wish to play white yourself, make your move as normal.

If your final operation in SETUP mode is to insert a black piece, it will be black to play first & play resumes.

Note that the "SETUP" mode has a normal mode game, a repetition of presses on the key "PAWN" (pawn) has an effect and signals the positions of all the pieces.

If you remove all the pieces - of the same type, of a particular row, the LEDs will light up and indicate the next row where tele and such piece are - or, if there are no pieces present, the LEDs will not will not light. If you don't press the "PAWN" (pawn) key, the computer will consider all pieces to be pawns. When you first press all the pieces are pawns. When you first press "SETUP", the place of one or more (if there are still some on the chessboard) will be indicated to you by the luminous diodes.

In the previous example, we have the chessboard before build a new position. In other cases, you may simply want to modify a position by adding or removing one or two coins. For example, suppose you want white to give himself the handicap to play the game with the queen's knight at least from the start of the game.

Press the "MW" (new game) key.
pieces in starting position.

Press the "SETUP" button (the "SETUP" LED lights up).

Double-tap the queen knight square, and remove the piece from the board.

Press three times on the square of any white pawn (this has the effect of changing the white pawn to a black pawn, then of removing the black pawn, and finally of restoring a white pawn on this square. Proceeding like this, the first move of the game would be made by black).

Press & again the "SETUP" button. The "SETUP" LED goes out, and the computer is ready for white's first move.

In connection with position entry, there are a few additional points that should be noted:

- a) **CASTLE AND HOLD "EN PASSANT"**
If a king or a rook have been placed on the chessboard in the manner just described, there can be no castling of that piece. To create a position in which (for example) white is allowed to small-castl, press the "MW" key before pressing the "SET 'UP" key - then leave white's king and white rook of the king wing on their original square without touching them, while the other pieces are removed and replaced in the place you want.

After a position has been entered into the computer's memory, the next move cannot be an en passant move. To create a position in which such a hold is legal, enter the immediately preceding position and then play the move that allows the en passant hold.

b) **GAME RECORD**

Once you have pressed the "SETUP" key, the clocks are reset and the memory of all moves that have been played previously are erased from the computer. These moves therefore can no longer be erased by means of the "TAKEBACK" key.

c) **ILLEGAL POSITIONS**

Before exiting "SETUP" mode, to resume play, you must ensure that the position you have built is legal. There should not be too many pieces of the same type - for example, if there are eight white pawns on the chessboard, there cannot be two white queens.

Each side must, of course, have only one king and the king of the side that does not have the move must not be in check, there must be no pawns on the first or on the eighth row. If you try anyway to make the computer play from an illegal position, don't be surprised if the results are absurd!

14. SOUND SIGNALS

Press the "SOUND" button if you prefer the computer to operate without beeps. The audible signals can be restored by pressing the same button again.

15. MEMOIRE

If a game in progress must be interrupted, the computer can be turned off (see section 16), it will keep the position of the game in its memory using a minimum of energy. When you restart the computer, the situation will be completely unchanged, and the game can be resumed as if it had not been interrupted; but if the machine was analyzing a move when you switched off the device, you will have to press the "MOVE" key to make it resume its calculations.

16. COMPUTER SHUTDOWN

The only time you can shut down the computer is when it's your turn to play.

You cannot turn off the computer until the computer finishes recording its movement and waits for your turn to play. Thus, the computer cannot be turned off if the "SETUP" or "LEVEL" LEDs are still on.

Les diodes envoyées avec cet échiquier sont si petites qu'elles peuvent être avalées. En conséquence faites attention de bien garder les diodes hors de portée des enfants, surtout les enfants de moins de 3 ans.

Ne convient pas aux enfants au-dessous de 3 ans.

NOTE

Sometimes you will find that the board acts abnormally when new batteries have been inserted or the adapter has been plugged in. If this happens, simply flip the board over, find the hole near the center labeled ACI, insert a small screwdriver into the hole and press down once. You should hear a "beep" sound. The board is on and ready for a new game.