OWNER'S MANUAL
INSTRUCTION BOOKLET

MODEL BCC
CHESS CHALLENGER® "7" **SEVEN LEVELS OF PLAY**

CHESS
CHALLENGER® "7"



QUALITY MADE IN U.S.A.

SELECTING CHESS LEVEL

Plug in the game. Press and release the RE Key (reset). A short audible "beep" tone will sound, followed by the designation CL 1 (CHALLENGER® Level 1) appearing in the display windows.

To play one of CHESS CHALLENGER'S® more advanced programs, press the LV Key (level), and CL 2 will appear in the windows. By continuing to press the LV Key, the windows will display CL 3, CL 4, CL 5, CL 6, CL 7, and then CL 1 again, thus indicating the level of difficulty that CHESS CHALLENGER® is ready to play.

CHESS LEVEL	AVERAGE RESPONSE TIME
CL 1 - intermediate	5 seconds
CL 2 - experienced	15 seconds
CL 3 - advanced	1:20 minutes
CL 4 - mate in two (2 move puzzlers)	20 minutes
CL 5 - postal chess (games by mail)	24 hours
CL 6 - excellent	6 minutes
CL 7 - tournament	3 minutes

The LV Key can be used at any time, either before or during the game, to change the level of difficulty. When the LV Key is used during the game, the windows will display the level currently being played. By continuously pressing the LV Key, the desired level of difficulty can be selected.

SELECTING OFFENSE OR DEFENSE

Set up all the chess pieces according to the rules of chess. Since the light pieces have the first move, CHESS CHALLENGER® presumes you will choose the light pieces, and thus you are ready to make the first move and commence playing.

To play the dark pieces press the EN Key (enter), and CHESS CHALLENGER® will display the first move.

To change sides and play from the top of the board, press the CB Key (CHALLENGER® plays from the Bottom) and CHESS CHALLENGER® will then display the first move for the light pieces from the bottom of the game board.

To change sides during the game, press the DM Key (double move), and the windows will exhibit DOUB. Press the PB Key (problem) and CHESS CHALLENGER® will display the next move.

THE GAME BOARD

Each of the squares of the chess board is designated in accordance with international chess notation by a letter of the alphabet and a number, which must be conveyed to the computer when chess moves are made. The vertical (the file) squares are lettered A to H; the horizontal squares (the rank) are numbered 1 to 8. Therefore, when the game begins, the white King's pawn is on square E2; the black King's pawn is on square E7.

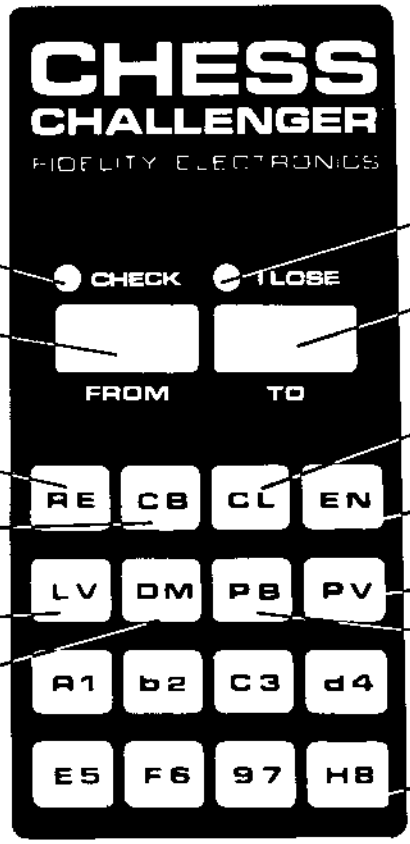
THE PLAY

ALWAYS ENTER THE ALPHABETICAL LETTER FIRST, AND THEN, ENTER THE NUMBER.

EXAMPLE: To move white King's pawn two squares forward:

1. Press Key E5 . The FROM window will display E .
2. Press Key b2 . The FROM window will display E2 .
3. Press Key E5 . The TO window will display E .
4. Press Key d4 . The TO window will display E4 .
5. Manually move white King's pawn from square E2 to square E4.
6. Press EN Key, which registers the move in the computer.
7. The computer will respond with its randomly chosen countermove.
8. Manually move the computer's piece according to the instructions in the display windows. (As the computer is considering board position and choice of available moves, the lights in the display windows will tend to flash. This movement indicates that the computer is "thinking").

To erase a move before it is entered into the computer, press the CL Key (clear).



CHECK
Lights when the computer has you in check.

FROM WINDOW
Displays the position of the piece you want to move (your starting position).

RESET
Starts the game–will cancel memory of previous game.

CHALLENGER PLAYS BOTTOM
To have the computer play from the bottom of the game board (used at the start of a game); also turns "beep" tone off or on.

LEVEL
To determine level of difficulty (choose from seven different levels).

DOUBLE MOVE
Override key to enter multiple moves.

I LOSE
Lights when the computer is in checkmate.

TO WINDOW
Displays the new position to which you have chosen to move your piece.

CLEAR
To clear an unwanted move before pressing the EN Key.

ENTER
To enter your move into the computer.

POSITION VERIFICATION
Displays the board position of each piece.

PROBLEM MODE
To set up chess problems or replace lost pieces.

KEYS
Designate rank and file board moves.

SPECIAL FEATURES

EN PASSANT

The computer will execute the En Passant maneuver when it deems such a move to be beneficial.

If you, the player, choose to execute an En Passant maneuver, simply enter the move in accordance with the rules of chess.

EXAMPLE: FROM d5 TO C6 would capture the computer's pawn which had just moved to space C5.

CASTLING

CHESS CHALLENGER® is programmed to castle when it decides such a move is advantageous. The computer informs you that it has castled when its King moves two spaces across the last rank. FROM E8 TO g8 indicates a castle to the King side, and FROM E8 TO C8 indicates a castle to the Queen side. If you, the player, should elect to castle, the procedure is the same. For King side castle, enter FROM E1 TO g1; for Queen side castle, enter FROM E1 TO C1. Castling can only be performed when the rules of chess permit this maneuver.

AUDIO FEEDBACK

CHESS CHALLENGER® has been programmed to signal an audible "beep" tone whenever any of the keys are pressed. Moreover, the computer will alert you that it has completed its thinking process with a double "beep" tone. The "beep" tones may be turned off at any time by pressing the CB Key. Similarly, you may turn on the "beep" tone by again pressing the CB Key.

COMPUTER PLAYS COMPUTER

An extraordinary feature of CHESS CHALLENGER® lies in the computer's ability to play itself. To engage this feature make the first move. Press the DM Key, and then, the PB Key. Continue to press the PB Key to observe the game's development. You, the player, can take over at any time during game play by entering a move.

When playing in this mode, the check light will remain on once the black or white King has been placed in check. Pressing the CL Key will turn off the check light, if so desired.

PAWN PROMOTION

As in a normal game of chess, when a pawn reaches the "8th Rank", the computer will automatically promote the pawn to a Queen. However, if you choose to promote a pawn to some piece other than a Queen, simply use the PB Key (explained later in Problem Mode instructions) to substitute a knight or any other piece desired.

ILLEGAL MOVES

The computer will always respond with a legal move. Moreover, CHESS CHALLENGER® expects the human player to do likewise. If you make an illegal move, the computer will stop you by immediately displaying [redacted] in the display windows. Enter a legal move to continue with game play.

SOLID STATE

Turning the game OFF or pressing the RE Key automatically resets the program. For lengthy games, leave the game ON, as CHESS CHALLENGER® is all solid state and is designed to be left ON for days or weeks, as desired.

POSITION VERIFICATION

CHESS CHALLENGER® possesses the ability to display the exact position of each piece on the board at any time during the course of the game. By pressing the PV Key (position verification), the FROM window will display the position of each piece starting from Rank 1 and File A. The digit displayed in the TO window will display the code which defines each piece, as described in the table below. An E (enemy) will appear in front of the digit in the TO window to indicate that the piece belongs to you, the human player. By pressing the PV Key, the computer will continue to display the chess pieces for each Rank, reading from left to right. To stop the position verification at any time, continue the game by making the next move.

Code as represented in the TO window:

PAWN - 2	BISHOP - 6	QUEEN - A
KNIGHT - 4	ROOK - 8	KING - C

EXAMPLE: to verify the position of chess pieces at the beginning of a game, press the PV Key, and A1 E8 will appear in the windows to verify that there is an enemy's (human) rook on square A1. Press PV again and B1 E4 will appear to verify that there is an enemy's knight on square B1. Continue to press the PV Key to verify the position of as many pieces as desired.

RANDOM PLAY

When a choice of advantageous moves is available, CHESS CHALLENGER® will choose a move at random, so that each and every game will be different. With the combination of random play and selected moves, you should enjoy many hours of exciting chess play.

CHECK AND MATE

Whenever CHESS CHALLENGER® places your king in check, the "CHECK" light will be activated. If CHESS CHALLENGER® should checkmate your King, the display windows and "CHECK" light will flash to designate that the computer has been victorious. If the computer's King has been checkmated, the display windows and "I LOSE" light will flash to signal your victory.

In a stalemate situation (not stalemate by repetition), the display windows will flash to indicate that the game has ended in a draw.

In the higher levels of play, if CHESS CHALLENGER® determines that you are mated in two moves, it may start to flash a victory even before the actual checkmate. This feature alerts you that it has set up a "Mate in Two" situation from which you cannot escape.

OVERRIDE

The DM Key (double move) can be used at any time during the game to instruct the computer not to respond as you move pieces. Press the DM Key, and the display windows will exhibit DO UB. Enter a move (in this mode, the computer will accept any move, whether legal or illegal), and the windows will again exhibit DO UB, indicating that your move has been effectively registered and CHESS CHALLENGER® will not respond with a countermove. To execute a succession of moves without computer response, continue to use the DM Key in the same manner. Before the final move, do not use the DM Key and the computer will respond in the normal manner.

BOOK OPENINGS

CHESS CHALLENGER® possesses a broad vocabulary of book openings (e.g. Sicilian, French, Ruy Lopez, Queen Gambit Declined). When following a patterned book opening the computer will signal its patterned response with a single "beep" tone. The computer will continue to follow a patterned book response until the player departs from the pattern or attempts to enter an illegal move.

PROBLEM MODE

CHESS CHALLENGER® is a most extraordinary, versatile device, which will permit you, the player, to perform numerous special moves at any time either before or during game play. It is possible to set up chess problems before a game has begun, or to alter the position of pieces during game play, or even to "resurrect" any pieces which were previously captured by either side.

The Problem Mode feature may be used before starting the game by pressing the PB Key. The display windows will exhibit PR OB. Then press the PV Key, and the display windows will exhibit A1 C, which means there is no chess piece on space A1. If you desire to place a chess piece on this square, such as your white bishop, press "6" (which is the code for bishop) and the EN Key (enemy). The display windows should now exhibit A1 E6, which means that your white bishop is on square A1. Then, by pressing the PV Key again, the next square to the right will be exhibited. If you wish to place the computer's black rook on this square, press "8" (which is the code for rook). The display windows should now exhibit b1 8, which means that the computer's black rook is on square b1. By continuing to press PV, you can decide to place pieces wherever you wish. If you wish to erase a piece, press the CL Key, which will eliminate the piece on the square. Once you have completed placing the chess pieces on the squares desired, press the PB Key once again, and the display windows will exhibit 00 00. Then, enter your first move, and proceed with the game. It is recommended before you enter your first move, that you verify all the piece placements by continuously pressing the PV Key.

By using the Problem Mode before starting the game, it is possible to set up various chess problems and "Mate in Two" puzzles, as desired. Moreover, by using the Problem Mode during game play, it is possible to alter the direction of the game; strengthen your side or the computer's side, resurrect lost pieces, or even move your King out of an imminent checkmate situation.

If you wish the computer to solve a "Mate in Two" situation or a particular chess problem, press the DM Key and then press the PB Key. The computer will then respond with its first move.

If you elect to use the Problem Mode during game play, the same procedure may be used at any time after the first move is entered, except that the pieces already on the board will be displayed. It is then up to you to determine if you wish to eliminate certain pieces by using the CL Key, or to add certain pieces by using the method described above.

TEST PROGRAM

By means of the science of microprocessors, a miniaturized computer implanted in a solid state system within the game analyzes each position. After considering all possible chess moves, the computer makes a decision which it has determined to be the best available move.

Since the sophisticated program used in this decision-making process is thoroughly tested, the possibility of computer error is remote. If you suspect that your game is responding improperly, we would ask that you write down the series of moves and forward same to our customer service department.

The following is a test program that indicates correct functioning within the microprocessor unit:

	COMPUTER RESPONSE
1. Press RE Key	C- 1
2. Press FROM E2 TO E4	E7 E5
Because of the random feature of CHESS CHALLENGER® the computer may respond with a different move (i.e. E7 E6 or C7 C5). Repeat steps 1 and 2 as necessary until the computer responds with E7 E5.	
3. Press FROM G1 TO F3	B5 C6
4. Press FROM F1 TO C4	F8 C5
5. Press FROM F3 TO H4	D8 H4
6. Press FROM A2 TO A3	Checkmate

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