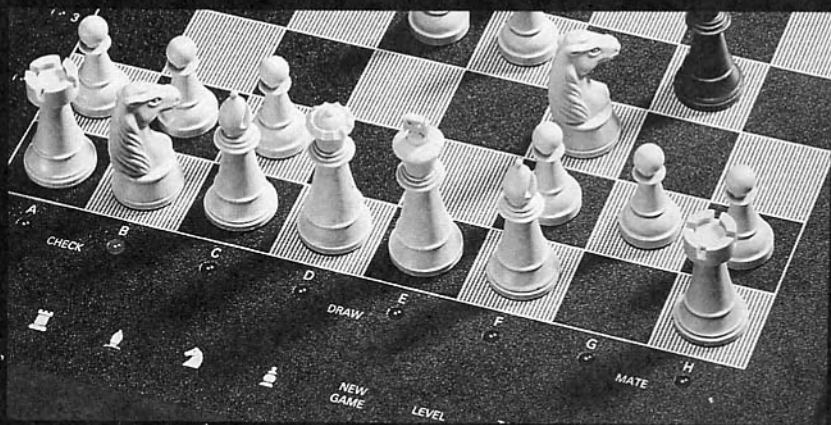
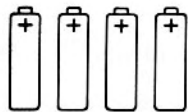


 Saitek™

KASPAROV™



ELECTRONIC CHESS PARTNER



AA/AM3/R6

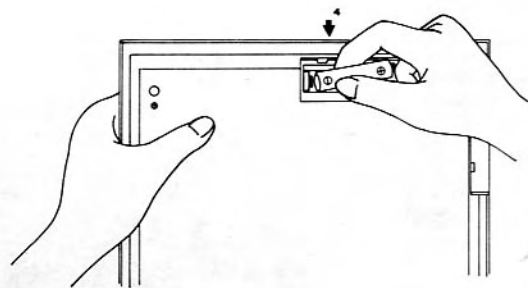
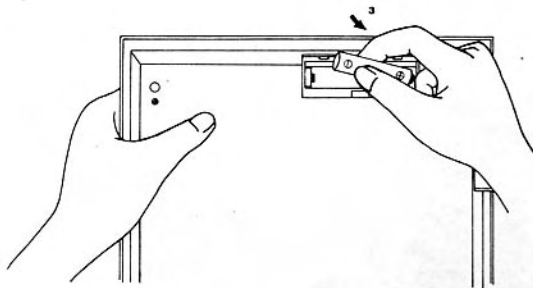
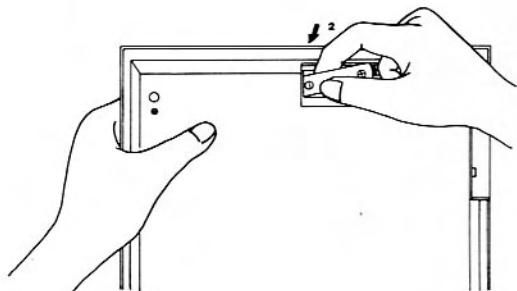
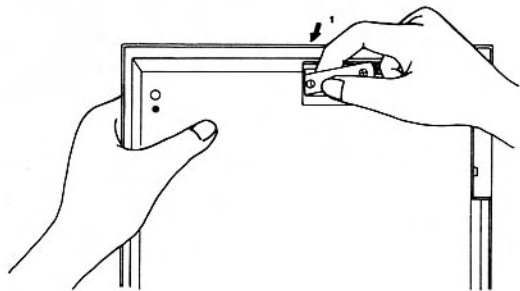


Fig. 1



WORLD CHAMPION

Dear Fellow Chess Player,

When computers were first invented just over four decades ago, few people realized that mankind was witness to the single most important development of our time. Today computers have become freely available, and now there is a computer in almost every household.

Saitek has asked me to write a few words to welcome you to the world of chess playing computers. I have been personally associated with the company since 1983 and can therefore speak about its products from experience.

Until recently chess computers were regarded as simple toys which would never be capable of providing serious opposition for the enthusiast. The rapid advance of technology and programming skills have certainly changed that. Today chess computers have become an accepted part of the chess world, serving not only to introduce new players to the world's finest game, but also encouraging them to take part in tournaments against human opponents. Chess computers can teach you all the basics of the game and keep up with you even if you go on to become a top club player.

Saitek has been at the forefront of this development and has been responsible for many of the most interesting innovations. It is the only chess computer company under Swiss management, and I look forward to a long and productive relationship with Saitek and with you who have chosen their computers.

I wish you enjoyment and satisfaction from your Kasparov chess computer - and who knows, maybe we'll meet in combat across the chessboard in the future!

Good luck!

A handwritten signature in black ink that reads "Kasparov". The signature is fluid and cursive, with a long horizontal stroke at the end.

Garry Kasparov

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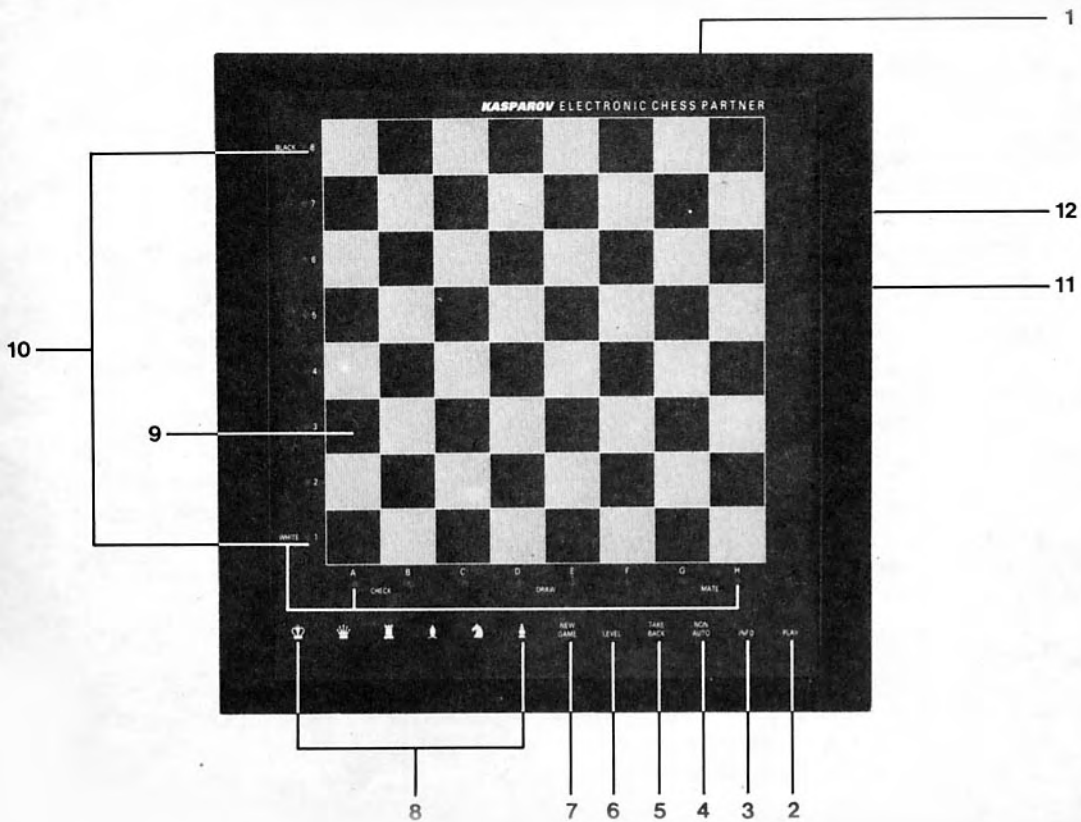
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KEYS, LIGHTS AND FEATURES

KEYS

- 1. GO** Switches the computer on. Play is resumed at the point where the computer was switched off.
- STOP** Turns off the computer. The current position is stored in memory for up to two year.
- 2. PLAY** Press to force the computer to play the next move.
- 3. INFO** Press while the computer is thinking to see which move it is considering.
- 4. NON AUTO** Use to enter a sequence of moves.
- 5. TAKE BACK** Press to take back last move.
- 6. LEVEL** Press to select level of skill.
- 7. NEW GAME** Press to reset to the initial position for a new game.
- 8. Piece keys** These six keys are used to verify board position.
- 9. Sensor chessboard** Each square of the chessboard has a built-in sensor that registers piece movement.

LIGHTS

- 10. Board Lights** The computer uses the 16 lights around the edge of the board to indicate game moves, side to play, check, draw or mate. They are also used to verify the board position, display the level of skill and to give you an insight into the thought process of the computer.

FEATURES

- 11. ACL** This switch at the back of the computer can be used in case of disturbance to clear the memory and reset the computer.
- 12. Battery compartment**
Note: **PLAY, INFO, NEW GAME** may be pressed when the computer is thinking, all other keys only when it is your turn to move.

INTRODUCTION

Your Kasparov chess computer is programmed to play chess with you and to teach you more about this great game. It automatically registers your moves on its built-in sensor chessboard, has eight levels of skill and is especially programmed for fast response.

In normal games the computer will monitor your moves and make sure that they do not violate the rules of chess. It will help you learn different openings and suggest moves for you when you need help. While it is computing its moves it will even show you the move it is considering and tell you what it thinks of the position.

With your Kasparov chess computer you can learn and practise the easy way. It encourages you to improve your chess so that you enjoy the game more. Soon you should be able to beat the computer on the lower levels and switch to a higher one for challenging games. Once you begin to hold your own on these levels you will know that you are a proficient player and have nothing to fear from average human opponents.

Important note

This computer knows all the chess rules, including castling, en passant, and stalemate. Sometimes it may appear to be playing irregularly when in fact it is obeying the rules of the game. In case you are not very familiar with the game we have included a copy of the Rules of Chess. If you need additional information, your local library is sure to have several books on the subject.

1. Getting started

Your Kasparov chess computer contains the latest in single-chip microcomputer technology and gives you over 300 hours of play on four AA cells (alkaline). Open the battery compartment and insert the batteries as shown in Fig. 1.

Set up the chess pieces in the opening position and slide the **GO/STOP** switch to the position marked **GO**. The computer is now ready to play a game against you. If it fails to react properly—static discharge can sometimes cause it to lock up—use a pin or any other sharp object to activate the **ACL** switch located at the bottom of the set. This will clear the memory and reset the computer.

2. Setting the level of skill

The computer has 8 levels of skill which may be changed at the beginning or at any time during a game (but only when it is your turn to move).

Level	Average response time per move
1	1 second (handicap)
2	2 seconds (handicap)
3	10 seconds (switch-on level)
4	15 seconds
5	90 seconds
6	120 seconds
7	unlimited (user controlled)
8	Problem solving

The above times are averaged over a large number of moves. Depending on the stage of the game and the tactical complexity of a position the computer may take considerably more (or less) time on individual moves. On level 7, the computer continues thinking indefinitely, until you interrupt its thought process by pressing **PLAY**. It then makes the move it currently considers best. You may use this level to have the computer analyze complicated positions for many hours or even days.

Note: On the Infinite Level, the computer may come back with a move if it runs out of memory. This will typically be after hours or days, but may occur faster in very simple situations.

On level 8, the computer searches for a forced mate and only plays a move if it actually sees a mate. It solves up to mate in 4. If the computer cannot find a mate in 1,2,3 or 4, it sounds a beep and stops. You may then continue with your game as usual, after switching to another level.

Note: if you would like to interrupt the computer's thought process on the Mate Search level, press **PLAY**. The computer sounds an error beep to inform you that its search was interrupted and it had not found a mate up to that point. You can now simply make your next move after switching to another level.

When you press **LEVEL** the computer will use the lights on the left side of the board to display the level currently set. Keep pressing **LEVEL** until the level you want is displayed.

3. Your moves

To make a move first press down on the piece you wish to move. You will hear a short beep. Place the piece on its destination square and press down again. You will hear a second beep and a light to the left of the board will begin to flash. This means that the computer has accepted your move and has started to compute its reply.

Note: At the beginning of a game the reply will usually be instantaneous on any level because the computer is playing moves that are stored in its "openings book".

To make a capture you only have to key in the move of the capturing piece. The computer uses the board lights to remind you to remove the captured piece. Be sure to press down on the captured piece before removing it from the board.

The computer automatically recognizes castling manoeuvres after the King is moved. After you have pressed the King down on its *from* and *to* squares, the computer uses the board lights to remind you to move the Rook. Press down on the

Rook's indicated *from* and *to* squares to finish the castling move.

When you promote a pawn, press your pawn down on its *from* square, as usual. If you wish to promote to a Queen, simply complete your move by pressing down on the *to* square, and the computer automatically changes your pawn to a Queen.

If you wish to underpromote (to a Rook, bishop or Knight), you must follow a slightly different procedure. First, press your pawn down on its *from* square. Next, before pressing down on the *to* square, press the **Piece Symbol** key for the desired underpromotion piece. This enters your choice into the computer. Now move your pawn to its *to* square on the 8th rank to complete the move.

4. Computer moves

The computer indicates its own moves by sounding a beep and turning on two lights on the side of the chessboard. These lights indicate the horizontal row and vertical column of the piece the computer wishes to move. Press this piece down on its square. The computer will now show you where

the piece must go. Move the piece to the square indicated and press down to complete the move.

The computer is also capable of making promotions and underpromotions. If it promotes to a Queen, it simply makes its move as usual. If the computer underpromotes, however, it signals this by flashing the lights for its *to* square after you have moved its piece to that square. You should then use the **Piece Symbol** keys to find out which piece it has chosen for underpromotion.

5. Illegal moves

If you attempt to make an illegal move the computer will sound a double beep (high-low) and show you where the piece you are trying to move came from. You may place the piece on a legal square or on the original square and move another piece. You will also hear the error beep if you do not execute a computer move correctly or press an improper panel key.

6. Check, Mate, and Draw

When the computer puts your king in check you will hear an additional beep and the **CHECK** lights at the bottom of the board will flash. If a game ends

in checkmate the **MATE** lights will flash. The White or Black lights tell you which side has been checkmated. In case of a stalemate the **DRAW** lights will be turned on.

7. New game

To start a new game press **NEW GAME**. You will hear a triple beep (high-low-high) which indicates that the computer is ready to play from the initial position. The level of skill remains unchanged.

8. Taking back moves

To take back a move simply press **TAKE BACK** when it is your turn to play. The computer will help you to retract the last six moves (three for Black and three for White) by showing you which pieces were moved and where they came from.

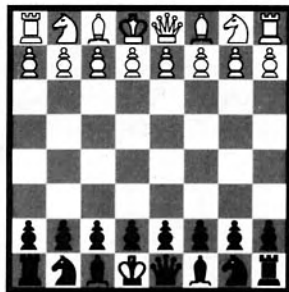
Note: when taking back a castling manoeuvre, the computer only indicates the take back of the King's move, and leaves it up to you to put the Rook back on its original square. When taking back a capture move, the computer guides you through the take back of the move itself, but leaves it up to you to put the captured piece back on its original square.

9. Changing sides

If at any time during a game you wish to change sides with the computer you may do so by pressing **PLAY** instead of making your move. The computer will make the next move for you and you can go on playing for the other side. If you would like to see the computer play a game of chess against itself, simply press **PLAY** repeatedly. Watch as it plays moves for both sides of the board, one after the other.

You might want to try playing with the Black pieces and letting the computer play White. Press **NEW GAME**, and then press **PLAY**. The computer then automatically reverses sides, and indicates the first move for White from the top of the board.

The following diagram shows the initial piece set-up when Black plays from the bottom of the board. Notice, in particular, that the Kings and Queens are positioned differently in the board set-up. **Note:** when you play Black from the bottom of the board, the color indicator lights are also switched (i.e. the 1 light now indicates Black and the 8 light now indicates White).



Board set-up with Black playing from the bottom of the board.

10. Interrupt

If the computer is spending too long over a move you can interrupt it by pressing **PLAY** which will cause it to stop computing and play the best move it has found so far. This feature is especially useful in level 7, in which the computer will go on thinking until you interrupt it by pressing **PLAY**.

11. Non Auto

Pressing the **NON AUTO** key turns off the computer's Automatic Reply function, so it will not

compute counter moves but only keep track of the moves you enter for both sides, making sure that they are legal. This allows you to enter special openings or to force the computer to play a certain continuation during a game. To return to normal play press **NON AUTO** a second time.

Note: Pressing **NEW GAME** always cancels the non auto function

12. Computer as referee

NON AUTO is also useful when you play a game with a friend on the sensor board. The computer will act as a referee and protest if anyone makes an illegal move. And each side can at any time ask the computer for advice by pressing **PLAY** which in turn allows you to use the info function.

13. Info

Unlike a human being the computer is always prepared to tell you which move it is considering. Just press and hold down **INFO** while it is thinking. The computer will show you the best move it has found so far by turning on the "from" square for two seconds and then the "to" square for one

second. You can watch how it changes its mind as it computes deeper.

14. Game memory

You can interrupt a game at any stage (even when the computer is thinking) simply by turning it off. Play is interrupted and all lights are turned off to conserve battery power. The computer will "remember" the position for up to 24 months and be ready to resume play when you turn it on again.

15. Verifying piece positions

If you upset the pieces or for other reasons are not sure whether the board position is correct you can ask the computer to show you the proper location of each piece. To do so press one of the piece keys when it is your turn to move. The computer will use the board lights to show you where that piece is located. Press the piece key again to find further pieces of the same kind on the board (a double beep indicates that there are no more of the piece selected).

You may verify the position of each piece by pressing the corresponding piece keys. If the

board lights are steady the computer is showing you a white piece, if they are flashing the piece indicated is black.

16. The ACL key

Computers sometimes "lock up" because of static discharge or some other electrical disturbance. If this happens take out the batteries and use a pin or other sharp object to press the **ACL** key in the base of the set for a few seconds. This resets the computer and clears its memory.

17. Care and maintenance

Your Kasparov Chess computer is a precision electronic device. Do not subject it to rough handling or expose it to extreme temperatures or moisture. Do not use chemical agents to clean the set as these may damage the plastic. Weak batteries should be replaced promptly as they might leak and cause damage to the computer.

18. Technical specifications

LED lamps:	16
Keys:	12
Power consumption:	24 mW maximum
Batteries:	4 AA "penlite" cells (AM3, R6)
Battery life:	350 hours (alkaline batteries)
Memory Retention:	2 years (fresh alkaline batteries)
Dimensions:	240 x 240 x 28 mm
Weight:	0.5kg (without batteries)
Playing strength:	For beginners and casual players



Saitek reserves the right to make technical changes without notice in the interest of progress.

Do not use rechargeable batteries.

19. Troubleshooting guide

SYMPTOMS	POSSIBLE CAUSES	WHAT YOU SHOULD DO
1. The computer does not react, behaves erratically or "freezes" in the middle of a game	Batteries weak or bad	Replace batteries
	Batteries not inserted properly	See Fig. 1.
	Static discharge or electrical disturbance has caused the computer to lock up	Press ACL key as described in section 16
2. The computer refuses to accept a move or key presses but keeps sounding the error beep	Is it your turn? (look at the colour lamps). Is your king in check? (CHECK lamp). Will your move put your king into check? Are you trying to castle incorrectly? (check the rules). Did you move the rook first when castling?	Make sure you are familiar with the chess rules. Use the piece keys to confirm the board position, use TAKE BACK to reconstruct the last move.
	The computer is still thinking (colour light flashing).	Press PLAY to interrupt the thought process.
	The computer is trying to show you a move (perhaps from the last game)	Press a piece on the squares indicated
3. The computer cheats or makes illegal moves	It has made a special move like <ul style="list-style-type: none"> -- En passant -- Castling (king or queen side) -- Pawn promotion 	Make sure you are familiar with the chess rules (read the "Rules of Chess" manual). Use the piece keys to confirm the board position, use TAKE BACK to reconstruct the last move.
	Your board position is not correct, some pieces have been displaced	Verify the board position (see section 15)
	Batteries are running out	Replace batteries

SYMPTOMS	POSSIBLE CAUSES	WHAT YOU SHOULD DO
4. The computer will not play a move	Non auto function is on	Press NON AUTO to turn it off, then press PLAY
5. Chessboard square or key does not respond correctly OR Lamps do not come on correctly	Faulty contacts. Check as follows: Remove batteries, re-install them, hold the PLAY key down for 2 seconds or more while switching the computer on. You can now test each square and key. Press the ACL key in the back to return to normal play.	Consult service centre if error persists.