

TANDY



Radio Shack
*Radio Shack's range
is top value for money!*

RADIO SHACK
A Division of Tandy Corporation
Fort Worth, Texas 76102

Tandy / Intertan - brochure 1988

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Introduction

Dear Fellow Chess Players,

Welcome to the world of chess playing computers!

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

Until recently chess computers were regarded as simple toys, but the rapid advance of technology and programming skills have certainly changed that. Today they have become an accepted part of the chess world, introducing new players to the world's finest game and encouraging them to take part in tournaments against human opponents.

Radio Shack's range is top value for money, with a set for each of you, from the beginner to the advanced player. They encourage you to improve your chess so that you enjoy the game more. Your chess computers can teach you all the basics of the game and keep up with you even if you become a top player. Who knows, maybe we'll meet in combat across the chessboard in the future!

Good luck!



Garry Kasparov
World Champion



TANDY



Product Features

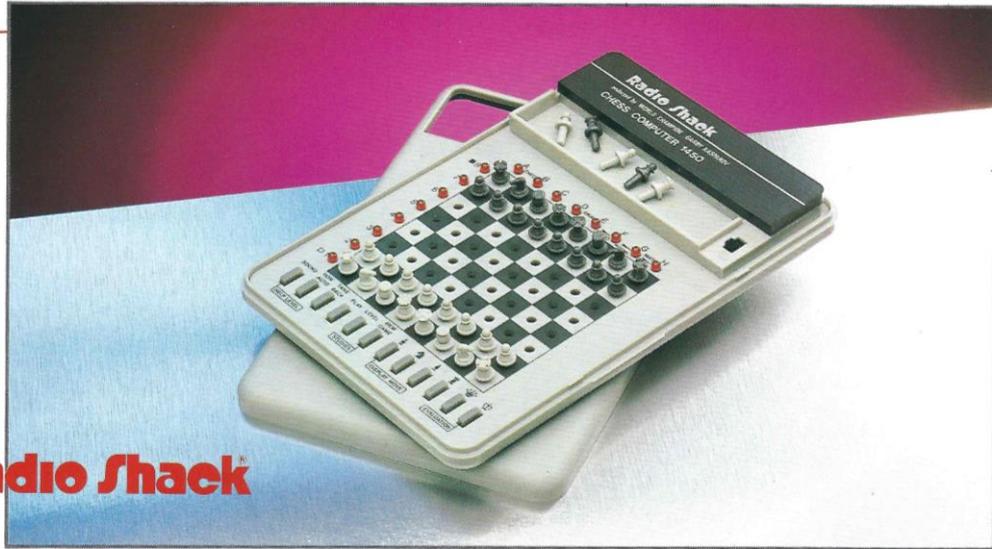
Radio Shack Electronic Chess Games

Product Name	Sensory Pocket Chess	Computerized Portable Sensory Chess	Table Sensory Chess	Deluxe Fast Response Sensory Chess	Super Deluxe Chess Champion 2150
Catalog No.	60-2251	60-2187	60-2194	60-2201	60-2204
Strength*	1450	1650	1650	1850	2150+
Beginner	X	X	X	X	X
Regular	—	X	X	X	X
Experienced	—	—	X	X	X
Expert	—	—	—	X	X
Levels of Play	8	9	9	17	64
Program (Kbytes)	5K	4K	4K	16K	64K
Displays move it's considering	X	—	—	X	X
Position evaluation	X	—	—	—	X
Take-back (moves)	2	4	4	8	Game
Coaching	X	—	—	—	—
Solves mate-in problems	—	4	4	10	10
Hours playing	350	100	100	150	100
Mains adapter socket	—	—	X	X	X

*Estd. USA Elo rating, at top level.

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TANDY



Pocket Chess (1450)

Cat. No. 60-2251

A programming breakthrough with special coaching features!

You can learn and practise the easy way. It is both a complete and smart chess opponent with 8 user-selected skill levels, and also a Computer-Assisted Learning (CAL) system.

The computer teaches many tactical themes, from the elementary mate through to sacrifices and elegant combinational moves. Play these positions from the 8 fascinating preset studies built into the computer.

If you are a beginner it will warn you when pieces are threatened. It will let you take back your move and make another, suggest a move if you ask and tell you how well you are playing by evaluating the position whenever you want. For the more advanced player, the computer helps you learn different openings and can show you the move it is thinking about. Train your eye for combinations with 3 Grand Master Studies or improve your Endgame with two Studies on Opposition.

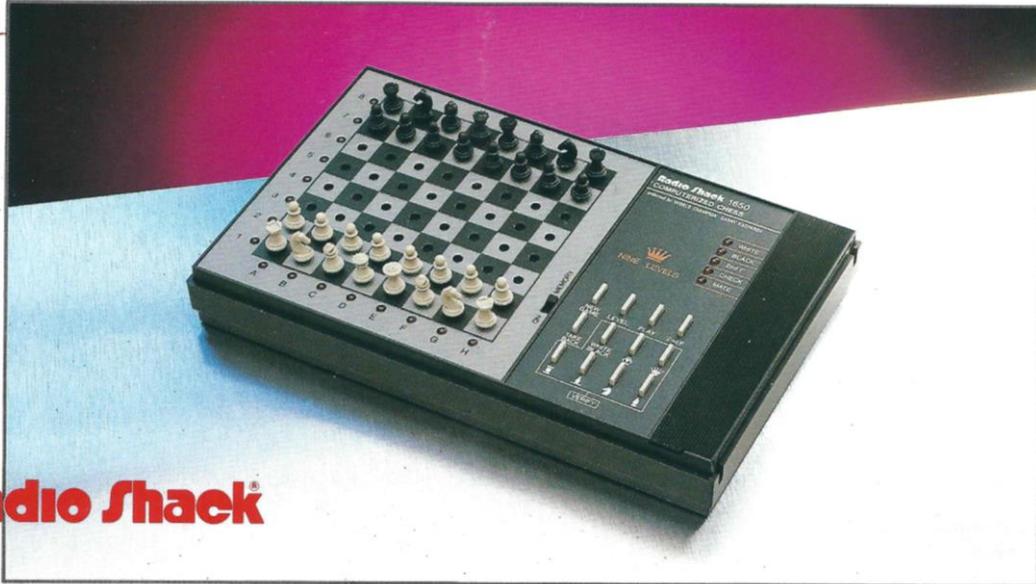
Its memory remembers an unfinished game for up to 18 months. 350 hours battery life.

Dimensions : 1½ × 7¾ × 5½ ins.
Batteries : 3 "AAA" (not included)



Tandy 1450 (A-version) Cat. No. 60-2251 - release: 1986

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TANDY



omputerized Portable Sensory Chess (1650)

Cat. No. 60-2187

**A good portable sensory chess computer that is great value,
compact and easy to use!**

This robust, smart computer is a great travelling companion for most chess players. It is suitable for beginners and strong players.

It has a 4 MHz processor for quick responses, with 9 levels of play to match your skill. It solves Mate-in-4 problems, has full Set up and Take back functions and is easy to learn and use.

It can be turned on or off at anytime — even in the middle of a move — and will remember the position for up to 18 months. So there is no need to reprogram the game if play is interrupted; ideal both at home and on the move. One set of alkaline batteries provides 100 playing hours.

Dimensions : 1½ × 7½ × 4¼ ins.
Batteries : 3 "AA" (not included)



Tandy 1650 (A-version)
Cat. No. 60-2187 - release: 1983

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TANDY

**Radio
Shack®**



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Cat. No. 60-2194

Sensory Chess (1650)

Slim, elegant styling. Sensory chessboard!

This chess computer reads your moves as you make them. It contains a smart, active program capable of solving Mate-in-4 problems. With 9 levels of skill, Table Sensory Chess's versatility makes it suitable for the majority of chess players up to experienced players.

The computer will even suggest moves, allow you to take back moves, enter new openings and verify and change positions. It is very easy to learn and use. You may turn it off at any time and it will remember the position for up to 18 months. One set of alkaline batteries provides 100 playing hours.

Dimensions: 1/2 x 11 1/4 x 9 1/4 ins.
Batteries : 4 "AA" (not included)



Tandy 1650
Cat. No. 60-2194 - release: 1985

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Deluxe Fast Response Sensory Chess (1850)

Cat. No. 60-2201A

Strong. Great features. What value for your money!

No need to wait so long for a reply. Its 16K program will on many occasions anticipate your move and make a "fast reply".

The handsome cabinet of the Deluxe Fast Response Sensory Chess houses a powerful program that is a perfect match for over 90% of all regular chess players. But at handicap level even a beginner can get an equal game and develop his skill. Its 17 playing levels include 8 casual, 4 tournament, 5 special and it solves mate-in-10 problems. The club levels all respect real time controls, thanks to the built-in computer timepiece.

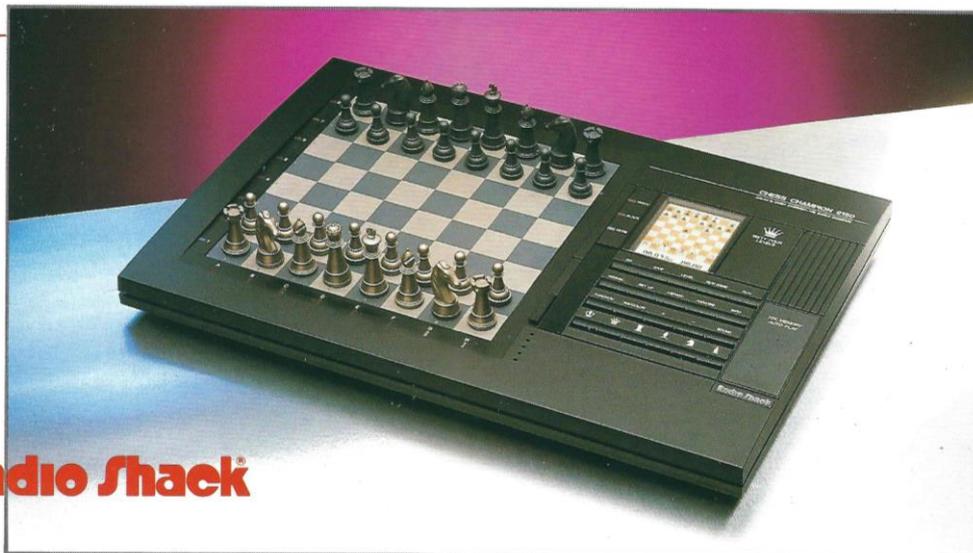
Over 150 playing hours from one set of alkaline batteries. You may turn it off at any time and it will remember the position for up to 18 months.

Dimensions : 1½ × 14½ × 9½ ins.
Batteries : 4 "C" (not included)



Tandy 1850 (C-version) **Cat. No. 60-2201A - release: 1988**

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TANDY



Super Deluxe Chess Champion 2150

Cat. No. 60-2204

Top strength combined with state-of-the-art features!

A luxury tabletop chess computer with integral LCD chessboard and information system. Rated over 2150, the 64K program is among the strongest in the world.

The LCD chessboard tracks your moves made on the main sensor board. It serves as an aid in verifying the current board position or in setting up pieces to match an existing position in the computer's memory.

See the moves the computer is considering on the LCD screen — up to 8 moves ahead. Mark a position any time during a game and explore variations as far as you like. Great for playing through annotated games.

Watch the computer play a game against itself automatically on the LCD board. Or store your own special games (over 40) in the computer's memory for replay or analysis at anytime. The LCD screen also shows useful information such as time controls, levels, position evaluation, depth of search and more!

It recognizes transpositions in its opening library. And you can add another 2000 openings moves of your own.

Over 100 playing hours from one set of alkaline batteries.

Dimensions: 11½ × 16½ × 1 ins.

Batteries : 6 "C" (not included)



Tandy 2150 (A-version) **Cat. No. 60-2204 - release: 1988**

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