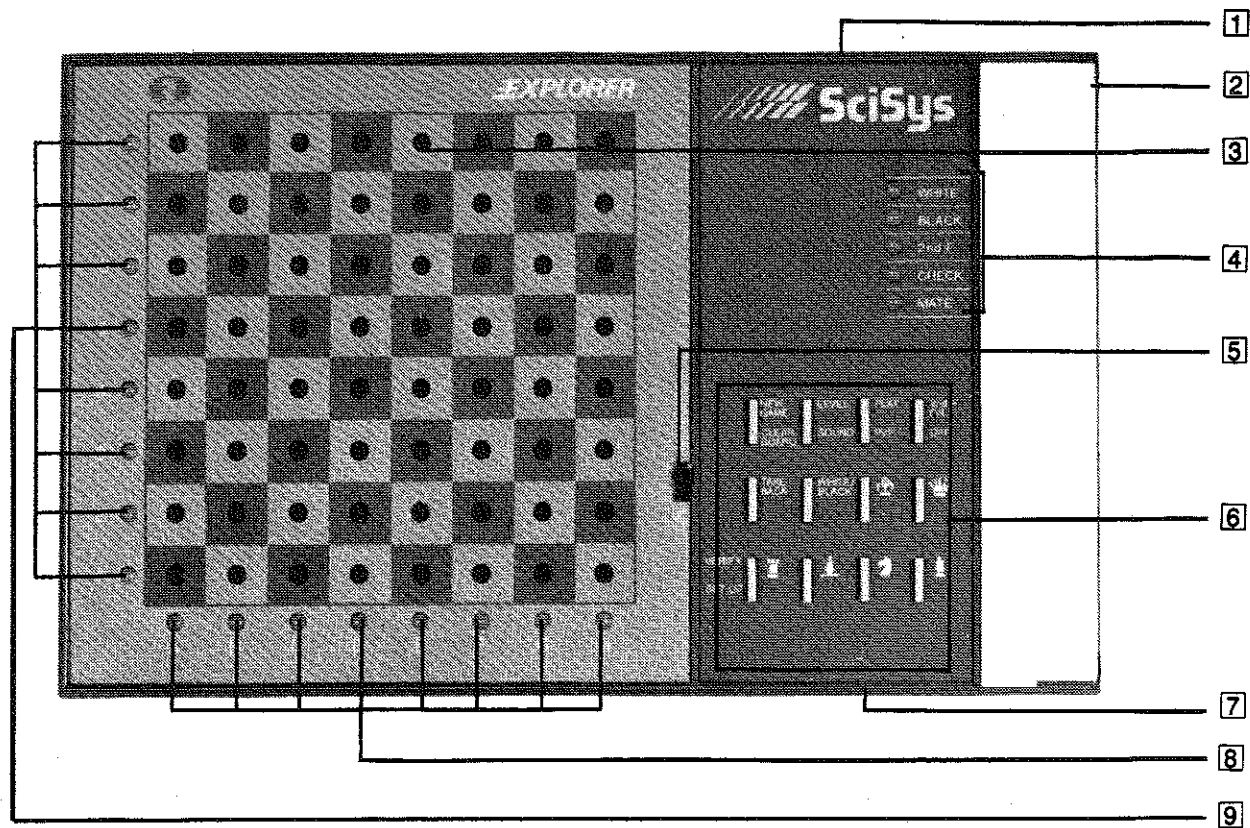TM

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Explorer Chess

KEYS AND FUNCTIONS

1. Battery compartment
2. Chess piece compartment
3. Sensory chessboard
4. Control panel displays:
   — side to move
   — computer thinking
   — computer passive
   — check
   — checkmate
   — stalemate
5. Power switch — remembers unfinished games for up to one year
6. Control panel keyboard lets you:
   — change level
   — start new game
   — set up a position
   — verify position
   — ask a move suggestion
   — take back and turn buzzer on/off
7. Buzzer
8. Column of piece moving indicator
9. Row of piece moving indicator

Introduction

Your CHESS EXPLORER is an modern, portable chess computer which contains the latest in sensor technology and efficient, low-power electronics. It automatically registers your moves on the built-in chessboard and uses 16 lights on the edge of the board to indicate its own moves. It is fully battery operated and has a unique long-term memory which retains the last position of an interrupted game for up to one year.

1. Getting started

Slide out the cover of the battery compartment and insert three AA batteries as shown in Diagram 2. We recommend the use of alkaline batteries which will provide over 100 hours of playing time.

Set up the chess pieces in the opening position and switch the computer on. Press ⌷NEW GAME⌷ . If the computer locks up, due to static discharge or some other reason, switch to MEMORY then use a pin (or other sharp object) to press the ACL switch once to reset
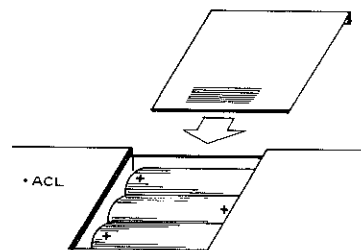
2. Setting the level of skill

CHESS EXPLORER has nine levels of skill:

Level	Average response time per move	
0	2 seconds	(Beginner)
1	5 seconds	
2	15 seconds	
3	1 minute	
4	2 minutes	
5	3 minutes	(Tournament mode)
6	8 minutes	
7	2 hours	(Analysis)
8	Problem mode	(see section 14)

When you press ⎡LEVEL⎤ the lights on the left of the board indicate which level is set. Press ⎡LEVEL⎤ until the number of lights corresponds to the level you want.

The level setting may be changed at the beginning or at any time during a game (but only when it is your turn to move).

3. Making moves

To make a move press down on the piece you wish to move, then place it on its destination square and press down again. Each time you press a piece you should hear a short "beep".

To make a **capture** key in the move of the capturing piece only. When **castling** it is only necessary to key in the king's move in the normal way.

Note: When a pawn reaches the last rank the computer will automatically change it to a queen. If you wish to promote to another piece you may do so by using the ENTER POSITION facility described in section 13.

4. Computer moves

The computer will indicate its own moves by sounding a beep and turning on two lights on the side of the chess board. These lights indicate the horizontal rank and vertical column of the piece the computer wishes to move. Press the 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.

Note: When it makes an **en passant** capture the computer will remind you to remove the captured pawn (press this pawn down before removing it).

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 replace it on the original square and move another piece.

You will also hear an 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 the CHECK light will come on. If a game ends in checkmate, the MATE light

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will be turned on as well (the WHITE or BLACK lights indicate which side has been checkmated).

In case of a stalemate or draw by immediate threefold repetition, only the MATE light will be turned on.

7.   NEW GAME

To start a new game press | NEW GAME | when it is your turn to move. The level setting will remain the same.

8.   TAKE BACK

When it is your turn to move you may take back (erase) the last computer move and your previous move by pressing | TAKE BACK |. In each case the computer will show you where the pieces came from and where you should replace them.

Depending on memory status you will sometimes find it possible to take back more than two moves.

9.   Changing sides

If you wish to change sides with the computer you may do so by pressing | PLAY | instead of making your move. The computer will play the next move for you and you can go on playing for the other side.

You can change sides as often as you like during the course of a game. You can even press | PLAY | after every move and make the computer play an entire game against itself. The | PLAY | key is also useful when you need help and want the computer to suggest a move for you.

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If you want to begin a **game with the black pieces**, set up the board with the black pieces at the bottom. Press | NEW GAME | and | PLAY |. The computer will make the first move for white, playing down from the top of the board.

10. Interrupt

When the computer is computing a move (WHITE or BLACK light flashing) you may interrupt it by pressing | PLAY |. This will cause it to stop computing and play the best move it has found so far.

11. Player vs Player

CHESS EXPLORER has a special mode that allows you to enter openings or to force the computer to play a certain continuation. To do so first press | PVP | (this is done by pressing | 2nd F | and then | PLAY |). You may now enter moves at will. The computer will keep track of the board position and make sure that the moves entered are legal. To return to normal play you must press | PVP | a second time.

The Player vs Player mode is also useful when you are playing a game with a friend. The computer will act as a referee and each side can always ask it for advice by pressing | PLAY |.

12. Verifying piece positions

If you upset the pieces or for other reasons are not sure that the board position is correct, the computer will show you the proper location of each piece.

Press one of the piece keys when it is your turn to move. The computer will light up a horizontal rank and one or more

vertical column lights to show you the position(s) of the selected piece(s). Press the same piece key again to see if there are any more pieces of that kind on the board. When the computer finds no more of the piece selected it will sound a double beep and return to play mode.

You may verify the piece positions for either side by pressing
| WHITE-BLACK | . Always check the WHITE/BLACK lights to see which side is being verified. To resume play enter the next move as usual.

13. Setting up a special position

If you wish to set up a special position first press | 2nd F | (the 2nd F light will come on). You may then move, add, or remove pieces as described below.

If the position you want to set up contains only a few pieces, first press | CLEAR BOARD | (i.e. | NEW GAME |). This will clear the board of all pieces.

To set up or modify the position select a color (by pressing
| WHITE-BLACK |) and then a piece key for the piece you wish to enter, move, or delete.

- **To move the piece**, press it down on its current square, move it to its new position and press it down again.
- **To remove the piece** simply press it down on its current squar and remove it from the board.
- **To add a piece** press down the new piece on an **empty** square.

When you have set up or modified the position as required,

make sure the WHITE/BLACK lights correctly indicate the side to move next and then press | 2nd F | to resume play. (the 2nd F light will go out).

After you have set up a position always verify it as described in section 12. Do not enter an illegal position as this may yield unpredictable results.

14. Problem mode

Your computer has a special problem mode (skill level 8) in which it will solve chess problems up to mate in four moves. In this mode the computer will only make a move if it can see a forced mate in four or less moves.

If the computer does finds a forced checkmate it will play the first move — the "key move" — which will lead to mate. You may try to defend the position for the other side (the side being checkmated) by entering moves as usual. The computer will continue playing the checkmating side until the game is over.

If the computer does not find a forced mate for the side it is playing, it will turn on the MATE light **without making a move.** In this case you should verify the position and make sure the computer is playing for the checkmating side.

15. Game memory

Your CHESS EXPLORER allows you to interrupt a game at any stage, even when it is computing a move, by moving the ON/MEMORY switch to MEMORY. Play will be stopped at that point and **battery power conserved.** The computer will

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"remember" the position and resume play when you switch
back to ON. With a fresh set of batteries the position will be
retained for up to one year.

16. Turning sound off

If the computer "beeps" are distracting you or others during
a game you may turn off the sound by pressing [SOUND]
(i.e. [2nd F] and [PLAY]) when it is your turn to move.
Pressing this key again will turn the sound back on. You must
watch the indicator lights and press pieces and keys carefully
when playing without sound.

17. Care and maintenance

Your CHESS EXPLORER is a precision electronic device. Do
not subject it to rough handling nor expose it to extreme
temperatures or moist, damp areas. If the lights become dim
or the computer begins to move erratically, the batteries need
to be replaced. Never leave weak or "dead" batteries in the
unit, as they may leak and cause damage.

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SciSys Chess computers are the only chess computers endorsed by FIDE, the World Chess Federation
Les jeux d'échecs électroniques SciSys sont les seuls à être homologués par la Fédération internationale des Echecs
SciSys schaakcomputers worden aanbevolen door de Wereldschaakbond (FIDE)
Las computadoras de ajedrez SciSys son las unicas aprobadas por FIDE, la Federación Mundial de Ajedrez
Nur SciSys Schachcomputer werden vom Weltschachbund (FIDE) empfohlen

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