

TANDY COMPUTERIZED CHESS



OWNER'S MANUAL

PLEASE READ BEFORE
USING THIS EQUIPMENT

TANDY™

CAT. NO.

60-2160

CUSTOM MANUFACTURED FOR RADIO SHACK  A DIVISION OF TANDY CORPORATION

You'll never be without a chess opponent again with your TANDY Computerized Chess Game! Match your skills against the internal Computer — it's programmed to make the best move possible in each situation. You can select eight levels of ability for the Computer to play at. The lowest will let even a beginner win occasionally, while the highest will give a Master a rough time!

Other special features include:

- Chessboard has standard notation and "plug-in" pieces — play either a computer or "manual" game.
- Follows usual chess rules — castling, capturing *en passant*, pawn promotion, etc.
- Computer checks moves for legality and signals errors.
- Special board positions can be set up — great for chess problems!
- Computer plays black or white — or itself!
- Multi-Move key allows several successive moves to be entered. Cover holds pieces in place so you can move the game without destroying the board layout.

- Find Position Key lets you make sure the positions of the pieces on the board agree with the Computer's memory.

Your Computerized Chess Game is battery powered and gives 9-10 hours of playing time on a set of alkaline batteries (such as Radio Shack's 23-552). It has a jack for an AC Adapter (such as Radio Shack Cat. No. 60-3053).

PLEASE NOTE — Your TANDY Computerized Chess Game is programmed to play chess with you — not teach the game to you. We have included a copy of the main rules of chess in case you are not familiar with all the rules. If you need help with some of the rules of chess, your local public library has several good books on the subject. A little reading will help you improve your skills against the Computer.

INSTALLING BATTERIES

Install six "AA" alkaline batteries in the Battery Compartment on the bottom of your game. Be sure to install batteries with polarity positioned as indicated in the Battery Compartment. For best results, we urge you to use only high-quality alkaline batteries (such as Radio Shack Cat. No. 23-552). Never leave weak or

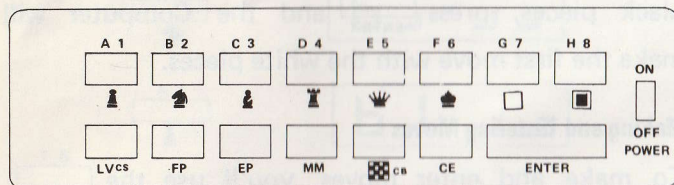
dead batteries in your Game — they can leak damaging chemicals (even “leakproof” batteries can do this).

If you use your Game often, you’ll find it economical to use an AC Adapter (such as Radio Shack Cat. No. 60-3053). Plug the Adapter into the jack at the top of your Game. Remove the batteries from your Game before using an AC Adapter.

NOTE: When using an Adapter, always set POWER switch to OFF before connecting or disconnecting the Adapter.

When the batteries begin to run down, a small dot on the right side of the display will light up.

MEET THE KEYBOARD



Your Electronic Chess Game is controlled using the 15 Keys and **POWER** Switch on the Keyboard. Here’s a brief rundown on what each does:

POWER Switch — Set to ON to play. Always leave at OFF when you’re not using your Game.



Key — Use to enter “A” or “1” when making a move. Also use to locate pawns when using FP Key.



Key — Use to enter “B” or “2” when making a move. Also use to locate knights when using FP Key.



Key — Use to enter “C” or “3” when making a move. Also use to locate bishops when using FP Key.



Key — Use to enter “D” or “4” when making a move. Also use to locate rooks when using FP Key.



Key — Use to enter “E” or “5” when making a move. Also use to locate the queen when using FP Key.



Key — Use to enter “F” or “6” when making a move. Also use to locate the king when using FP Key.



Key — Use to enter “G” or “7” when making a move. Also use to make a certain action apply to the white pieces.



Key — Use to enter "H" or "8" when making a move. Also use to make a certain action apply to the black pieces.



Key — Use to set level of play or to clear a square when using EP Key.



Key — Use to locate positions of pieces on the board.



Key — Use to enter specific positions for pieces on board.



Key — Use to enter several successive moves for either black or white side.



Key — Use to clear board for a new game.



Key — Use to clear (correct an error) move before entering into Computer.

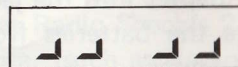


Key — Use to enter move into Computer.

We'll now look at how these Keys are used in playing chess against the Computer.

PLAYING YOUR GAME

When you're ready to play chess against the Computer, set the **POWER** Switch to **ON**. This Display on your Game will look like this:



This means your Game is ready to play.

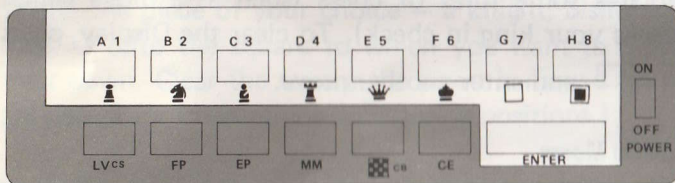
Your Electronic Chess Game has eight levels of difficulty. When you first switch on your Game, it will automatically set to the first (easiest) level. Later you'll see how to select higher levels of difficulty.

If you want to play with the white pieces, you make and enter the first move. If you want to play with the black pieces, press  and the Computer will make the first move with the white pieces.

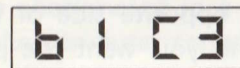
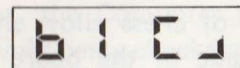
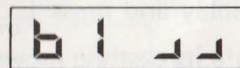
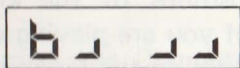
Making and Entering Moves

To make and enter moves, you'll use the  through  Keys plus . The chessboard on your Game uses the standard international notation for each square. Each square is identified by a letter and a numeral. You'll use these Keys to enter both the letters and numerals.

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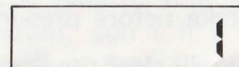


Let's take an example. Suppose you want to play with the white pieces and your first move is moving a knight from square B1 to C3. You do this by first entering the square where the knight is now located (B1) and then entering the square you want to move the piece to (C3). Here's the Keys you would press and the result Display:



Each time you make a move, you'll have to press four keys. The first press will automatically enter a letter, the second a number, the third another letter and the fourth press will enter a number. There's no need to indicate whether the piece you want to move is a pawn, knight, etc. — the Computer keeps track of that for you!

Now that you have your desired move indicated on the Display, press  to enter it into the Computer. When you do, you'll see this on the Display:



That means the Computer is evaluating your move and is deciding its response. The "1" means that the Computer is operating at the first level of difficulty. If you select a higher level of play, an appropriately higher number (2, 3, 4, etc.) will appear instead.

Early in the game the Computer will evaluate moves quickly. As the game progresses, the Computer will take more time. When the Computer finishes evaluating your move, its response will appear on the Display (see example at top of next page):

G8 F6

This means the Computer has decided to move a knight from square G8 to square F6. Move the pieces on the chessboard so you can keep up with the game — the Computer keeps track of where all the pieces are in its memory!

Errors and Impossible Moves

You may make an error when entering your move. If you discover a mistake before pressing ENTER , just press CE . This will clear the Display and you can begin entering your move again.

Sometimes you may accidentally enter a move which is impossible according to the rules of chess. Suppose that your opening move in a game was to move a pawn from square C2 to square C8. After you entered this move, the Display would show this:

?? ??

You'll also get this Display if you enter a move that violates some rules of chess (such as a move which places your king in check). To clear the Display, press

CE

and enter another move.

Special Moves

Your Computerized Chess Game will let you perform all the moves permissible in ordinary chess. An *en passant* capture can be made simply by indicating the beginning and ending squares of the move in the usual way. The Computer will keep track of what you've done in its memory.

Castling is performed by entering the beginning and ending positions of the king (not the rook). For example, if you are playing with the white pieces and wish to castle on the king's side, just enter E1 and G1 on the display and press ENTER . The Computer will also indicate its castling moves in the same way.

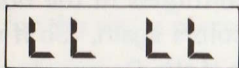
The rules of chess allow any pawn that reaches the opposite side of the board to be changed into any other piece except a king. If one of your pawns should reach the opposite side of the board, the Computer will assume you want the pawn to become a queen

unless you instruct it otherwise using the  Key. (Enter the piece of your choice — a knight, bishop or rook — onto the square to which you want to move your pawn. Clear the square the pawn is moved from — see page 8 for instructions on entering positions.)

Likewise, if the Computer manages to get one of its pawns to the other side of the board, it will usually change it into a queen. You can verify this by using the  Key (which will be covered later). Sometimes the Computer will change a pawn into another piece — usually a knight — if that will result in checkmate!

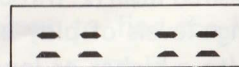
Game Endings

If you manage to checkmate the Computer, it will concede defeat using the following Display:



Just like a human player, the Computer will resign when it sees no way to avoid being checkmated. When playing on Level 4 or above, the Computer will sometimes see that it will be checkmated in a few more moves and resign. Since the computer cannot tip over

its King as a human player would, it will resign by either moving its King to a square where you may take it or making a move which will allow you to take its King on your next move. If you make a move that stalemates the Computer, you will see this on the Display:



If you are in check by the Computer, you'll discover that all moves you try to enter will produce error Displays until you remove your king from check. If you are checkmated, you'll find that all moves you enter will result in error Displays.

SPECIAL FUNCTIONS

Setting Level of Play

As mentioned earlier, the Computer will automatically set itself to the first (easiest) level of play when you switch **POWER ON**. For a greater challenge, you can select a higher (more difficult) level of play. On the higher levels, the Computer will take more time to evaluate moves and will examine more possibilities before responding to your moves.

To set your Game to a higher level of play, press the

LVCs Key. You'll see the present level of play indicated on the Display:

L - - 1

To change to a higher level of play, press the Key with the number of the desired level (2 through 8) and press

ENTER You can change levels of play in the middle of a game if you want (to a higher or lower level). And you can check which level of play during a game by pressing LVCs

The time it will take for the computer to evaluate and respond to a move at each level of play will vary. It will respond faster to the opening moves, slow down during the middle part of the game and then speed up at the end (unless there are some queens left on the board). Here's the *average* time it will take the Computer to evaluate and respond to a move at each level of play:

Level	Time
1	2 seconds
2	10 seconds
3	25 seconds
4	2 minutes

5	4 minutes
6	20 minutes
7	40 minutes
8	3 hours

Changing Colors

If you wish to change which side has the next move, press EP and then either G 7 (for white) or H 8 (for black) followed by ENTER. You can use this feature to switch the color you're playing during a game. Suppose you're playing white and the Computer is playing black. When the computer responds with a move, ignore the move and press EP followed by H 8. Then press and enter a move for the black pieces. The Computer will respond with a move for white and play continues in the normal manner. You can later switch colors again. (So if you get yourself in a jam, you can see if the Computer can get out of it!)

Entering Positions

You can also set up special positions on the chessboard by using the EP Key. This is helpful for working

out chess problems, replaying endings, etc. You'll be able to place a specific piece on a square as desired.

Suppose you want to arrange a position for white that has the king on B3, a rook on C1 and a pawn on F5.

Before trying to enter the position, first press . Then press  (to clear the entire board) followed by  (now you're ready to position white pieces) to enter the king's position, press  (to indicate the piece to be placed is the king) and then enter B3 then press . Next press  (to indicate the piece is a rook) and enter C1 then press . Finally, enter the pawn by pressing  and then entering F5 then press . Black pieces can be entered by pressing  and following the same procedure as for the white pieces.

You can also remove a piece from a square by first pressing  followed by . Then enter the square where the piece is located followed by . Once you finish setting up a special position, press  before beginning play.

Finding Positions

You can use the  Key to compare the positions on the chessboard with those stored in the Computer's memory. This is handy to make sure there's no error in arranging the positions or to verify special positions that you've arranged.

Suppose you want to find the location of all white pawns. First press . Next press  (to tell the Computer it is to find just white positions) and press . The Display might show this:

A2 FP

This means that a pawn is located on square A2. Keep pressing  and the Display will indicate the location of the white pawns in alphabetical and numeric sequence. Eventually the Display will show this:

-- FP

When you see this on the Display, it means that the

Computer has found the locations of **all** white pawns. To find the locations of other pieces, press the appropriate Key.

To find the location of black pieces, follow the same steps you did with the white pieces but press  instead of .

Once you finish finding a position, press  or  before resuming the game.

Using the Multi-Move Key

You enter several moves in succession for both sides by using the  Key. This is handy if you want to practice particular openings or gambits. To use this feature, press  and enter moves normally (beginning square, ending square and then press ). Once you've finished entering all moves, press  again to resume normal play.

Just be sure all moves you enter are legal moves and are in proper order — a move by a white piece must be followed by a move by a black piece, etc. (You can't enter two consecutive moves by the same color.)

Computer Versus Computer

The Computer in your Game can also play itself! Just press  after setting the **POWER** Switch to ON. The Display will then show a move for the white pieces. Press  again; the Display will now show a move for the black pieces. Continue pressing  and the Computer will keep making moves for both sides.

Clear Board

Press the  Key to set up the board and start a new game. The level of play will remain the same as the previous game.

CARE AND MAINTENANCE

Your TANDY Computerized Chess Game is a precision electronic device. Don't drop it or subject it to rough handling. Keep your Game out of extreme cold or heat; don't leave it in moist or damp areas either.

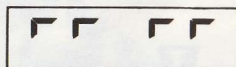
If the Display begins to dim or the Computer starts to make "impossible" moves, the batteries need to be replaced. Never leave weak or damaged batteries in

your Game — they can leak damaging chemicals (even if they're "leakproof" types). Use only high-quality alkaline batteries (such as Radio Shack Cat. No. 23-552) in your Game. Good Alkaline batteries will give you 9-10 hours of playing time. An AC Adapter (Radio Shack Cat. No. 60-3053) can be used instead of batteries.

Always remove the batteries if you're not going to play with your Game for a few days.

While playing this game, it may sometimes seem that the computer has made a mistake (such as moving a piece illegally or forgetting where a piece is located). If this happens to you, check the location of each piece using the FP Key. You'll probably discover that you've forgotten to remove a piece from the board, moved a piece to the wrong square or entered a move other than the one you intended to. You might find it helpful to review some of the finer rules of chess (such as capturing en passant). If this happens often, you might find it helpful to keep a written record of moves by you and the computer.

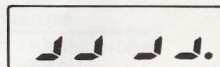
You might sometimes see this on the display.



This means it is Black's turn to move.

When the batteries begin to run down a small dot on the display will light up.

Batteries low



You then have at least half an hour to finish your game. Replace all batteries at the same time.

RADIO SHACK LIMITED WARRANTY

This equipment is warranted against defects for 90 days from date of purchase. Within this period, we will repair it without charge for parts and labor. Simply **bring your sales slip** as proof of purchase date to any Radio Shack store. Warranty does not cover transportation costs. Nor does it cover equipment subjected to misuse or accidental damage.

This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

We Service What We Sell

RADIO SHACK



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