

11-1982 [E-4176] Fidelity - Gin & Cribbage Challenger

Fidelity model: GIN. Het is alweer exact 10 jaar geleden dat de grote Duitse verzamelaar en geschiedschrijver Alwin Gruber zijn historische Fidelity artikelenreeks voor het eerst in het tijdschrift ChessBits publiceerde! Ik weet nog dat ik die artikelen met grote interesse heb gelezen! Later verscheen deze 4-delige serie online bij Schachcomputer.info. In Kaufbeuren heb ik Alwin daarover ooit eens gesproken dat het zeer moeilijk is om een totaalbeeld te beschrijven over de geschiedenis van Fidelity. Nu ik het item Gin & Cribbage Challenger aan het behandelen ben kom ik in het derde deel van Alwin ook dit model tegen. Maar de Gin & Cribbage Challenger is veel ouder dan Alwin toen blijkbaar voor mogelijk had gehouden! Is niet erg Alwin ... je hebt je uiterste best gedaan. Bedankt voor deze fraaie geschiedschrijving!

THANK YOU, MISTER SPOCK!

Die Geschichte der Firma Fidelity Electronics Ltd.

Für die vielen Freunde der alten Brettgeräte ein Rückblick von Alwin Gruber auf die Firma, die mit dem Begriff Schachcomputer verknüpft ist wie keine andere - Fidelity.

- [§ Teil 1: 1977 - 1981](#)
- [§ Teil 2: 1982 - 1984](#)
- [§ Teil 3: 1985 - 1989](#)
- [§ Teil 4: 1990 - 1993](#)

THANK YOU, MISTER ALWIN!!

Gin & Cribbage Challenger

The ideal companion for the GIN or CRIBBAGE enthusiast. Play anytime, even if you're alone. Communicates in any one of three languages - press a button to select English, German or French. Use real playing cards or the computer will generate random deals.

GIN RUMMY

1. Follows all rules of GIN RUMMY: Recognizes washouts, rejects illegal knocks.
2. Computer follows approved GIN RUMMY strategy, such as knocking frequently and striving for safe discards.
3. Play a single game where you may knock with 10 points or less on each deal, or choose among the following options:
 - Hollywood (3 games in progress at once),
 - Oklahoma (the up-card determines the maximum legal knock),
 - GIN only.
4. Computer keeps score of all games, and maintains a cumulative total of points won or lost when you start the next game(s).

CRIBBAGE

1. Follows all rules of CRIBBAGE: Game ends immediately when one player scores 121 Points, rejects any play that would exceed a total of 31.
2. Computer follows approved CRIBBAGE strategy, such as selecting appropriate cards for the crib and striving to score points during the play.
3. Computer displays each scoring play or holding, keeps score of the game, and maintains a cumulative total of games won.
4. Select the "skunk" scoring option if you wish.

100% solid state. Solid hardwood housing, deluxe carrying case. Includes deck of custom playing cards, felt playing field, plug-in AC transformer. Size (approx.): 13 x 8 x 1 inches.

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Fidelity Challenger Series (1983)

Programmierer / Programmer

- (?)

Baujahr / Release

- Erste Einführung: November (?) 1982 (?)

Technische Daten / Technical specifications

- Mikroprozessor: (?)
- Taktfrequenz: (?) MHz
- Programmspeicher: 16 KB ROM
- Arbeitsspeicher: 1 KB RAM

Spielstärke / Playing strength

- Spielstärke: (?)

Last Updated on May 19, 2009