



210.C

# **SUPER ENTERPRISE**

## **User Manual**



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## Welcome to Super Enterprise

Thank you for buying this chess computer. We are sure that you will be very pleased with our new product. Your new chess computer contains more features than any other chess computer in the world. But you can still play and use the computer without knowing any of these advanced features. In order to make it as easy as possible to learn to use the computer, we have divided the manual into three parts. Part one contains the basic information, which everybody should know about the computer. Part two contains information on the special features, which it is not necessary to know from the start. Part three contains information on the advanced features, many of which are not found in any other chess computer today. There is also a quick reference, which you might find useful when you know the computer a bit better, and a trouble shooting list which might help you if you run into any trouble. Even if you are a newcomer, you will very quickly learn how to play with the computer. The best way is to follow the manual step by step and try the different features on the computer at the same time as you read about them.

### Part One: Normal Operation

#### 1. The Batteries

To insert the batteries, open the battery door at the bottom of the unit and place the batteries as indicated by the +/- signs. A new set of batteries lasts for approximately 100 hours play.

If you want to use an adaptor, first check that the voltage specified on the adaptor label is the one used in your country. The adaptor socket is located at the back of your computer. Note that you must only use the adaptor specified for your computer. The use of another adaptor automatically invalidates the warranty.

#### 2. Starting a Game

Set up the pieces on the chess board in their starting position, and switch on the computer. You will hear a characteristic melody, and a color light will come on, indicating that it is whites turn to move. There are two color lights, one for white and one for black (the black is place above the white). Remember that the color lights always show who is next to move.

You should also notice the two digital chess clocks. These clocks shows how much time white and black have used for thinking. When you start a game the chess clocks are of course set to zero.

### 3. Making Moves

To make a move, press down gently on the center of the square occupied by the piece you want to move (the 'from' square). 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 press 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 two lights on. The horizontal lights at the bottom of the computer are called file lights, the vertical lights at the left 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 new square you wish to move to and press it lightly down again.

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. At the beginning of a game the computer will be able to move immediately because of its extensive opening library with more than 6000 half moves. When the computer has decided its move, it gives a characteristic beep, and switches on two lights. These two lights show the piece which the computer wants to move. Press down gently on the square and pick up the piece.

The lights change and show the square that the computer wants to move to. Set the piece down on this square, pressing it gently down again. The computer will change the color light, indicating that it is your turn to move.

Remember that the color light is always flashing when the computer is thinking. So if the color light is not flashing, the computer has probably already found its move.

### 5. Special 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.

**EN PASSANT CAPTURES** are performed in the same way. The computer will automatically remind you to remove the captured pawn. Press down on the square, as you remove the pawn.

**CASTLING** is done by first making the king's move in the usual way. The computer will automatically remind you to move the rook. Press down on the 'from' and 'to' squares, as you move the rook.

**PAWN PROMOTION** is performed automatically by the computer. The computer will assume that you want to promote to a queen. If you want to promote to a rook, bishop or knight, you must press the key marked by the appropriate piece. You must do this after

pressing down the 'from' square, but before pressing down the 'to' square. When the computer promotes one of its own pawns, it will indicate which piece it wants by lighting one of the piece lights as soon as you press down the 'from' square. If you did not pay attention, you can always check the position (see section 16). The computer will nearly always choose a queen, but in some positions it might decide to take a different 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 **ERROR** light will come on. Whenever you hear this signal, it means that you have done something wrong, and that your last entry have been ignored.

If e.g. you 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 e.g. you try to move one of the opponent's pieces.

If you do not know what is wrong, then try to study carefully which lights are on. This will usually tell you what you should do. If e.g. the computer is showing you a square, it usually means that you should press down this square. Also notice that you can always reset the computer by pressing the **NEW GAME** key.

## 7. Check, Mate, Draw, Resign and Mate announcement.

When one of the players gives **check**, the **CHECK** light will flash. A **checkmate** is announced by flashing the **CHECK** and **MATE** lights, and the color lights will indicate the losing color.

If a draw occurs, the **DRAW** light will come on. The computer recognizes draw by **stalemate** (**DRAW** and **MATE** lights), **3rd repetition** (**DRAW** and **3RD REPEAT** lights) and the **50 move rule** (**DRAW** light only). When a draw occurs you can always choose to ignore the draw and continue the game.

If the computer decides to **resign**, the **RESIGN** light will come on. The computer will resign if it is heavily behind in material. It will however not resign if it is being mated by the opponent, since it would be unfair to deprive the player of this moment of glory. When the computer resigns you can always choose to ignore the resignation and continue the game.

If the computer finds a **forced mate**, the **MATE** light will come on, and a column of rank lights will show the number of moves necessary to mate you. Thus if the **MATE** and 1-light is on, and the **CHECK** light is flashing, it means that you are in check and will be mated on the next move.

## 8. New Game

To start a new game, simply press the NEW GAME key and set up the pieces in their starting position again. You can always reset the computer by pressing the NEW GAME key.

## 9. Levels

Your computer has 44 different levels. For simplicity we shall start with the first 17 levels (the rest of the levels will be discussed in section 19).

LEVEL	TIME PER MOVE
A1	1 1/2 sec.
A2	4 1/2 sec.
A3	7 1/2 sec.
A4	10 1/2 sec.
A5	15 sec.
A6	22 1/2 sec.
A7	30 sec.
A8	45 sec.
B1	1 min.
B2	1 1/2 min.
B3	2 1/4 min.
B4	3 min.
B5	3 3/4 min.
B6	4 1/2 min.
B7	6 min.
B8	15 min.
E1	Weak

When you press the LEVEL key you will enter the LEVEL mode. The computer will show the current level using two lights. At the same time the digital displays will show the average time per move on the current level. E.g. on level A2 the LCD clocks will display 0:04 (4 1/2 seconds per move on average). When you switch on the computer it will start on level A2. Level E1 is a special level for newcomers, and is the weakest level of the computer.

You change the level simply by pressing down the square of the level on which you want to play.

When you have entered the correct level, press the LEVEL key once more to exit from the LEVEL mode (if you are an experienced user, you can also use one of the other function keys).

You have to switch the LEVEL mode off before you e.g. enter a move.

The level can of course be changed at any time during the game, when it is your turn to move.

## 10. 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 SOUND/COLOR key again.

## 11. Hint

If you press the HINT key, the computer will give you a piece of advice on what to move. This is done by flashing the move by first showing the 'from' square (long period) and then the 'to' square (short period). The computer will continue flashing the move until you press another key. At the same time the digital displays will show the evaluation of the position (see section 22 for an explanation). The move showed is the move the computer expects you to make. Whenever it is your turn to move and you are considering your move, the computer is also considering its reply! So if you actually make the move the computer expects you to make, it will often be able to respond immediately.

If you press the HINT key while the computer is thinking, it will flash the move it at the moment thinks is the best. You can then consider your next move instead of just waiting. This function will remain on for the rest of the game (you can turn it off by pressing the LEVEL key twice while the computer is analyzing).

## 12. Memory

If you have to interrupt a game and want to resume it later, the OFF/ON/SAVE switch should be turned to the SAVE position. The computer will then retain the chess position in its memory while using a minimum of current (a new set of batteries will last for around 6 months in the SAVE position). Later on you can switch on again and continue as before. The SAVE position should also be used, if you want to retain the contents of the programmable opening library (see section 24).



## Part two: Special Features

### 13. 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 the board, while you will play with the black pieces from the bottom of the board.

### 14. 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. While the computer is considering its reply or is showing the 'from' square of the move, 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 it came from. Move the piece back to this square, pressing it again. If the move was a capture, the computer will remind you to replace the captured piece, by indicating the square and the type of the captured piece. Press down on the square as you replace the piece.

If you have already performed the computer's move, you must first press the TAKE BACK key and take back the computer's move, then press the TAKE BACK key again and take back your own move. If you want to take back more moves, simply continue taking back moves as long as you wish. The computer normally remembers the last 60 moves for each player.

### 15. Terminate Search

If you press the MOVE key while the computer is thinking, it will immediately terminate the search and play the move it at that moment considers the best (the same move which is flashed if you press the HINT key).

### 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 rank and one or more files. A steady light indicates a white piece while a flashing light indicates a black piece. A piece light will light, indicating the type of pieces, you are checking. Press the same piece key again, and the computer will show you the next rank in the same way, until there are no more pieces of that type on the board.

## 17. Enter Position

When you press the ENTER POSITION key, the computer will enter the ENTER POSITION mode. The ENTER POSITION mode is used to change or set up a position on the board. This might be a bit difficult the first time you try it, so please follow the instructions very carefully.

If you then press the LIBRARY/CLEAR BOARD key, the board is cleared (all pieces are removed).

If you want to enter or remove pieces, press one of the six piece keys. The corresponding piece light will flash, indicating the type of pieces you are changing. Remember that a flashing piece light always shows that you are in the ENTER POSITION mode. If there are any pieces of that type on the board, the computer will show you these pieces as described in the last section.

If you want to remove a piece of the type, simply press down the square of the piece, and the file light of that square will come off. You can only remove pieces of the type indicated by the flashing piece light.

If you want to add a piece of the type, simply press down on the empty square, and the file light of that square will come on. A steady file light indicates a white piece, a flashing file light a black piece.

The color of the added piece is determined by the color lights. If you want to add pieces of the other color, simply press the SOUND/COLOR key, and the color lights will change (in the ENTER POSITION mode, the SOUND/COLOR key is used to control the color).

When you have entered the correct position, first check that the color lights show the color of the side to move. If not, press the SOUND/COLOR key to change the color. Second, check that the position is legal. Each player must have one king and no more than 16 pieces, and the player not to move must not be in check. Then press the ENTER POSITION key once more to exit from the ENTER POSITION mode (if you are an experienced user, you can also use one of the other function keys).

You have to switch the ENTER POSITION mode off before you e.g. enter a move.

The position can of course be changed at any time during the game, when it is your turn to move.

## 18. Multi Move

Pressing the MULTI MOVE key places the computer in the player versus player mode. In this mode the computer will not move itself, so you may enter the moves for both players. This feature may be used to enter a particular opening, to replay a game to a certain position, or to use the computer as normal chess board, allowing two humans to play against each other, while the computer checks the legality of the moves, offers hints, and keeps track of checks, checkmates, 3rd repetition, 50 move rule and the time.

## Part Three: Advanced Features

### 19. Levels

Your computer has 44 different levels, which are controlled by the two built-in chess clocks.

LEVEL	TIME PER MOVE	TIME FOR 40 MOVES	#	LEVEL	TIME FOR WHOLE GAME
A1	1 1/2 sec.	1 min.	# C1	1 min.	
A2	4 1/2 sec.	3 min.	# C2	3 min.	
A3	7 1/2 sec.	5 min.	# C3	5 min.	
A4	10 1/2 sec.	7 min.	# C4	7 min.	
A5	15 sec.	10 min.	# C5	10 min.	
A6	22 1/2 sec.	15 min.	# C6	15 min.	
A7	30 sec.	20 min.	# C7	20 min.	
A8	45 sec.	30 min.	# C8	30 min.	
B1	1 min.	40 min.	# D1	40 min.	
B2	1 1/2 min.	1 hour	# D2	1 hour	
B3	2 1/4 min.	1 1/2 hours	# D3	1 1/2 hours	
B4	3 min.	2 hours	# D4	2 hours	
B5	3 3/4 min.	2 1/2 hours	# D5	2 1/2 hours	
B6	4 1/2 min.	3 hours	# D6	3 hours	
B7	6 min.	4 hours	# D7	4 hours	
B8	15 min.	10 hours	# D8	10 hours	
F1	DEMO LEVEL		# E1	TRAINING 1	
F2	QUICK DEMO LEVEL		# E2	TRAINING 2	
F3	INFINITE LEVEL		# E3	TRAINING 3	
F4	MATE LEVEL		# E4	TRAINING 4	
=====				#	
H1+H5	Normal		# E5	TRAINING 5	
H2+H6	Aggressive		# E6	TRAINING 6	
H3+H7	Desperat		# E7	TRAINING 7	
H4+H8	Positional		# E8	TRAINING 8	

Level A1-B8 will play using the specified average response time. The digital displays will show you the selected response time per move. The computer maintains a time budget. On each level the computer must make a certain number of moves within a fixed time. The computer will use more time for complex moves and less for simple ones, but it will average out the time over a number of moves. If it uses a lot of time in the opening it will play quicker later on. There is a time control after 40 moves and after each succeeding 20 moves. Thus on level B4 the computer will make 40 moves in 2 hours, and then 20 moves per 1 hour the rest of the game.

Level C1-D8 will play the whole game within the specified fixed time, regardless of the number of moves which will be made. The digital displays will show you the selected time for the whole game. This type of setting is mainly used for the very popular blitz and speed chess games. The two LCD chess clocks will show you the time for both players. The computer will however not give you any signal, when you lose on time. If you want to play on time with the computer, you must check your own time yourself.

Nothing happens when you lose on time, you can always continue the game normally.

Level E1-E8 are training levels. On these levels the search depth is limited to the number of half moves corresponding to the level set. E.g. on level E1 the computer will only look one half move ahead, and thus often overlook e.g. mate in one from the opponent. This gives weaker play, and thus gives average players a better chance of winning against the computer, together with the ability of slowly increasing the playing strength of the computer as they get better. The very fast normal levels (A1 and C1) do not necessarily give weak play if you yourself play slowly, as the computer on these levels is also thinking in your time of reflection. Thus level E1 is the weakest level of the computer.

Level F1 is used for demonstration. On this level the computer will play at the same speed as you do, regardless of whether you play quickly or slowly. This level is also used when you want a nice and quiet home-chess game without thinking about time controls.

Level F2 works as level F1, except that the computer will play twice as fast as you (in case you are a little impatient).

Level F3 is the infinite level. On this level the computer will think infinitely, unless the position is found in its opening library, it has only one legal move, it finds a mate or you terminate the search (see section 15). This can e.g. be used for postal chess where you let the computer think a couple of days at each move.

Level F4 is a special level used for solving mate problems. The computer will first try to find a mate in 1, then a mate in 2, 3, 4, 5 etc.

When the computer has found a mate it will start flashing the first move, and continue searching for a second solution. If it finds a second solution, it will start flashing this instead. If you are not interested in second solutions, you can of course terminate the search and play on. When the computer has found all solutions it plays the last found solution. You can then enter a defense move, and the computer will find the rest of the mate. The computer can solve mates in up to 12 moves, although it might take very long time.

When you change the level, the built-in chess clocks are automatically reset. On level C1-D8 and F1-F2 the clocks are set to zero. On level A1-B8 they are set to the average time per move multiplied by the number of played moves. Thus if you play in a tournament, where the time is 2 hours for 40 moves plus 1/2 hour for the rest of the game, you should start by playing on level B4, and then change to level C8 after 2 hours. If you play on level B4, and after 20 moves press level B4 again, the computer will not change the level, but it will reset the chess clocks, and assume that both players have used 1 hour for the first 20 moves, regardless of the actual time spent. If instead you change the level to A5, the computer will assume that both players have used 10 min. for the first 20 moves, and play the rest of the game on 15 sec. per move.

## 20. Playing Styles

As the first chess computer in the world, your computer offers you 4 different playing styles! You can choose between the NORMAL playing style (H1+H5), AGGRESSIVE playing style (H2+H6), DESPERAT playing style (H3+H7), which usually will start a desperat attack against your king, and even POSITIONAL playing style (H4+H8), which is normally considered very difficult for computers. Your computer is actually 4 different chess computers in one. This feature truly offers a new dimension to computer chess, and gives you a unique opportunity of training your chess against different types of players. You can even change the playing style of the computer in the middle of a game. The playing style affects both the choice of opening line and the style of play in the middlegame, but not the endgame.

Your computer also contains 2 different opening styles. You can choose between STANDARD openings (H1-H4) and RARE openings (H5-H8). The computer contains an extensive opening library with more than 6000 half moves. Most of the openings in the library are standard openings, but the library also contains a lot of surprise moves and rare openings. If you select standard openings, the program will most often play one of the standard openings. If you select rare openings, the program will very often at some point in the opening select a rare move from one of the rather unknown openings.

When you turn on the computer, the playing style is set to normal and the opening style to standard. You change the playing style simply by pressing the LEVEL key (to enter the LEVEL mode) and the square of the style you want to choose (H1-H8). Remember to press the LEVEL key again to exit from the LEVEL mode.

## 21. Search Depth

When playing with your computer it may interest you to know how many half moves the computer is looking ahead. The search depth is of course linked to the level set, meaning that on level A1 the search is by far not as deep as on level A8 etc. On the training levels (E1-E8) the search depth is fixed. If you press the LEVEL key while the computer is thinking, the current search depth will be indicated by a rank light. E.g. the 3-light means that the computer is looking 3 halfmoves ahead. On the Mate level (F4) the computer shows the number of moves, in which it is trying to find a mate. If the search depth exceeds 8 halfmoves, the computer will start counting from 1 again (thus if the computer is looking e.g. 11 halfmoves ahead, the 3-light will be on).

The digital displays will at the same time show you which move, the computer is currently analysing, and how much time the computer has used on this move. You will therefore always be able to see what the computer is doing. You can switch the function off again by pressing the LEVEL key once more.

## 22. Anticipated Line of Play and Evaluation

When you press the HINT key, the computer will flash the move it expects to be the next move in the game (see section 13). If you, after having pressed the HINT key, press it a second time, the computer will flash the move it expects to be the 2nd next move in the game, and so on, up to a maximum of 6 half moves. In this way you can see how the computer expects the game to develop. You can of course use this function both when it is your turn to move and while the computer is thinking. The number of half moves, the computer will display, depends of course on how many half moves it looks ahead, but the number will not necessarily be identical with the search depth.

The digital displays will at the same time show you the computer's evaluation of the position, and how much time has been used on this move. The evaluation is displayed as a number, with a pawn being worth 100 points. Thus a value of e.g. +25 means about 1/4 of a pawn ahead. A positive number means that the player who is next to move is ahead. If you press HINT when it is your turn to move, a positive number means that you are better off. But while the computer is analysing, a positive number means that the computer is better off.

You can switch off the function by pressing the HINT key until there are no more moves.

## 23. Replay Game

When you have played a nice game you will very often want to write it down afterwards, or maybe just study one of the interesting positions more carefully. The replay game feature allows you to replay the game, you have just played.

To replay a game, set up the pieces in the starting position and press the REPLAY key (do not press the NEW GAME key). This places the computer in a special replay game mode. The computer will show you the 'from' square of the first move, and the digital displays will at the same time show the move number and the move. Perform the move as usual by pressing down on the 'from' and 'to' squares, and the computer will immediately show you the next move in the game. This continues until you have reached the end of the game.

If you do not want to continue until the end of the game, you can exit from the replay game mode in three different ways. If you press the REPLAY key, the computer will leave the replay game mode and return to the original position (before you pressed the REPLAY key the first time). You can set up the original board position again by checking the position (see section 16), and continue the game. If you press the TAKE BACK key, the computer will leave the replay game mode in the middle of the game without changing the current board position. This is very useful if you want to study a particular position in the game. Pressing the NEW GAME key will of course as usual reset the computer completely and start a new game.

In stead of performing the move by pressing down the 'from' and 'to' squares, you can go directly on to the next move by pressing

the MOVE key. Thus if you just want to write down the game, you just press the REPLAY key (without setting up the pieces in the starting position), and then write down the moves one by one (using the digital displays) while you press the MOVE key.

The computer will only remember the last 60 moves. Thus if you want to write down a very long game, you must use the replay game feature after the first 60 moves, and then again after 120 moves etc. If you use the ENTER POSITION mode during a game, the computer will not remember the earlier moves. This can however also be very useful. If you during a game reach an interesting position, you mark the position by pressing the ENTER POSITION key twice. Then later on, when you have finished the game and want to study the position, simply press REPLAY and TAKE BACK and set up the pieces by checking the position (see section 16).

## 24. Programmable Opening Library

Your computer has an extensive opening library with more than 1000 variations containing more than 6000 half moves. If this is not enough, your computer offers you as the second chess computer in the world, the ability to program openings and variations into the computer yourself! This feature allows you to build an opening library of your own choice. Up to 240 half moves can be stored in your opening library (only different moves are counted, if you enter several variations starting with 1. e4, the move only counts for one half move).

Programming your opening library is as simple as you can dream of. With this chess computer you do not have to use a key overlay or to read 6 pages of instructions. All you have to do is learn to use one single key!

As usual you start a new game by pressing the NEW GAME key. You then play the variation, you want to enter in the library. The easiest way is to use the MULTI MOVE function (section 18). You can of course use the TAKE BACK key, let the computer offer advice or let the computer analyse the moves. When you have reached the end of the variation you want to enter, simply press the LIBRARY key, and the variation is entered. It is as simple as that.

You can of course also use the LIBRARY function, if in a game against the computer you reach an interesting variation, which you would like to enter in the library. Just press the LIBRARY key, and the variation is entered. If the storage capacity of 240 half moves is exceeded, the computer will give the error signal. This means that only the first part of the variation has been entered. The computer will also give the error signal, if the length of a variation exceeds 60 full moves.

When the computer is playing, it will at random pick either a move from its own opening library or from your opening library. This means that you can also use the library to give priority to certain openings. If e.g. you enter the move 1. #4 (Birds opening) in the computer, this opening will be played more often by the computer than otherwise. The order in which you enter the different variations is important, since the first entered variations will be played most often.



The computer handles transpositions automatically. Thus if e.g. you enter a line starting with 1. e4 e5 2. f4, and later on in a game play 1. f4 e5 2. e4, the computer will still be able to use the opening library.

The contents of your opening library will be retained when you put the computer to the SAVE position (see section 12). If you want to erase the whole opening library, just put the computer to the OFF position.

It is thus very important that you use the SAVE position and not the OFF position, when you have programmed your own opening library.

If you want the computer to play without its opening library, just press the ENTER POSITION key twice before you start the game. The computer will then start thinking from the beginning of the game.

## 25. Game Library

If you are not interested in programming your own opening library, you can instead use the library memory to save chess positions.

When you want to save a position in the library, simply press the LIBRARY key as described in the last section. The position is then saved in the library, and you can play some other games, or put the computer to SAVE position.

You can have several different positions in the library at the same time. The computer does not save the position itself, instead it saves the whole game leading to the position. The number of positions, you can save at one time thus depends on the length of the games. Up to 120 full moves can be stored (e.g. 2 games of each 60 moves or 6 games of each 20 moves). No game may however be longer than 60 moves, and you cannot save a game if you have used the ENTER POSITION function.

When you want to resume a saved game do the following. First press NEW GAME to reset the computer. If you have more than one game saved in the library, then play the first few moves of the game you want to resume (so that the computer can distinguish it from the other games) e.g. by using the MULTI MOVE function. Then press LEVEL and LIBRARY. The computer will then automatically set up the position. Wait until the color lights stop flashing, then set the level and playing style, and press LEVEL (to exit from LEVEL mode). If you set the level before pressing the LIBRARY key, the clocks may not be reset correctly (see section 19). Then check the position (see section 16) and set up the position on the board, and resume the game. If later on you want to save the game again, simply press the LIBRARY key, and the new moves will be added to the ones already saved.

This unique feature is very useful if e.g. you play postal chess. It also means that the computer (with some difficulty) can play simultaneously against several different players at the same time!

The contents of your game library will be retained when you put the computer to the SAVE position (see section 12). If you want to erase all the games in the library, just put the computer to the OFF position. It is thus very important that you use the SAVE position and not the OFF position, when you have saved any games in the game library.

Please note that the saved games will affect the computer's selection of openings. This however also means that to some extent you can save both games and opening moves at the same time.

## 26. About the computer

All chess computers analyses a position simply by looking a number of moves ahead and evaluating the positions. The computer then chooses the move which leads to best position, assuming that the opponent makes the moves, which the computers considers the best.

Apart from having more features than any other chess computer in the world, your computer also contains one of the best and most sophisticated chess programs ever made.

In a typical middlegame position the computer analyses around 500 chess positions per second.

A good chess computer must however also know a lot about chess. Your computer contains a lot knowledge about piece development, center control, king attacks, king safety, pawn structures, center pawns, open rook files etc. etc. It can find and avoid 50 move rule, eternal check and 3rd repetition, and is one of the very few chess computers, which can mate with king, knight and bishop against king.

If you want to know more about how chess computers work, we recommend that you become a member of one of the computer chess associations around the world (e.g. in Germany, The Netherlands and Scandinavia).

We all hope you will enjoy playing with your new chess computer.

## Trouble Shooting List

### Nothing happens when I turn on the computer

There is probably something wrong with the power. If you use batteries, check that they are placed correctly in a firm hold and that they are new ones. If you use adaptor, check that the power is on.

### The computer used to work, but now it suddenly doesn't

The batteries are probably low. Try with new ones.

### I think there is something wrong with my unit

When you turn the computer from OFF position to ON position, the computer tests itself. If the test is successful, it will turn on all the lights for a short while. If this happens, your computer should be perfectly alright.

### The ERROR light comes on when I try to enter a move

If the computer shows you a square with a row and a column light, then try to press down this square. You have probably hit this square by accident, and you have to turn it off again.

### The computer doesn't respond when I enter a move

You might have forgot to turn off the LEVEL mode when you entered a level. Press the LEVEL key again.

### The computer doesn't move

If the computer shows you a square, it has already moved. If the color light is flashing, the computer is still thinking. Otherwise try to press the MOVE key.

### How do I reset the computer?

Press the NEW GAME key or turn the computer OFF and ON again.

### The computer made an illegal pawn move

This is a special pawn move called an passant capture. Read about it in the section about the chess rules.

### How do I beat the computer?

Use level E1, this is the weakest level. When you do not know what to do then use the HINT function. And use the TAKE BACK function to take back your move if you make a bad move.

### The ERROR light comes on when I use the LIBRARY function

Either the library is full, or the game is longer than 60 moves, or you have used the ENTER POSITION function during the game.

### The computer's evaluation of the position seems to be wrong

Remember that the computer always shows the evaluation for the player, who is next to move (see section 22).

## Quick Reference

Making moves	Press 'from' and 'to' squares
Computer moves	Press down squares
Special moves	(section 5)
Start new game	NEW GAME
Reset computer	NEW GAME
Change level	LEVEL, square, LEVEL (section 9 and 19)
4 1/2 sec. per move	A2
30 sec. per move	A7
2 hours, 40 moves	B4
5 min. for whole game	C3
30 min. for whole game	C8
Same speed as you	F1
Weak level	E1
Change playing style	LEVEL, square, LEVEL (section 20)
Normal	H1+H5
Aggressive	H2+H6
Desperat	H3+H7
Positional	H4+H8
Turn off sounds	SOUND
Piece of advice	HINT
Play black pieces	NEW GAME, MOVE (and turn pieces around)
Take back move	TAKE BACK, press squares
Terminate search	MOVE
Checking position	Piece keys (steady light white, flashing black)
Enter position mode	ENTER POSITION, change position
Clear Board	CLEAR BOARD
Remove piece	Piece key, press square
Add piece	Piece key, check color light, press square
Change color	COLOR, check color light
Exit from mode	ENTER POSITION
Display search depth	LEVEL (section 21)
Display best line	HINT several times (section 22)
Replay game	REPLAY (section 23)
Prog. opening library	LIBRARY (section 24)
Game library	LIBRARY (section 25)