11-1978 [N-0701] Fidelity - **Chess Challenger 10 (B)**
Vlak na de verschijning van de **Chess Challenger 10 (A)**, kwam er natuurlijk veel kritiek dat het apparaat niet kon rokeren! Een heel vervelende fout die je als product niet zo snel kunt herstellen want er lagen inmiddels al vele tienduizenden exemplaren in de winkels. **Fidelity** gaf ook niet graag een dergelijke grove programmafout toe, en tijdens een volgende productierun werd deze blunder stilzwijgend ongedaan gemaakt.

De **Chess Challenger 10 (B)** was geboren. Alleen al door wél te kunnen rokeren wint deze versie zeker 50 Elo-punten extra, ten opzichte van zijn voorganger. Ik heb voorlopig geen tijd om een match over 10 partijen tussen deze twee versies te spelen, maar ik doe alvast graag een voorspelling, dat de **Chess Challenger 10 (B)** met twee punten voorsprong gaat winnen!


Trotz einer relativ schwachen Eröffnung beweist der **Chess Challenger 10** im Mittelspiel aufgrund des eingesetzten Mikroprozessors Z 80 A (Zilog) einen großen Einfallsreichtum, wobei er pro Gegenzug bis zu 3.024.000 Stellungen analysiert. Der **Chess Challenger 10** greift bevorzugt mit vielen Steinen gleichzeitig an und entwickelt gute Ideen beim Ausschalten der gegnerischen Figuren, ohne den Schutz der eigenen zu vernachlässigen. Auch bietet er manche Überraschung, wie z.B. ein Dameopfer mit anschließendem Matt in zwei Zügen. Im Endspiel reagiert der **Chess Challenger 10** bei den niedrigen Spielstärken recht schwach, arbeitet jedoch bei Spielstärke 4, 5 und 10 zielstrebig auf das Matt hin. (Björn Schwarz - 1980.)

De exacte verschijningsdatum van de **Chess Challenger 10 (B)** is moeilijk te achterhalen. Uit originele documenten van oud-verzamelaar, Gerhard Piel kon ik "februari 1979" terugvinden. Maar zelf heb ik een **Chess Challenger 10 (B)** met een originele aankoopbon van december 1978. Voor mij voldoende bewijs dat de b-versie eind 1978 te koop was, zelfs in Nederland!

Enige kenmerken van de Chess Challenger 10 (B)
- De maximale rekendiepte is 6 halfzetten diep.
- In het middenspel is de effectuele rekendiepte op toernooiniveau ca. 4 halfzetten diep.
- Het openingsboek is totaal 69 halfzetten groot.
- Kan matgeven met 1 dame (niet met 2 torens).
- 10 vaste instelbare speelniveaus (niveaus zijn tijdens de partij te wisselen).
- Een stelling controleren (positie verificatie) is mogelijk.
- Een stelling opzetten (invoeren) is mogelijk.
- Heeft een toevalsgenerator voor meer afwisselend spel.
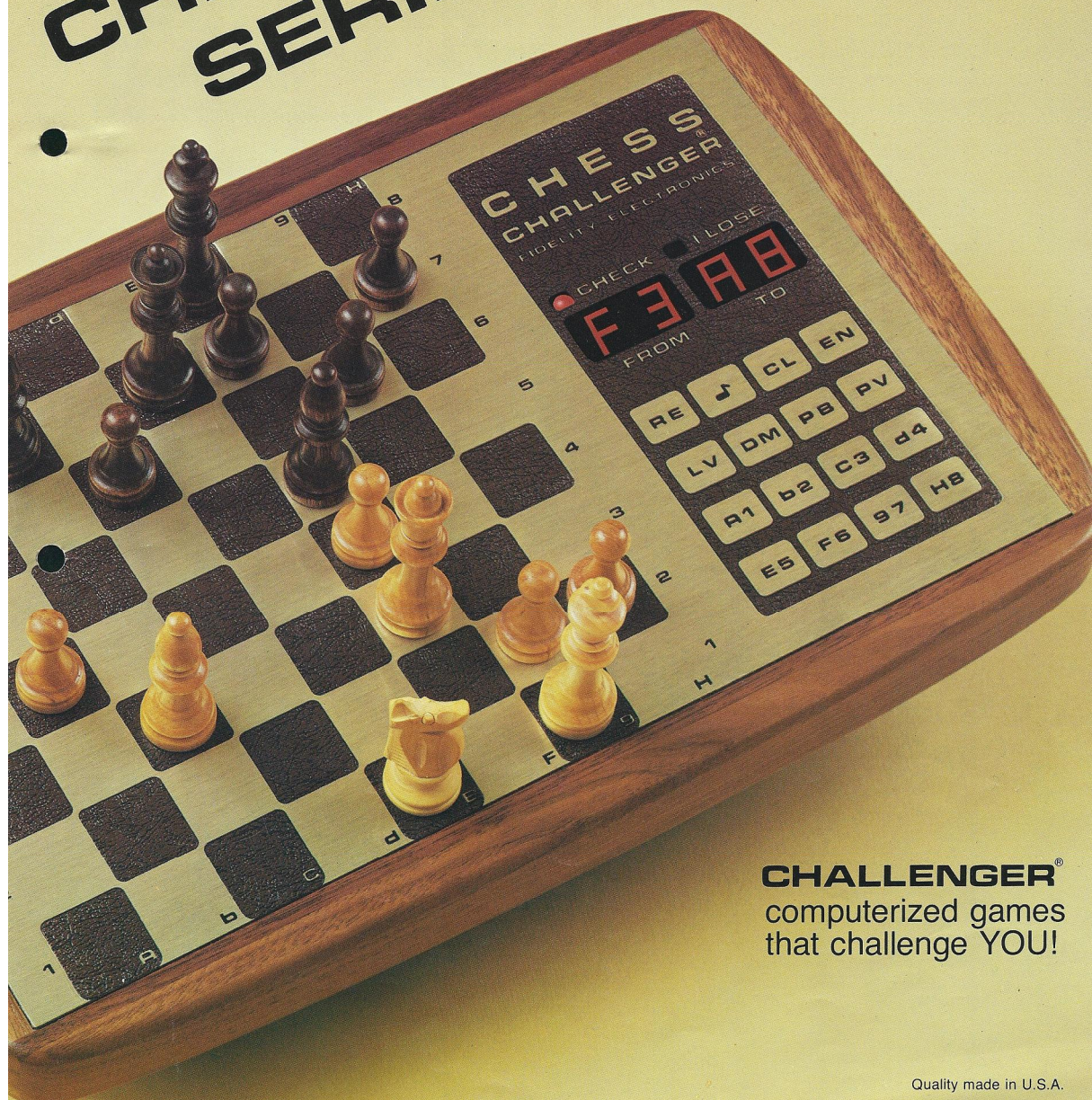
Chess Challenger 10 (B)
Computerized games that challenge YOU!
(Fidelity Electronics Ltd. - 1978)

CHESS CHALLENGER® "3" *"It's You Against the Computer"*

The world's most popular computerized chess game. Three levels of playing difficulty from beginner to experienced. **CHESS CHALLENGER® "3"** invites chess players to learn, improve and match their skills against a computer's mind. If you are not careful, you will be checkmated.
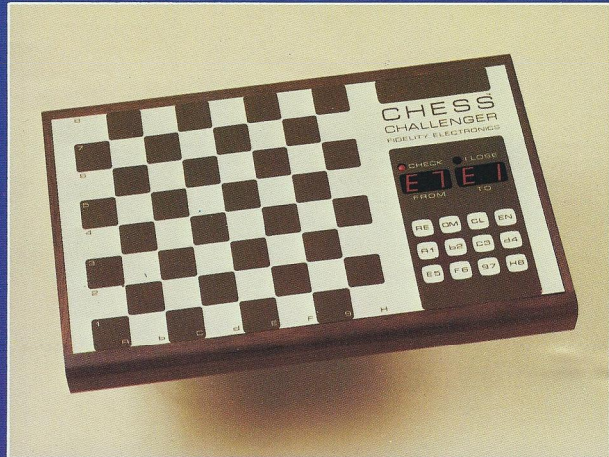
CHESS CHALLENGER® "3" challenges you at these levels of play:

LEVEL	AVERAGE RESPONSE TIME
1. Beginner	5 Seconds
2. Intermediate	15 Seconds
3. Experienced	35 Seconds

Look at these outstanding features:

1. Three Levels of Play: From beginner to experienced

2. Selection of Offense or Defense

3. Position Verification by Computer Memory Recall

4. Override Key to Make Multiple Moves: Makes two, three, or more moves before the computer responds

5. Castling

Numerous other features, including a solid walnut case, 12⅛ x 8 x 1⅛ inches high, large ½ inch LED Display, and solid wood Chess Pieces.

CHESS CHALLENGER® "10"
"It's You Against the Computer"

Are YOU good enough to challenge the **CHALLENGER®** in any of the following 10 levels. . .and WIN??

LEVEL	AVERAGE RESPONSE TIME
1. Beginner	5 Seconds
2. Intermediate	15 Seconds
3. Experienced	35 Seconds
4. Advanced	1:20 Minutes
5. Superior	2:20 Minutes
6. Mate In Two (2 move puzzlers)	60 Minutes
7. Postal Chess (For games by mail only)	24 Hours
8. Expert	11 Minutes
9. Excellent	6 Minutes
10. Tournament Practice	3 Minutes

In addition to its superb playing ability, look at these features:

1. Ten Levels of Play: From beginner to expert including "Mate in Two" and "Chess by Mail"

2. Levels Changeable During Game: Change from level 1 to any level through 10 at any time on any move

3. Random Computer Responses Vary Every Game

4. Selection of Legal Offense or Defense: Play from the bottom of the board or the top of the board. Choose either black or white

5. Does Not Permit Illegal Moves: Never makes an illegal move according to all the rules of Chess

6. Position Verification by Computer Memory Recall

7. Plays Opening Defenses From Chess Books, i.e. Sicilian, French, Ruy Lopez, Queen Gambit Declined

8. Analyzes as many as 3,024,000 board positions

9. Audio Feedback: Single tone each time you press a key; Double tone when computer responds

10. Problem Mode: Establish your own chess positions and watch the computer react

11. Override Key to Make Multiple Moves: Make two, three, or more moves before the computer responds

12. Add or Subtract Pieces During Game: Put back the piece you lost by override or take away the computer's Queen for a more even game

13. Pawn Promotion to Selected Piece: Promote a Pawn to a Queen automatically, or select a Knight or another piece instead

14. En Passant Capture: The computer captures legally or accepts your legal capture

15. Castling

Numerous other features, including a solid walnut case, 13 x 8 x 1⅛ inches high, with a deluxe simulated leather and brushed gold foil playing surface; large ½ inch LED Display; and hand carved solid wood, magnetized French Chess Pieces.

Fidelity Chess Challenger 3 and his successor Chess Challenger 10
(Fidelity Electronics Ltd. - 1978)

OWNER'S MANUAL
INSTRUCTION BOOKLET

MODEL CCX
CHESS CHALLENGER® "10"

TEN LEVELS OF PLAY

QUALITY MADE IN U.S.A.

SELECTING CHESS LEVEL

Plug in the game. A short, audible "beep" tone should sound, followed by the designation CL 1 appearing in the display windows. Press and release REset.

Should your decide to play one of CHESS CHALLENGER®'s more advanced programs, press the LV Key, which is the "Chess Level Key", and CL 2 will appear in the windows. By continuing to press the LV Key, the windows will exhibit CL 3, CL 4, CL 5, CL 6, CL 7, CL 8, CL 9, CL 10, and then CL 1 again, to indicate the level of difficulty that CHESS CHALLENGER® is ready to play.

Chess Level	Average Response Time
CL 1 - Beginner	5 seconds
CL 2 - Intermediate	15 seconds
CL 3 - Experienced	35 seconds
CL 4 - Advanced	1:20 minutes
CL 5 - Superior	2:20 minutes
CL 6 - Mate in Two (2-Move Puzzlers)	60 minutes
CL 7 - Postal Chess (for Games by Mail)	24 hours
CL 8 - Expert	11 minutes
CL 9 - Excellent	6 minutes
CL10 - Tournament Practice	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

After deciding whether you choose the light pieces or the dark pieces, 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.

If you choose the dark pieces, simply press the ENter Key, and CHESS CHALLENGER® will exhibit the first move.

If you want to actually change sides and play from the top of the board, press the DM Key, which is the "Double Move" Key, and the windows will exhibit "doub". Then press the PB Key. CHESS CHALLENGER® will then exhibit the first move for the light pieces from the bottom of the game board.

THE GAME BOARD

Each of the squares of the chess board is designated in accordance with the 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 squares (the File) 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.

To move white King's pawn two squares forward, press key marked E5 , this will display "E" in the FROM window. Then press key marked b2 , this will display "2" in the FROM window. Now press key marked E5 , this will display "E" in the TO window. Finally, press key marked d4; this will display "4" in the TO window. Manually move the King's pawn *FROM* square E2 *TO* square E4. This move is now ready to be stored in the computer's memory. Now press ENter, which registers the move in the computer. The computer will immediately respond with its randomly chosen countermove, which may be either FROM E7 TO E5,or FROM C7 TO C5,or possibly FROM E7 TO E6. Manually move the computer's piece in accordance with the instructions in the display windows.

If you decide not to use the above example as your opening move, and you have not pressed ENter, press CLear; this erases the FROM E2 TO E4 before it is entered into the computer. You may always erase a move *before* it is entered into the computer. You cannot erase a move *after* pressing ENter.

CASTLING

The computer is programmed to castle when it decides such a move is advantageous. Since a King can only move one square at a time, the computer informs you that it has castled when its King moves two spaces across the last Rank. FROM E8 TO g8 would indicate a castle to the King side, and FROM E8 TO C8 would indicate a castle to the Queen side. If you, the player, should elect to castle either King or Queen side, the procedure is exactly the same. For King side castle, press FROM E1 TO g1; for Queen side castle, press FROM E1 TO C1. Castling can only be performed when the rules of chess permit this maneuver.

EN PASSANT

Although En Passant is a relatively unique maneuver, CHESS CHALLENGER® will perform En Passant when it deems such a move to be beneficial.

If you, the player, choose to execute an En Passant maneuver, you must have a pawn in the "5th Rank", and as a computer's pawn passes to its side in the same Rank, you may enter a move in which you cross to the "6th Rank" behind the computer's pawn, thus capturing its piece (e.g. FROM d5 TO C6 would capture the computer's pawn which had just moved to space C5). Again, the computer will not, nor will it permit the player to, violate any of the rules of chess in performing the En Passant maneuver.

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
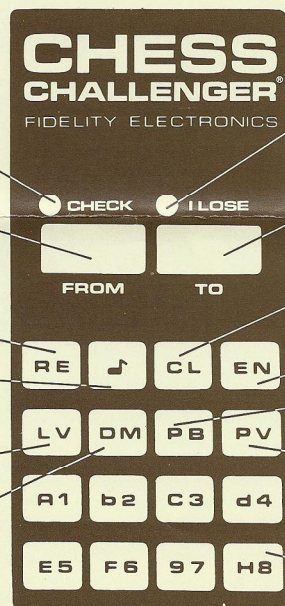Starts the game — will cancel memory.

TONE
Turns "Beep" tone off or on.

LEVEL
To determine level of difficulty (choose from 10 different levels).

DOUBLE MOVE
Override Key to enter multiple moves.

I LOSE
Lights when computer admits defeat and 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 ENter.

ENTER
To enter your move into the computer.

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

POSITION VERIFICATION
Displays the board position of each piece.

KEYS
Designates Rank and File board moves.

SPECIAL FEATURES

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. When the computer is following a patterned book opening (e.g. Sicilian, French, Ruy Lopez, Queen Gambit Declined), it will signal its patterned response with a single audible "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.

If you wish, you may turn off the "beep" tones at any time by simply pressing the "♪"Key, which is the "Audio Feedback" Key. Similarly, you may turn on the "beep" tones again by simply pressing the "♪" Key.

POSITION VERIFICATION

An outstanding feature of CHESS CHALLENGER® is its ability to inform you, the player, of the exact position of each of the pieces on the board during the course of the game at any time. By pressing the PV Key, which is the "Position Verification" Key, the FROM window will display the position of each piece starting from the Rank 1 and File A. The first digit of the TO window will display "E" (Enemy) for the player's pieces, and nothing for the computer's pieces. The final digit of the TO window will display the code which indicates each piece, as described below. Each time you press the PV Key, the next

occupied square to the right in the Rank row will appear in the display windows. The computer will continue to display the chess pieces for each Rank row reading from the left to the right.

CODE FOR PIECES

The final digit in the TO window represents the piece code as follows:

2-Pawn	6-Bishop	A-Queen
4-Knight	8-Rook	C-King

You may elect to stop the position verification at any time, continuing the game by making your next move; or you may choose to go through all the positions and continue the verification starting over again in square A1. The computer will never display an empty square.

RANDOM PLAY

When CHESS CHALLENGER® must protect a piece, or foresees an important move sequence, it will select the move which best protects its pieces while it endeavors to checkmate the player's King. When a choice of moves is available, CHESS CHALLENGER® will choose its move at random, so that each and every game will be different. With the combination of the random play and the selected moves, you should enjoy many hours of exciting chess play.

NOTE: Turning the game OFF or pressing REset automatically resets the program to commence a new game, and you will be compelled to start again. 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.

ILLEGAL MOVES

Whenever you enter a move, the computer will *always* respond with a legal move. Moreover, CHESS CHALLENGER® expects the player to do likewise. If you make an illegal move, the computer will stop you by immediately displaying "– – – –" in its display windows; in which case you need only enter a legal move to continue with game play.

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.

CHECK AND MATE

Whenever CHESS CHALLENGER® places your King in "Check", the "CHECK" light will activate to announce your King is in Check. However, the check light will not activate if you place the computer's King in Check, as it is immediately aware of this situation, whether or not you actually say, "Check".

If you checkmate the computer's King, the display windows and "I LOSE" light will flash to signal your victory. However, if CHESS CHALLENGER® should checkmate your King, the display windows and "CHECK" light will flash to notify you that it has been victorious.

NOTE: In Chess Level 1, the display may not flash, but will exhibit the respective "CHECK" or "I LOSE" light. 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.

If the computer's King or the player's King is cornered in a stalemate situation (not stalemate by repetition), the display windows will flash to indicate that the game has ended in a stalemate.

OVERRIDE

The DM Key, which is the Double Move Key, can be used throughout the game to instruct the computer not to respond as you move pieces. Before each move in which you do not wish the computer to respond with a countermove, press the DM Key, and the windows will exhibit "doub". Then press the keys which will indicate the square you wish to move from and to, respectively. Now press ENter, and the windows will display "doub" again. This means that your move was effectively registered, but the computer has not responded with a countermove. You may continue using the DM Key for a succession of moves until you are ready to have the computer respond. Before the final move, do not use the DM Key, and the computer will respond in the normal manner.

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 "Prob". Then press the PV Key, and the display windows will exhibit A1 0, which means there is no chess piece on space A1. If you desire to place a chess piece, such as your white bishop, on this square, press "6" (which is the code for bishop) and the EN Key (which is the ENemy Key in this mode). 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 CLear 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 "0000". 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 the 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 exhibited in each of the squares. It is then up to you to determine if you wish to eliminate certain pieces by using the CLear Key, or to add certain pieces by using the method described above.

**Het garantiebewijs van mijn Chess Challenger 10 (B)
met als verkoopdatum 30 december 1978.**

Programmierer / Programmer
- Ronald C. Nelson
- Bill Fink (Eröffnungsbuch)

Baujahr / Release
- Erste Einführung: Juli 1978

Technische Daten / Technical specifications
- Mikroprozessor: Z80A
- Taktfrequenz: 4 MHz
- Programmspeicher: 4 KB ROM
- Arbeitsspeicher: 512 Byte RAM

Eröffnungsbiliothek / Opening book
- 69 Halbzügen

Spielstärke / Playing strength
- Spielstärke (DWZ/Elo): ca. 1200
- Bewertung: Am besten geeignet für Anfänger und Gelegenheidsspieler

Spiel / Game
http://www.schaakcomputers.nl/schaakcomputers/Fidelity/chess3cc.php?item=10&merk=FidelityCC [Sammlung Luuk Hofman.]

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Last Updated on January 11, 2012