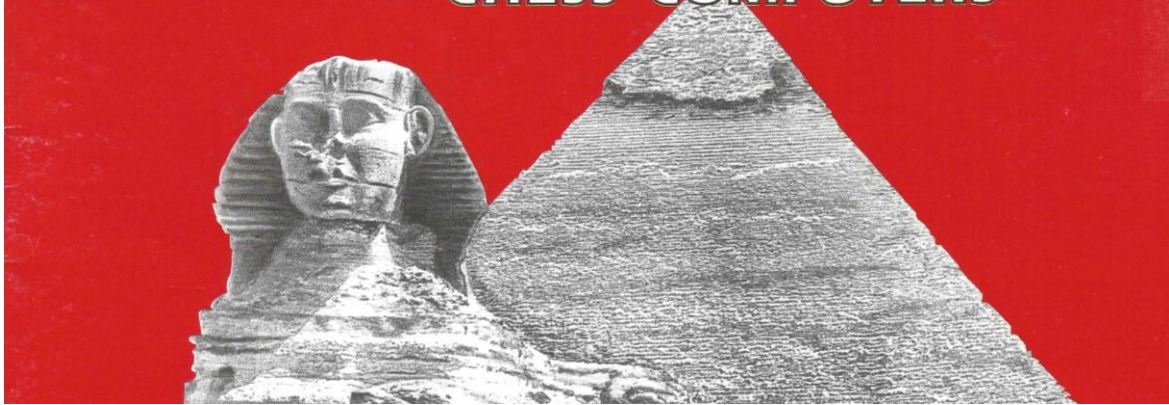




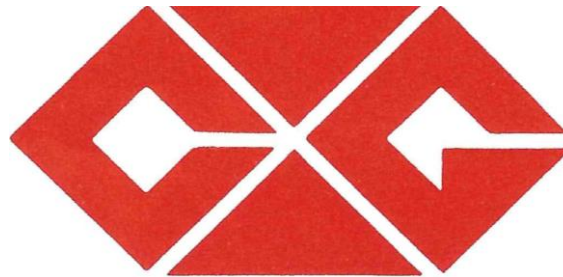
SPHINX

CHESS COMPUTERS



CXG Sphinx Chess Computers – Spring 1989

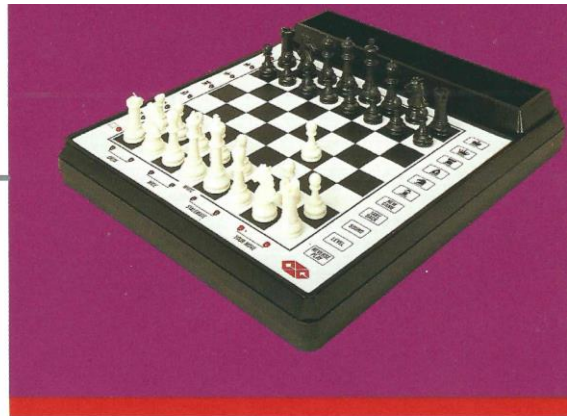
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by www.schaakcomputers.nl/) (600 dpi)



COMPUTACHESS II 002

8 LEVEL CHESS COMPUTER

- Up to 8 levels of difficulty
- 500 hours of battery life using 4 penlite batteries (not included) — with memory save feature
- Computer plays many standard openings
- Castling, en passant, pawn promotion
- Play black or white
- Verify position
- Takeback moves
- Audible indication of moves by TONE (which can be turned off)
- Changing side in middle of game
- Plus many more challenging features



 **SPHINX**

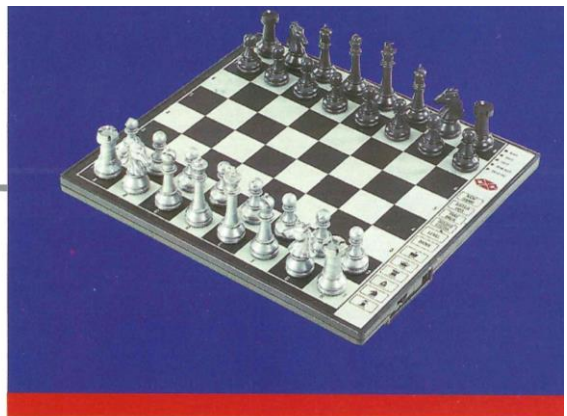
CXG Computachess II – CXG 002 – Release: 1982

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

COMPUTACHESS III 008

16 LEVEL CHESS COMPUTER

- 16 Levels of playing strength can be selected to match the skill of any player, novice or advanced.
- Selectable book openings — approx. 300 positions.
- Position verification.
- Take-back feature — allows up to 4 half-moves to be taken back.
- Allows castling, en passant, pawn promotion.
- Rejects illegal moves.
- Set-up/Problem mode.
- 100 hours of battery life using 4 penlite batteries — with memory save feature.



 **SPHINX**

CXG Computachess III – CXG 008 – Release: 1985

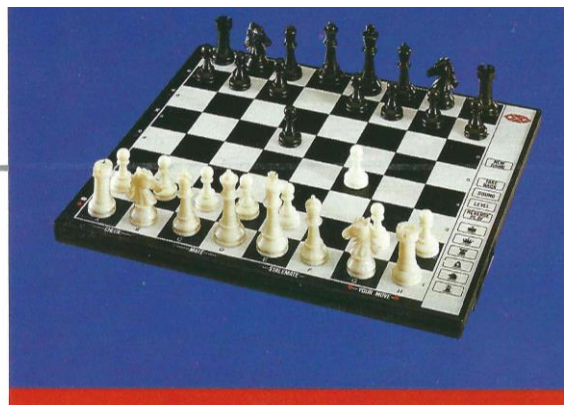
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



COMPUTACHESS I 022

8 LEVEL CHESS COMPUTER

- Up to 8 levels of difficulty
- 500 hours of battery life using 4 penlite batteries (not included) — with memory save feature
- Computer plays many standard openings
- Castling, en passant, pawn promotion
- Play black or white
- Verify position
- Takeback moves
- Audible indication of moves by TONE (which can be turned off)
- Changing side in middle of game
- Plus many more challenging features



 **SPHINX**

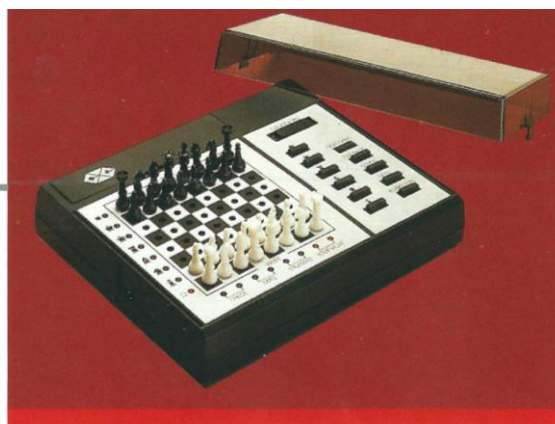
CXG Computachess I – CXG 022 – Release: 1982

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

ADVANCED PORTACHESS 201

8 LEVEL PORTABLE CHESS COMPUTER

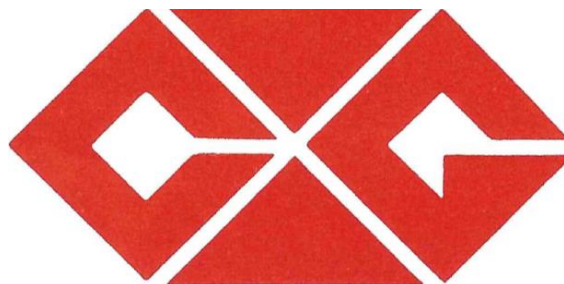
- Up to 8 levels of difficulty
- 500 hours of battery life using 4 penlite batteries (not included) — with memory save feature
- Computer plays many standard openings
- Castling, en passant, pawn promotion
- Play black or white
- Verify position
- Takeback moves
- Audible indication of moves by TONE (which can be turned off)
- Changing side in middle of game
- Plus many more challenging features



 **SPHINX**

CXG Advanced Portachess – CXG 201 – Release: 1982

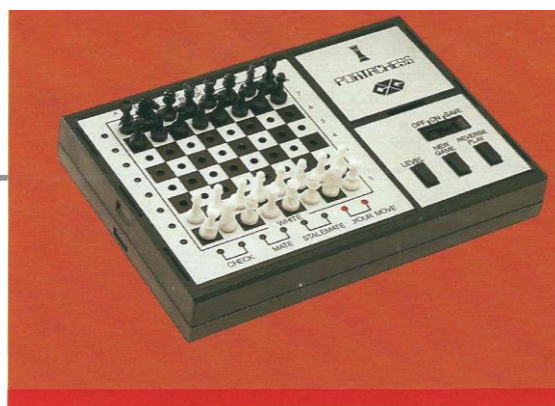
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



PORTACHESS 202

16 LEVEL PORTABLE CHESS COMPUTER

- Sensory playing board
- 16 levels of difficulty
- Fully Portable, using 4 penlite alkaline batteries (not included) — up to 500 hours battery life. — with memory save feature
- The computer can play black or white
- Pawn promotion
- En-passant captures
- Castling
- Changing side in middle of game
- Audible indication of moves by TONE (Which can be turned off)
- Computer plays many standard openings



 **SPHINX**

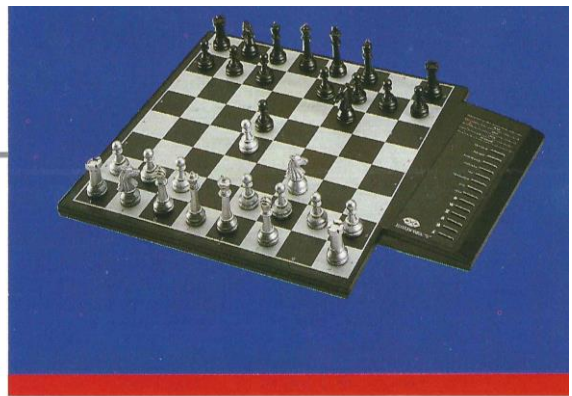
CXG Portachess – CXG 202 – Release: 1983

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

ENTERPRISE 'S' 208

16 LEVEL CHESS COMPUTER

- 16 Levels of playing strength can be selected to match the skill of any player, novice or advanced.
- Selectable book openings — approx. 300 positions.
- Position verification.
- Take-back feature — allows up to 4 half-moves to be taken back.
- Hint — when asked, will give a hint for the opponent and show move currently assessed as best.
- 2-player mode — lets 2 players play while it checks legality of moves of both sides.
- Allows castling, en passant, pawn promotion.
- Rejects illegal moves.
- Set-up/Problem mode.

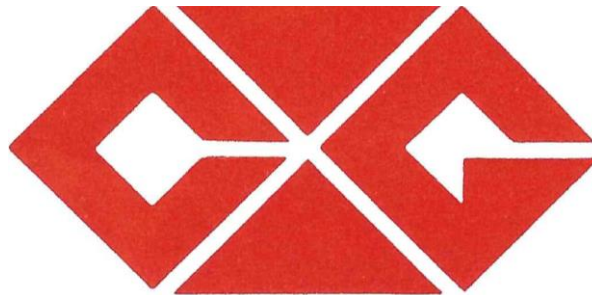


- 100 hours of battery life using 4 penlite batteries — with memory save feature.

 **SPHINX**

CXG Enterprise S – CXG 208 – Release: 1984

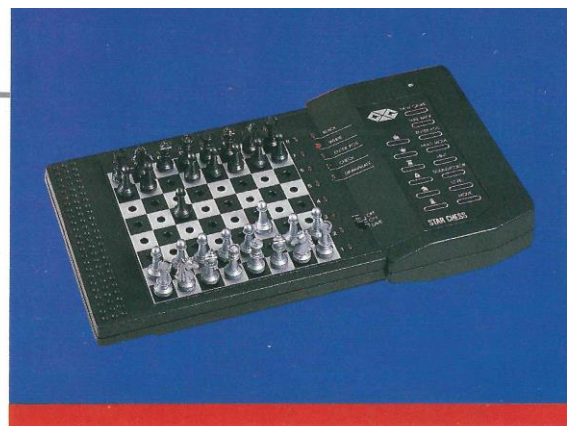
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



STAR CHESS 209

16 LEVEL PORTABLE CHESS COMPUTER

- 16 Levels of playing strength can be selected to match the skill of any player, novice or advanced. Selectable book openings — approx. 300 positions.
- Position verification.
- Take-back feature — allows up to 4 half-moves to be taken back.
- Hint — when asked, will give a hint for the opponent and show move currently assessed as best.
- 2-player mode — lets 2 players play while it checks legality of moves of both sides.
- Allows castling, en passant, pawn promotion.
- Reject illegal moves.
- Set-up/Problem mode.



- 300 hours of battery life using one 9 volt battery (not included) — with memory save feature.

 **SPHINX**

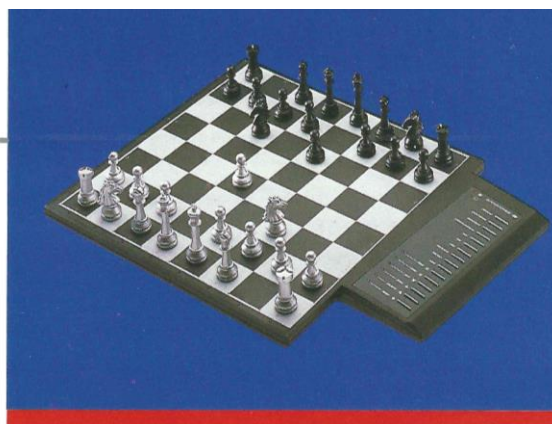
CXG Star Chess – CXG 209 – Release: 1985

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

SUPER ENTERPRISE 210

44 LEVEL CHESS COMPUTER

- 44 Levels of playing capability
 - 16 Levels of increasing playing strength.
 - 16 Levels for fixed-time game — allows for blitz games and Speed Chess.
 - 8 Teaching Levels.
 - 2 Demonstration Levels.
 - 1 Infinite Level.
 - 1 Problem Solving Level.
- Selectable Opening with more than 6,000 moves.
- User Programmable Library of more than 240 moves.
- Very Strong Program
 - Estimated ELO rating of 2,100 points.
- Problem Mode
 - Solves mate in up to 12 moves.
 - Ability to find second selections and mates with knight and bishop.
- Chess Clock — 2 built-in chess clocks keep playing time of both sides.
- 4 Different Playing Styles
 - Normal
 - Attacking
 - Very Aggressive
 - Positional
- Take-Back feature
 - Allows up to 120 half-moves to be taken back.
- Hint
 - When asked, give hint of the currently assessed best move for the opponent.
- Verify Position
 - Allows verification of position of all pieces remaining in the game, even while the computer is making an analysis.
- Game Save
 - Save every move of current



- game, allowing player to replay the whole game later.
- Mate Announcement
 - The computer shows the number of moves necessary to mate its opponent.
- Draw Recognition
 - By stalemate, 3rd repetition, and the 50 move rule.
- Resign Announcement
 - The computer offers to resign if in a losing position.
- Multi-Move Mode
 - Allows players to play both sides while computer checks validity of moves.
- Rejects illegal Moves
- Battery Operated
 - Long battery life using 4 penlite batteries (not included)

 **SPHINX**

CXG Super Enterprise – CXG 210 – Release: 1985

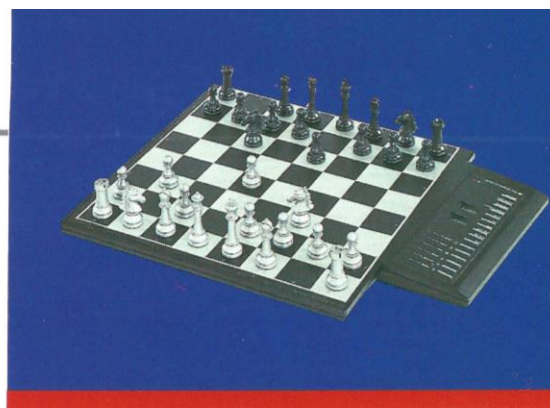
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



SUPER ENTERPRISE 210C

44 LEVEL CHESS COMPUTER

- 44 Levels of playing capability
 - 16 Levels of increasing playing strength.
 - 16 Levels for fixed-time game — allows for blitz games and Speed Chess.
 - 8 Teaching Levels.
 - 2 Demonstration Levels.
 - 1 Infinite Level.
 - 1 Problem Solving Level.
- Selectable Opening with more than 6,000 moves.
- Very Strong Program
 - Estimated ELO rating of 2,100 points.
- Problem Mode
 - Solves mate in up to 12 moves.
 - Ability to find second selections and mates with knight and bishop.
- Chess Clock — 2 built-in chess clocks keep playing time of both sides (LCD Digital readout)
- 4 Different Playing Styles
 - Normal
 - Attacking
 - Very Aggressive
 - Positional
- Take-Back feature
 - Allows up to 120 half-moves to be taken back.
- Hint
 - When asked, gives hint of the currently assessed best move for the opponent.
- Verify Position
 - Allows verification of position of all pieces remaining in the game, even while the computer is making an analysis.
- Game Save
 - Save every move of current game, allowing player to replay the whole game later.
- Mate Announcement
 - The computer shows the number of moves necessary to mate its opponent.



- Draw Recognition
 - By statements, 3rd repetition, and the 50 move rule.
- Resign Announcement
 - The computer offers to resign if in a losing position.
- Multi-Move Mode
 - Allows players to play both sides while computer checks validity of moves.
- Rejects Illegal Moves
- Battery Operated
 - Long battery life using 4 penlite batteries (not included)
- Replay Feature — Allows complete game to be replayed.

 **SPHINX**

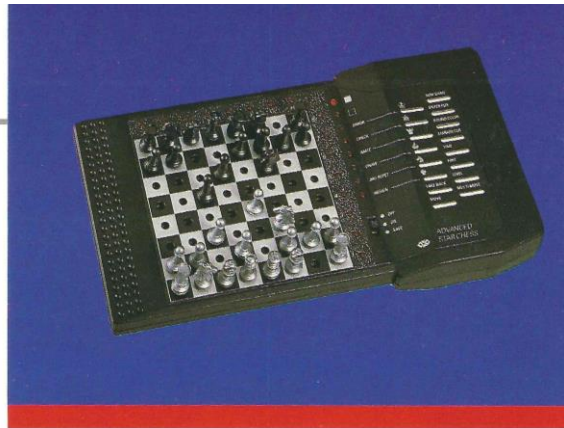
CXG Super Enterprise – CXG 210C – Release: 1986

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

ADVANCED STAR CHESS 211

44 LEVEL CHESS COMPUTER

- 44 Levels of playing capability
 - 16 Levels of increasing playing strength
 - 16 Levels for fixed-time game — allows for blitz games and Speed Chess.
 - 8 Teaching Levels.
 - 2 Demonstration Levels.
 - 1 Infinite Level
 - 1 Problem Solving Level.
- Selectable Opening with more than 6,000 moves.
- User Programmable Library of more than 240 moves.
- Very Strong Program.
 - Estimated ELO rating of 2,100 points
- Problem Mode
 - Solves mate in up to 12 moves.
 - Ability to find second selections and mates with knight and bishop
- Chess Clock — 2 built-in chess clocks keep playing time of both sides.
- 4 Different Playing Styles
 - Normal
 - Attacking
 - Very Aggressive
 - Positional
- Take-Back feature
 - Allows up to 120 half-moves to be taken back
- Hint
 - When asked, gives hint of the currently assessed best move for the opponent.
- Verify Position
 - Allows verification of position of all pieces remaining in the game even while the computer is making an analysis.
- Game Save
 - Save every move of current game allowing player to replay the whole game later.



- Mate Announcement
 - The computer shows the number of moves necessary to mate its opponent.
- Draw Recognition
 - By stalemate, 3rd repetition, and the 50 move rule.
- Resign Announcement
 - The computer offers to resign if in a losing position.
- Multi-Move Mode
 - Allows players to play both sides while computer checks validity of moves
- Rejects illegal Moves
- Battery Operated
 - Long battery life using one 9V Battery (not included)

 **SPHINX**

CXG Advanced Star Chess – CXG 211 – Release: 1986

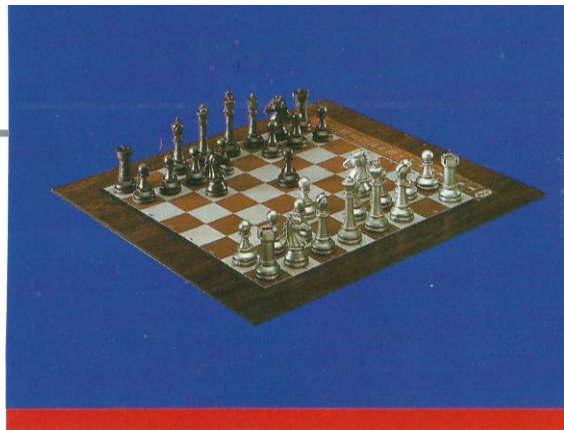
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



SUPER CROWN 218 WG

44 LEVEL CHESS COMPUTER

- 44 Levels of playing capability
 - 16 Levels of increasing playing strength
 - 16 Levels for fixed-time game — allows for blitz games and Speed Chess
 - 8 Teaching Levels
 - 2 Demonstration Levels
 - 1 Infinite Level
 - 1 Problem Mode
 - Solving Level
- Selectable Opening with more than 6,000 moves
- User Programmable Library of more than 240 moves
- Very Strong Program
 - Estimated ELO rating of 2,100 points
- Problem mate in up to 12 moves
 - Ability to find second selections and mates with knight and bishop
- Chess Clock — 2 built-in chess clocks keep playing time of both sides
- 4 Different Playing Styles
 - Normal
 - Attacking
 - Very Aggressive
 - Positional
- Take-Back feature
 - Allows up to 120 half-moves to be taken back
- Hint
 - When asked gives hint of the currently assessed best move for the opponent
- Verify Position
 - Allows verification of position of all pieces remaining in the game even while the computer is making an analysis
- Game Save
 - Save every move of current game allowing player to replay the whole game later
- Mate Announcement
 - The computer shows the



- number of moves necessary to mate its opponent
- Draw Recognition
 - By stalemate 3rd repetition and the 50 move rule
- Resign Announcement
 - The computer offers to resign if in a losing position
- Multi-Move Mode
 - Allows players to play both sides while computer checks validity of moves
- Rejects illegal Moves
- Battery Operated
 - Long battery life using 4 penlite batteries (not included)

 **SPHINX**

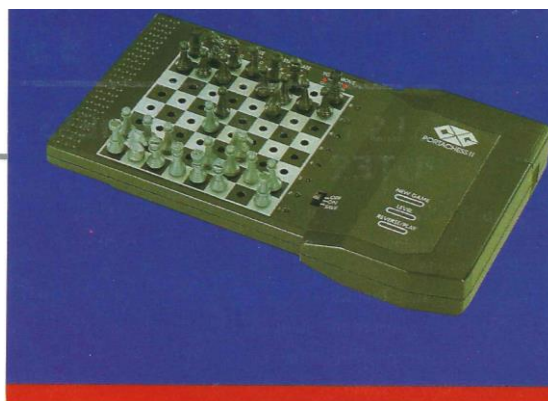
CXG Sphinx Super Crown – CXG 218WG – Release: 1988

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

PORTACHESS II 223

16 LEVEL PORTABLE CHESS COMPUTER

- Sensory playing board
- 16 levels of difficulty
- Fully Portable, using one 9V battery (not included) — up to 250 hours battery life.
- The computer can play black or white
- Pawn promotion
- En-passant captures
- Castling
- Changing side in middle of game
- Audible indication of moves by TONE
- Position memory save feature
- Computer plays many standard openings.



 **SPHINX**

CXG Portachess II – CXG 223 – Release: 1984

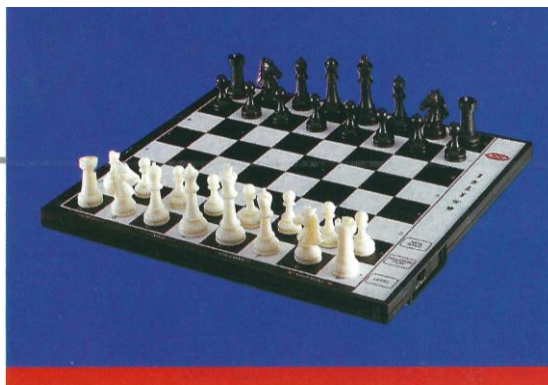
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



COMPUTACHESS IV 227

16 LEVEL PORTABLE CHESS COMPUTER

- Up to 16 levels of difficulty
- 100 hours of battery life using 4 penlite batteries (not included)
- Memory save feature
- Computer plays many standard openings
- Castling, en passant, pawn promotion
- Play black or white
- Audible indication of moves by TONE
- Changing side in middle of game



 **SPHINX**

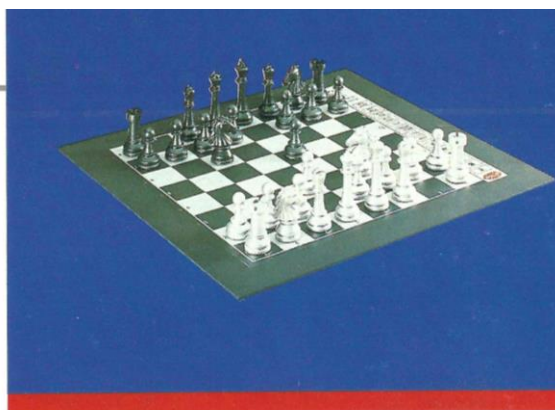
CXG Computachess IV – CXG 227 – Release: 1986

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

CROWN 228

16 LEVEL CHESS COMPUTER

- 16 Levels of playing strength can be selected to match the skill of any player, novice or advanced.
- Selectable book openings — approx. 300 positions.
- Position verification.
- Take-back feature — allows up to 4 half-moves to be taken back.
- Hint — when asked, will give a hint for the opponent and show move currently assessed as best.
- 2-player mode — lets 2 players play while it checks legality of moves of both sides.
- Allows castling, en passant, pawn promotion.
- Rejects illegal moves.
- Set-up/Problem mode.

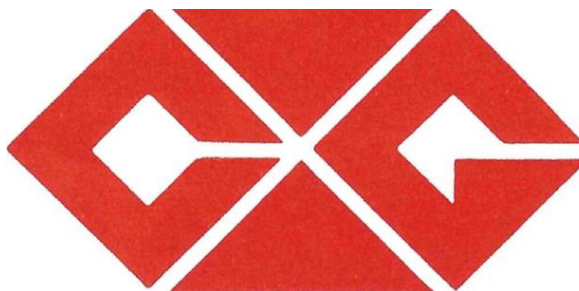


- 100 hours of battery life using 4 penlite batteries — with memory save feature.

 **SPHINX**

CXG Crown – CXG 228 – Release: 1985

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



SPHINX GALAXY 230

56 LEVEL CHESS COMPUTER

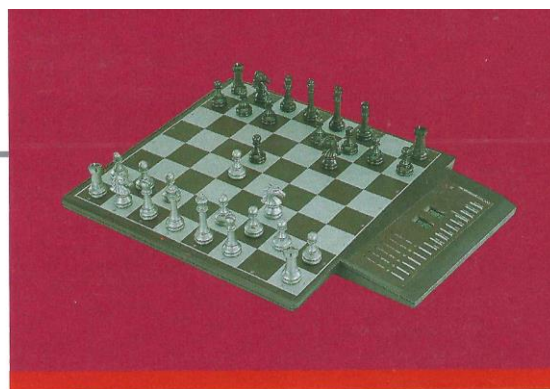
- 8 normal levels, 2 seconds to 6 minutes a move.
- 8 speed chess levels, 1 to 60 minutes for the whole game.
- 8 tournament levels preset to 8 different standard clock settings.
- 8 fixed search depth levels, 1 to 8 ply.
- 8 analysis levels.
- 8 mate solving levels solves from mate in 1 to mate in 8 moves.
- 8 Novice levels.

Openingbook;

- 8000 positions, 1200 lines.
- Programmable openingbook for 2000 moves, and/or memory for 64 games, to a total of 2000 half moves.

Information during play:

- 2 chess clocks with for each side: time for each move, total time and total time left.



- Number of moves.
- Position evaluation value.
- Search depth.
- Best line of play, 6 half moves.
- Move currently being examined.

 **SPHINX**

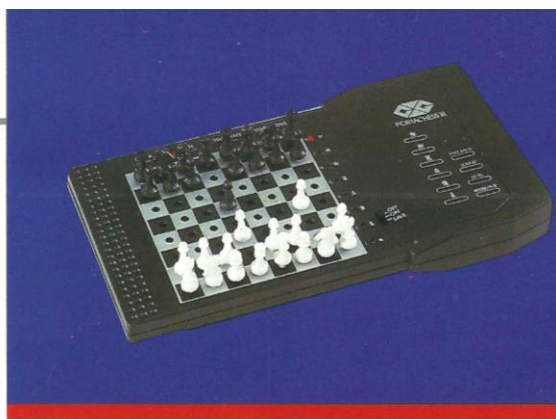
CXG Sphinx Galaxy – CXG 230 – Release: 1988

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

PORTACHESS III 233

8 LEVELS PORTABLE CHESS COMPUTER

- Up to 8 levels of difficulty
- Fully Portable, using one 9V battery (not included) — up to 100 hours battery life
- Memory save feature
- Computer plays many standard openings
- Castling, en passant, pawn promotion
- Play black or white
- Verify position
- Takeback moves
- Audible indication of moves by TONE (which can be turned off)
- Changing side in middle of game
- Plus many more challenging features



 **SPHINX**

CXG Sphinx Portachess III – CXG 233 – Release: 1988

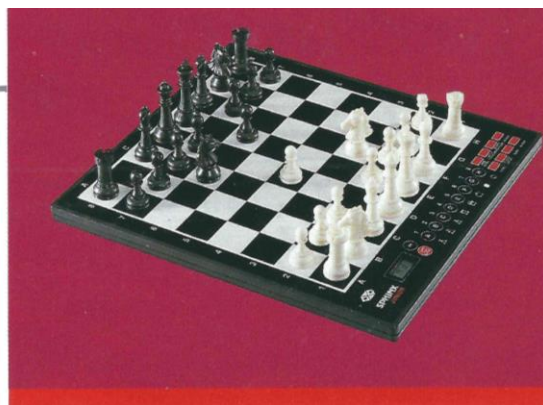
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



SPHINX JUNIOR 237

64 LEVEL CHESS COMPUTERS

- 64 levels of difficulty.
- Plays standard chess openings.
- Set-up position.
- Verify position.
- Warns user about threats by opponent.
- Sound on/off capability.
- Operates from 4 penlite (AA size) battery (not included).
- Up to 600 hours battery life when using alkaline batteries.
- Memory save feature.
- Allows player to change sides



 **SPHINX**

CXG Sphinx Junior – CXG 237 – Release: 1988

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

SPHINX DOMINATOR 239

56 LEVEL CHESS COMPUTER

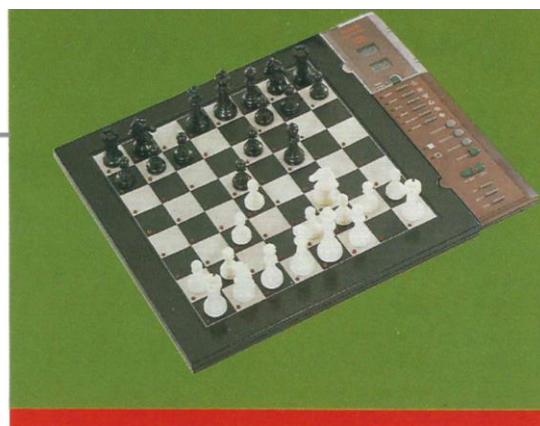
- 8 normal levels. 2 seconds to 6 minutes a move
- 8 speed chess levels. 1 to 60 minutes for the whole game
- 8 tournament levels preset to 8 different standard clock settings.
- 8 fixed search depth levels. 1 to 8 ply.
- 8 analysis levels.
- 8 mate solving levels solves from mate in 1 to mate in 8 moves.
- 8 Novice levels.

Openingbook:

- 8000 positions. 1200 lines
- Programmable openingbook for 2000 moves, and/or memory for 64 games, to a total of 2000 half moves.

Information during play:

- 2 chess clocks with for each side: time for each move, total time and total time left.
- Number of moves.

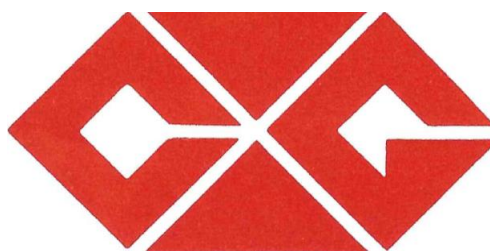


- Position evaluation value
- Search depth.
- Best line of play. 6 half moves.
- Move currently being examined.

 **SPHINX**

CXG Sphinx Dominator – CXG 239 – Release: 1988

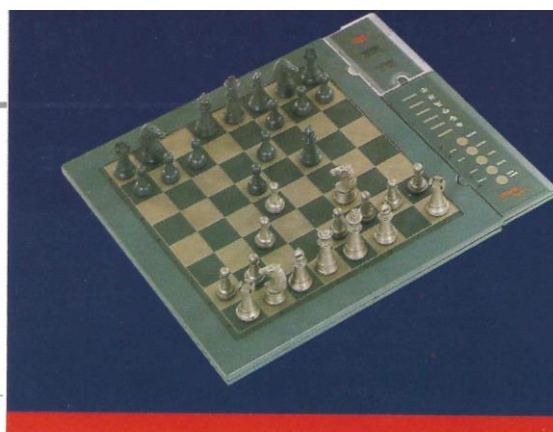
(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



SPHINX ROYAL 240

64 LEVEL CHESS COMPUTERS

- 64 levels of difficulty.
- Two chess clocks with liquid crystal displays.
- Plays standard chess openings.
- Take back moves.
- Set-up position.
- Verify position.
- Warns user about threats by opponent.
- Sound on/off capability.
- Operates from 4 penlite (AA size) battery (not included).
- Up to 200 hours battery life when using alkaline batteries.
- Memory save feature.
- Allows player to change sides.



 **SPHINX**

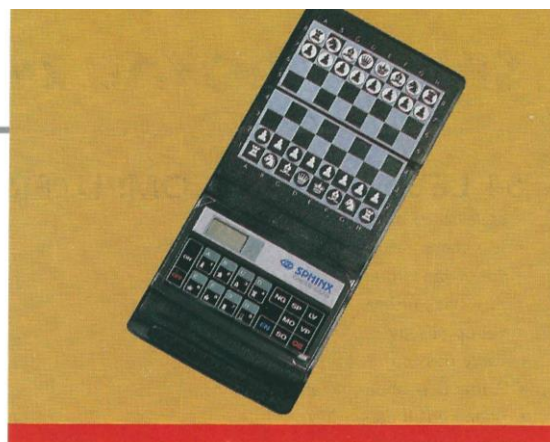
CXG Sphinx Royal – CXG 240 – Release: 1988

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

CHESS CARD 241

64 LEVEL CHESS COMPUTERS

- 64 levels of difficulty.
- Plays standard chess openings.
- Set-up position.
- Verify position.
- Warns user about threats by opponent.
- Sound on/off capability.
- Operates from 1 2032 3V battery (not included).
- Up to 300 hours battery life.
- Memory save feature.
- Allows player to change sides.



 **SPHINX**

CXG Sphinx Chess Card – CXG 241 – Release: 1989

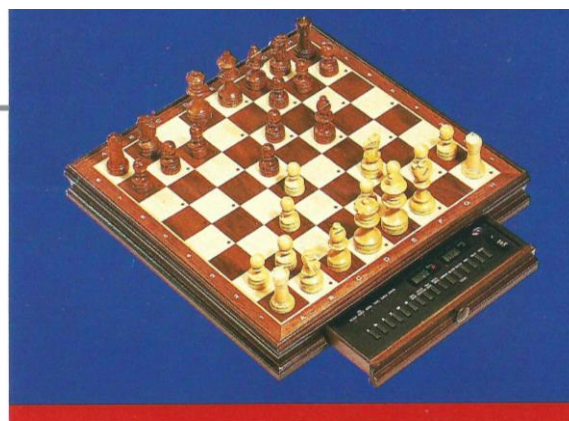
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CHESS 3008

44 LEVEL CHESS COMPUTER

- 44 Levels of playing capability.
 - 16 Levels of increasing playing strength.
 - 16 Levels for fixed-time game — allows for blitz games and Speed Chess.
 - 8 Teaching Levels.
 - 2 Demonstration Levels.
 - 1 Infinite Level.
 - 1 Problem Solving Level.
- Selectable Opening with more than 6,000 moves.
- User Programmable Library of more than 240 moves.
- Very Strong Program
 - Estimated ELO rating of 2,100 points
- Problem Mode
 - Solves mate in up to 12 moves.
 - Ability to find second selections and mates with knight and bishop.
- Chess Clock — 2 built-in chess clocks keep playing time of both sides (LCD Digital readout)
- 4 Different Playing Styles
 - Normal
 - Attacking
 - Very Aggressive
 - Positional
- Take-Back feature
 - Allows up to 120 half-moves to be taken back.
- Hint
 - When asked, gives hint of the currently assessed best move for the opponent.
- Verify Position
 - Allows verification of position of all pieces remaining in the game, even while the computer is making an analysis.
- Game Save
 - Save every move of current game, allowing player to replay the whole game later.
- Mate Announcement
 - The computer shows the



- number of moves necessary to mate its opponent.
- Draw Recognition
 - By stalemate, 3rd repetition, and the 50 move rule.
- Resign Announcement
 - The computer offers to resign if in a losing position.
- Multi-Move Mode
 - Allows players to play both sides while computer checks validity of moves.
- Rejects illegal Moves
- Battery Operated
 - Long battery life using 4 penlite batteries (not included)
- Replay Feature — Allows complete game to be replayed.

 **SPHINX**

CXG Sphinx Chess 3008 – CXG 3008 – Release: 1987

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

CHESS COMMANDER 3018

56 LEVEL CHESS COMPUTER

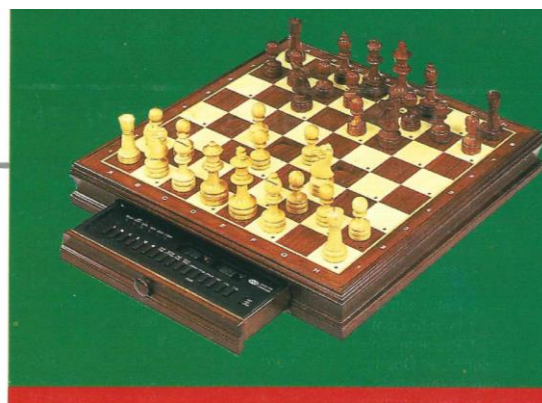
- 8 normal levels, 2 seconds to 6 minutes a move.
- 8 speed chess levels, 1 to 60 minutes for the whole game.
- 8 tournament levels preset to 8 different standard clock settings.
- 8 fixed search depth levels, 1 to 8 ply.
- 8 analysis levels.
- 8 mate solving levels solves from mate in 1 to mate in 8 moves.
- 8 Novice levels.

Openingbook;

- 8000 positions, 1200 lines.
- Programmable openingbook for 2000 moves, and/or memory for 64 games, to a total of 2000 half moves.

Information during play:

- 2 chess clocks with for each side: time for each move, total time and total time left.

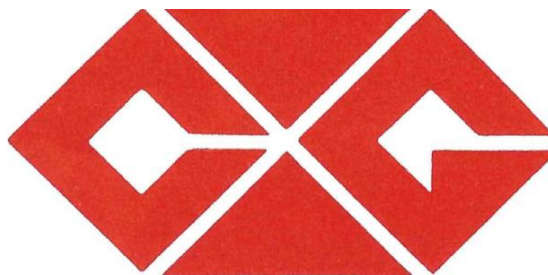


- Number of moves.
- Position evaluation value.
- Search depth.
- Best line of play, 6 half moves.
- Move currently being examined.

 **SPHINX**

CXG Sphinx Commander – CXG 3018 – Release: 1988

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



SPHINX 40 Plus 3038

56 LEVEL CHESS COMPUTER

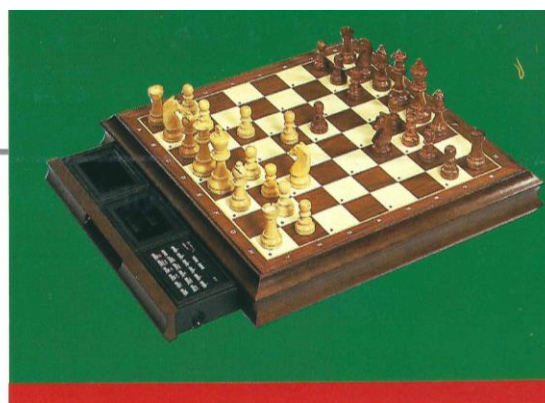
- 8 normal levels, 2 seconds to 6 minutes a move.
- 8 speed chess levels, 1 to 60 minutes for the whole game.
- 8 tournament levels preset to 8 different standard clock settings.
- 8 fixed search depth levels, 1 to 8 ply.
- 8 analysis levels.
- 8 mate solving levels solves from mate in 1 to mate in 8 moves.
- 8 Novice levels.

Openingbook:

- 8000 positions, 1200 lines.
- Programmable openingbook for 2000 moves, and/or memory for 64 games, to a total of 2000 half moves.

Information during play:

- 2 chess clocks with for each side: time for each move, total time and total time left.



- Number of moves.
- Position evaluation value.
- Search depth.
- Best line of play, 6 half moves.
- Move currently being examined.

 **SPHINX**

CXG Sphinx 40 Plus – CXG 3038 – Release: 1988

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)

Model Name	Model No.	Estimated Program Rating	Microprocessor Type	Speed (Mega Hertz)	ROM Size (bit)	RAM Size (bit)	Levels	Solves Mate-in.. Problems	Display Move under Consideration	Long Term Memory	Thinks in Opponent's Time
COMPUTACHESS	CXG-001	1100 +	4 bit single chip	0.70	2K × 10	128 × 4	16	–	–	yes	–
COMPUTACHESS II	CXG-002	1450	4 bit single chip	0.80	4K × 10	256 × 4	8	–	yes	yes	–
COMPUTACHESS III	CXG-008	1600	8 bit single chip	1.78	4K × 8	129 × 9	16	4	–	yes	yes
COMPUTACHESS I	CXG-022	1450	4 bit single chip	0.80	4K × 10	256 × 4	8	–	yes	yes	–
ADVANCED PORTACHESS	CXG-201	1450	4 bit single chip	0.80	4K × 10	256 × 4	8	–	yes	yes	–
PORTACHESS	CXG-202	1100 +	4 bit single chip	0.70	2K × 10	128 × 4	16	–	–	yes	–
ENTERPRISE 'S'	CXG-208	1600	8 bit single chip	1.78	4K × 8	128 × 8	16	4	yes	yes	yes
STARCHESS	CXG-209	1600	8 bit single chip	1.78	4K × 8	128 × 8	16	4	yes	yes	yes
SUPER ENTERPRISE	CXG-210	1900	8 bit single chip	2.00	16K × 8	2.25K × 8	44	12	yes	yes	yes
SUPER ENTERPRISE LCD	CXG-210C	1900	8 bit single chip	2.00	16K × 8	2.25K × 8	44	12	yes	yes	yes
ADVANCED STARCHESS	CXG-211	1900	8 bit single chip	2.00	16K × 8	2.25K × 8	44	12	yes	yes	yes
SUPER CROWN	CXG-218	1900	8 bit single chip	2.00	16K × 8	2.25K × 8	44	12	yes	yes	yes
PORTACHESS II	CXG-223	1100 +	4 bit single chip	0.70	2K × 10	128 × 4	16	–	–	yes	yes
COMPUTACHESS IV	CXG-227	1100 +	4 bit single chip	0.70	2K × 10	128 × 4	16	–	–	yes	–
CROWN	CXG-228	1600	8 bit single chip	1.78	4K × 8	128 × 8	16	4	yes	yes	yes
SPHINX GALAXY	CXG-230	2150-2200	8 bit 65C02-4 CPU	4.00	32K × 8	8K × 8	56	10	6 ply	yes	yes
PORTACHESS III	CXG-233	1450	4 bit single chip	0.80	4K × 10	256 × 4	8	–	yes	yes	–
SPHINX JUNIOR	CXG-237	1200 +	4 bit single chip	1.00	4K × 10	160 × 4	64	–	–	yes	–
SPHINX DOMINATOR	CXG-239	2150-2200	8 bit 65C02-4 CPU	4.00	32K × 8	8K × 8	56	10	6 ply	yes	yes
SPHINX ROYAL	CXG-240	1450	4 bit single chip	1.00	4K × 10	160 × 4	64	–	–	yes	–
ChessCard	CXG-241	1200	4 bit single chip	0.50	4K × 10	160 × 4	64	–	–	yes	–
CHESS 3000	CXG-3000	1850	8bit 280 CPU	8.00	8K × 5	2K × 8	12	4	yes	–	yes
CHESS 3008	CXG-3008	1900	8 bit single chip	2.00	16K × 8	2.25K × 8	44	12	yes	yes	yes
SPHINX COMMANDER	CXG-3018	2150-2200	8 bit 65C02-4 CPU	4.00	32K × 8	8K × 8	56	10	6 ply	yes	yes
SPHINX 40 +	CXG-3038	2150-2200	8 bit 65C02-4 CPU	4.00	32K × 8	8K × 8	56	10	6 ply	yes	yes
SPHINX 50 +	CXG-3048	2150-2200	16 bit 68000-8 CPU	8.00	32K × 16	64K × 16	Infinite	15	yes	yes	yes

CXG Chess Reference Chart – Spring 1989

(Source: CXG Newcrest Technology Ltd. Hong Kong – Spring 1989) (photo copyright © by <http://www.schaakcomputers.nl/>) (600 dpi)



Model Name	Model No.	Take Back Moves	Position Set-up	Position verification	Multi-Move	Hint	Chess Clock	Book Openings	User Programmable Library	Battery Operated	Typical Battery Life* (Hour)	Adaptor Option	Chess Board Type	Chess Board Size (mm)	Overall Size (mm) (Main unit) W × D × H
COMPUTACHESS	CXG-001	–	–	–	–	–	–	–	–	1 × 9V	100	yes	Sensory	80 × 80	175 × 120 × 25
COMPUTACHESS II	CXG-002	2	–	yes	–	–	–	–	–	4 × AA	250	yes	Sensory	205 × 205	250 × 325 × 53
COMPUTACHESS III	CXG-008	4	yes	yes	–	–	–	300	–	4 × AA	250	yes	Sensory	233 × 233	270 × 245 × 24
COMPUTACHESS I	CXG-022	2	–	yes	–	–	–	–	–	4 × AA	250	yes	Sensory	233 × 233	270 × 245 × 24
ADVANCED PORTACHESS	CXG-201	2	–	yes	–	–	–	–	–	4 × AA	250	yes	Sensory	83 × 83	172 × 141 × 28
PORTACHESS	CXG-202	–	–	–	–	–	–	–	–	4 × AA	250	–	Sensory	83 × 83	177 × 121 × 28
ENTERPRISE 'S'	CXG-208	4	yes	yes	yes	yes	–	300	–	4 × AA	200	yes	Sensory	295 × 295	418 × 314 × 26
STARCHESS	CXG-209	4	yes	yes	yes	yes	–	300	–	1 × 9V	100	yes	Sensory	81 × 81	190 × 105 × 28
SUPER ENTERPRISE	CXG-210	120	yes	yes	yes	yes	yes	6000	250	4 × AA	200	yes	Sensory	295 × 295	418 × 314 × 26
SUPER ENTERPRISE LCD	CXG-210C	120	yes	yes	yes	yes	LCD × 2	6000	250	4 × AA	200	yes	Sensory	295 × 295	418 × 314 × 26
ADVANCED STARCHESS	CXG-211	120	yes	yes	yes	yes	yes	6000	250	1 × 9V	100	yes	Sensory	81 × 81	190 × 105 × 28
SUPER CROWN	CXG-218	120	yes	yes	yes	yes	yes	6000	250	4 × AA	200	yes	Sensory	233 × 233	320 × 298 × 24
PORTACHESS II	CXG-223	–	–	–	–	–	–	–	–	1 × 9V	100	yes	Sensory	81 × 81	190 × 105 × 29
COMPUTACHESS IV	CXG-227	–	–	–	–	–	–	–	–	4 × AA	250	–	Sensory	233 × 233	270 × 245 × 24
CROWN	CXG-228	4	yes	yes	yes	yes	–	300	–	4 × AA	200	yes	Sensory	233 × 233	320 × 298 × 24
SPHINX GALAXY	CXG-230	Whole	yes	yes	yes	yes	LCD × 2	8000	2000	4 × AA	15	yes	Sensory	295 × 295	418 × 314 × 26
PORTACHESS III	CXG-233	2	–	yes	–	–	–	–	–	1 × 9V	250	yes	Sensory	81 × 81	190 × 105 × 28
SPHINX JUNIOR	CXG-237	–	yes	yes	–	Threat	–	–	–	4 × AA	500	–	Keyboard Entry	233 × 233	270 × 245 × 24
SPHINX DOMINATOR	CXG-239	Whole	yes	yes	yes	yes	LCD × 2	8000	2000	4 × AA	15	yes	Sensory	–	–
SPHINX ROYAL	CXG-240	yes	yes	yes	–	Threat	–	–	–	4 × AA	15	–	Sensory	–	–
ChessCard	CXG-241	–	yes	yes	–	Threat	–	–	–	1 × 3V	150	–	Keyboard Entry	–	95 × 58 × 6
CHESS 3000	CXG-3000	80	yes	yes	yes	yes	–	3000	–	–	–	Included	Auto-Response	290 × 290	335 × 335 × 50
CHESS 3008	CXG-3008	120	yes	yes	yes	yes	LCD × 2	6000	250	4 × AA	200	yes	Auto-Response	290 × 290	335 × 335 × 50
SPHINX COMMANDER	CXG-3018	240	yes	yes	yes	yes	LCD × 2	8000	2000	4 × AA	15	yes	Auto-Response	290 × 290	335 × 335 × 50
SPHINX 40 +	CXG-3038	240	yes	yes	yes	yes	LCD × 2	8000	2000	4 × AA	15	yes	Auto-Response	320 × 320	395 × 395 × 64
SPHINX 50 +	CXG-3048	Whole	yes	yes	yes	yes	LCD × 2	19529	–	5 × C	30	Included	Auto-Response	400 × 400	450 × 480 × 65

CXG Chess Reference Chart – Spring 1989

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