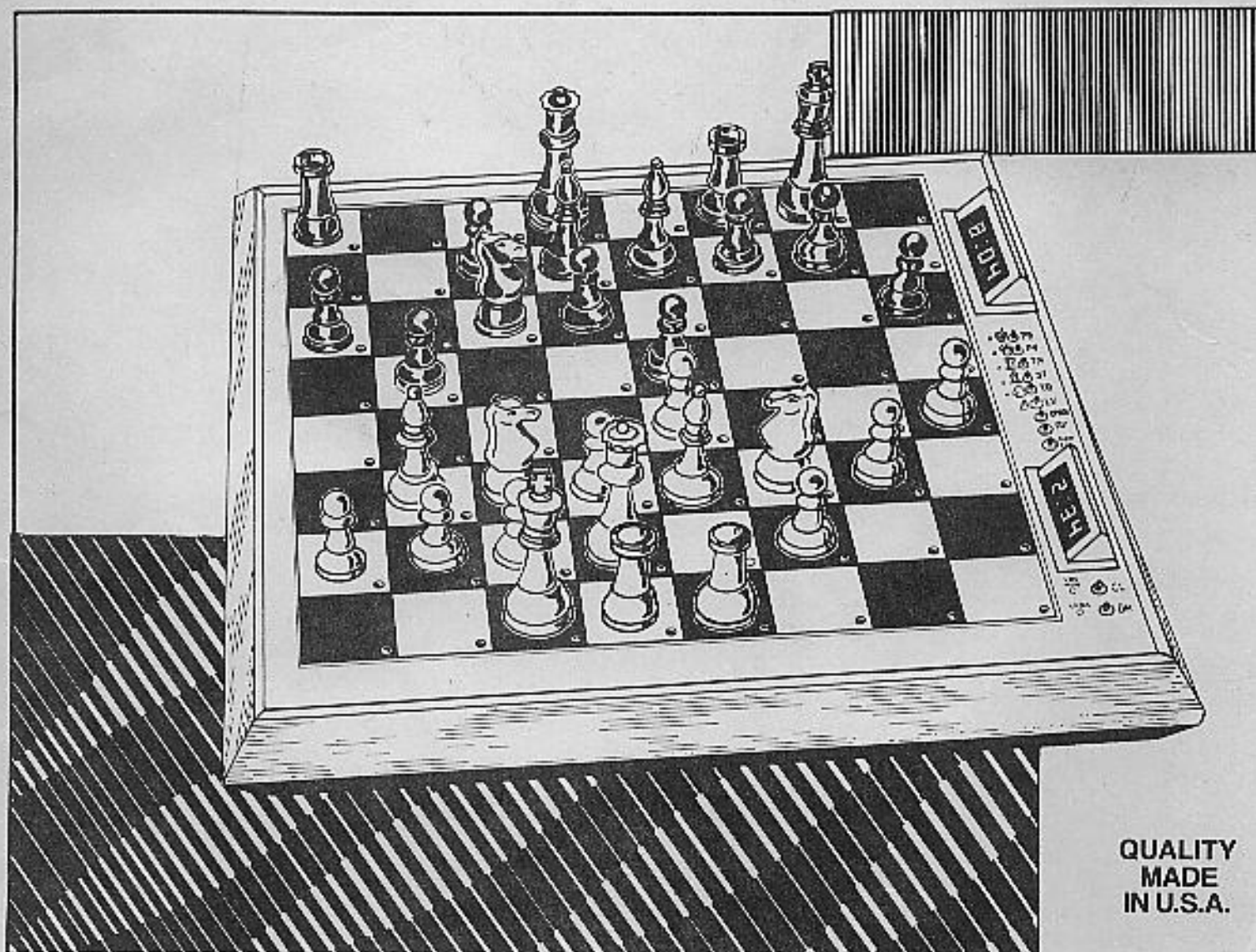


Elite AVANT GARDE

OWNER'S MANUAL
INSTRUCTION BOOKLET
MODEL EAG



QUALITY
MADE
IN U.S.A.

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1.0 INTRODUCTION

WELCOME TO THE FIDELITY CHESS CLUB.

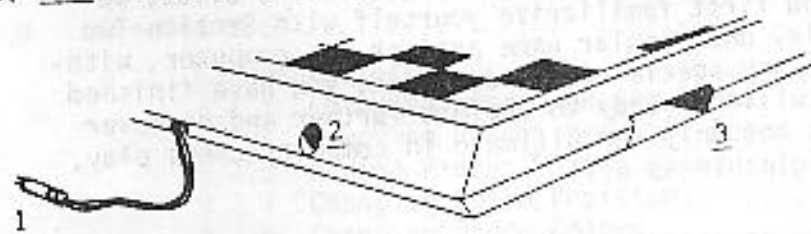
Congratulations on the purchase of your new Elite Avant Garde, the world's strongest commercially available Chess Computer.

Whether you have played predecessor Elite models, or this is your first opportunity to pit your own game against the Elite, we strongly recommend you first familiarize yourself with Section Two of this manual and play one regular game against the computer, without attempting to use any special features. Once you have finished your first game, you will be ready to explore further and discover that the Elite offers not only the ultimate in computer chess play, but every feature imaginable as well.

2.0 YOUR FIRST GAME

2.1 POWER ON

1. Place all chess pieces in their starting positions (white pieces on side of board closest to you), with the base of each piece centered on its square (Very important! See Section 2.2).
2. Plug the connector of the enclosed transformer into the wire connector which is extending several inches from the back of your computer.
3. Plug "power pack" end of transformer into a conventional wall outlet. (Elite can only be operated on household current.)
4. Press "New Game" Key.
5. Your Display (Display closest to you) will read "GS:0".



1. Transformer line cord
2. Printer cable plug
3. Module receptacle

NOTE: The transformer provided is the only power source that should be used. Use of a different transformer could adversely affect the operation of your Elite and/or damage the electronics. If the enclosed transformer should become warm during use, this is normal and may be disregarded.

2.2 THE LEDs (LIGHT EMITTING DIODES) AND AUTO-SENSORY SQUARES

As you can see, an LED is located in the corner of each square with a row of additional LEDs along the right side of the board. These LEDs are used by the computer to communicate a variety of things to you. Most frequently, they are used to show moves made on the board. Each chess piece provided has a very strong magnet concealed in its base. These magnets activate switches located under each square. The switches, in turn, activate the LEDs. To demonstrate:

1. Lift the white pawn located on square E2. Note that the LED on the E2 square lights up and the LED next to the pawn symbol on the right side of the board is also lit.
2. Place the pawn back on square E2 and both LEDs will go out.
3. Now pick up the black pawn located on square E7. Note that the E7 square is lit and the LED next to the pawn symbol is flashing (a flashing LED indicates that the piece in question is black).

4. Place the pawn back on square E7 and both LEDs will go out.

In both instances, the lit LED next to the pawn symbol indicates that the computer "sees" that a pawn is missing from its place.

If at any time during a game the computer does not seem to respond to the movement of a piece, check to see if any of the LEDs next to the piece symbol keys are lit. Be sure, of course, to put the piece you are trying to move back to its original location first, and then see if any other piece symbol LEDs are illuminated. REMEMBER: as in the above demonstration, a square LED corresponding to the piece symbol will also be lit to indicate which particular piece is off center.

2.3 YOUR FIRST MOVE

Having performed steps 1-5 of Section 2.1, you are ready for your first move.

Playing chess against your Elite is like playing with a human opponent -- you make your move and the computer responds with its move. The obvious difference, of course, is that you must make the actual physical move of the computer's piece.

To make your move, pick up the piece you have selected and place it on the center of the square you wish to move it to. Do not slide the piece over other squares in making your move, so as to avoid accidentally activating an undesired or incorrect square.

Once you have completed your move, it is automatically entered into the computer's memory and the Elite will steadily illuminate the square of the piece it wishes to move, and the desired destination square will be flashing. Simply pick up the piece and place it on the center of the flashing square. Both lights will go out, and it is your turn to move.

2.4 BASIC MANEUVERS

Captures

When capturing (except En Passant captures), you must first take the captured piece off the board, and then make your actual move on the board.

Castling

In accordance with the rules of chess, you must first move the king and then move the rook.

If you wish to castle, move your king and the computer will automatically light the LEDs for the rook's move.

The computer will signal a castling move by first lighting the LEDs for the king's move. The LEDs will light to indicate the rook move after you have moved the king.

If you should want to castle and you inadvertently move the rook first, the computer will not realize that you wanted to castle and will accept this as a rook move. You can correct your error by means of the Take Back feature (see Section 7.3).

En Passant

To make an en passant capture (for yourself or Elite), you must first move the capturing pawn to the desired empty square, at which point the square of the captured pawn will light. Remove the pawn to complete the entry.

Pawn Promotions

As in a normal game of chess, when a pawn reaches the eighth rank, it may be promoted to a higher-valued piece (usually a queen or a knight) of the same color.

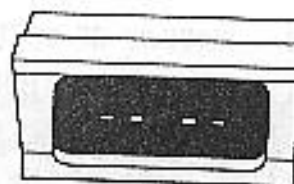
If one of your pawns reaches the eighth square, the LED on that square will flash (the LED by the pawn symbol key will also light) until you identify your promotion selection by pressing the appropriate piece symbol key. Before you press the piece symbol key, you must first remove the pawn from the board and replace it with the piece you have chosen. Once you have signalled your piece selection by pressing the appropriate piece symbol key, the LEDs will go out (i.e. to promote your pawn to a knight, press the key next to the knight () symbol (the TB Key), and the Elite will recognize that you have selected a knight to occupy that square).

If one of the computer's pawns reaches the eighth square, the computer will evaluate its present position and will promote its pawn to the piece it feels will be of most value. You must make the promotion by first moving the computer's pawn to the T0 (eighth) square, and then taking the pawn off the board (the LED on that square will remain lit until the promotion is completed). Refer to the LEDs near the piece symbol keys. The computer will identify the piece it has chosen for the promotion by illuminating the LED next to a piece symbol (i.e., if the LED next to the queen () symbol is lit, the Elite has chosen a queen). Putting that piece on the square will complete the procedure. To take back a promotion move, please see Section 7.3.

2.5 ILLEGAL MOVES/ACCIDENTAL LEGAL MOVES

The computer will only allow moves that are in compliance with the rules of chess. Illegal moves are not accepted. An illegal move is indicated as follows:

four dashes will appear in the display window, and the LEDs on the squares of the illegal move will stay on. The voice (if activated) will repeatedly announce "illegal move". To correct the illegal move, simply put the piece back on its original FROM square.



Illegal Move

If you unintentionally make a legal move that you did not want to make, you must first wait for the computer to display its move and execute that move on the board. If the computer has not finished thinking about its move, simply interrupt its thinking process by pressing the RV key and make the computer's move. You can then take back both the computer's move and your own move, as described in Section 7.3.

2.6 YOUR MOVE/CHECK LEDs

YOUR MOVE

Is lit steadily when it is your turn to move.

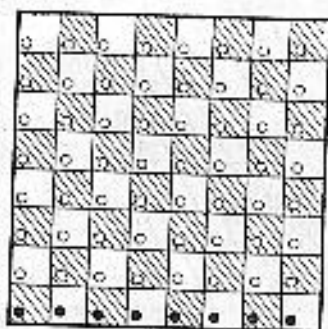
CHECK

Is lit steadily when you are in check. (Does not light if you place computer in check).

Both of above LEDs will alternately flash while the Elite is thinking. Both will flash simultaneously when you are in Problem Mode, Position Verification, Options Mode or Level Select Mode.

2.7 CHECKMATE

If the computer discovers a forced mate against you, it will "announce" how many moves it will take to mate you by lighting rows of LEDs on the board. The number of UNLIT rows indicates the number of moves to forced mate. For example, if the computer finds that it can mate you in 7 moves, the bottom row of LEDs will light, leaving 7 unlit rows of LEDs.



Mate Announcement
"Mate in 7"

Pressing the CL Key will turn off the row of LEDs, and the computer's move will now appear on the board. Once the computer has made the checkmating move, all board LEDs will flash to signal the end of the game.

If you place the computer into a checkmate position, all board LEDs will flash to signal the end of the game. A chess game can also end with a resignation, stalemate or a forced or agreed - upon draw. The computer uses different combinations of steadily lit or flashing LEDs to display, announce or claim all of these game endings.

(See: Resignations, Sect. 6.0, E2; Stalemates, Sect. 8.3, Draws, Sects. 8.4,5).

3.0 SUMMARY OF CONTROL KEY AND SQUARE FUNCTIONS

3.1 SQUARE FUNCTIONS (SELECTING OPTIONS)

In order to provide an easy method of selecting the Elite's many feature options, some of the actual playing squares are used. The following diagram of the playing board illustrates which squares may be activated to select these functions and references the sections of this manual that describe these features in greater detail.

OPTION SUMMARY CHART

PLAYING LEVEL
OPTIONS

Press to Enter: ● LV
 Display Shows: ● -LC-
 Press to Exit: ● CL

GAME OPTIONS
VOICE/TONE OPTIONS

Press to Enter: ● OPTIONS
 Display Shows: ● -OP-
 Press to Exit: ● CL

Level A8 (6 min.)			Memory Erased New Game	"Brain" Off			Voice On/Off
A8 5.1	B8 5.1	C8 5.1	D8 6.0	E8 6.0	F8 6.0	G8 6.0	H8 3.1.3
Level A7 (3 n/45 s)	Fixed Time for each Move		Clear Board	Book Practice Mode			Voice Unlimited/ Limited
A7 5.1	B7 5.2	C7 5.2	D7 6.0	E7 6.0	F7 6.0	G7 6.0	H7 3.1.3
Level A6 (3 min.)	Make Solv- ing Level		NEW GAME with Previous Options	Monitor Mode			Voice High/Low
A6 5.1	B6 5.3.2	C6 5.3.2	D6 6.0	E6 6.0	F6 6.0	G6 6.0	H6 3.1.3
Level A5 (2 min.)	Non- Iterative Search		Change Color With Move	Figurine Algebraic			
A5 5.1	B5 5.3.1	C5 5.3.1	D5 6.0	E5 5.0	F5 5.0	G5 5.0	H5 5.0
Level A4 (1 min.)	Iterative Search		Cancel Opening Book	Print Time With Move*			Tone On/Off
A4 5.1	B4 5.3.1	C4 5.3.1	D4 6.0	E4 6.0	F4 6.0	G4 6.0	H4 3.1.3
Level A3 (30 sec.)	Tournament Chess		Print Entire Game	Double Height*			Tone Unlimited/ Limited
A3 5.1	B3 5.2	C3 5.2	D3 6.0	E3 6.0	F3 6.0	G3 6.0	H3 3.1.3
Level A2 (15 sec.)	Blitz/ Speed Chess		Hexadecimal Score Display	Resign Enable			
A2 5.1	B2 5.2	C2 5.2	D2 6.0	E2 5.0	F2 5.0	G2 5.0	H2 5.0
Level A1 (5 sec.)	Analysis Level		Black From the Bottom	Automatic Depth, Score and Time			
A1 5.1	B1 5.2	C1 5.2	D1 6.0	E1 6.0	F1 6.0	G1 6.0	H1 6.0

*Model IFF Printer only.

Play
E.S.
Jocod

The Elite has many special option features that are available to the user. These features fall under three general categories: LEVEL OPTION CONTROLS, GAME OPTION CONTROLS, and VOICE/TONE OPTION CONTROLS.

The option controls are user selectable (before the start of a new game, or at any time during play) and can be activated by means of various squares on the playing surface when one of these select modes is invoked. When a select mode is chosen, normal game play is suspended and the squares are used to select options as shown on the chart.

In the following option descriptions, the user is directed to "activate" a given square to select a particular option. The procedure for activating a square is as follows:

1. An option square is activated when the LED in that square is lit.
2. If the square is occupied by a piece, lift the piece off and replace it. The LED in the square will light to indicate that option is selected.
3. If the square is empty, select any piece (either a captured piece from off the board or a piece not located within the particular option group you are working with). Place the piece on the desired square and then remove it - again, the LED in the square will light to indicate that particular option is selected.

Note: Option Control Modes can only be selected when it is your turn to play.

3.1.1 PLAYING LEVELS AND SPECIAL LEVELS

The playing and special levels (described in Section 5.0) are selected using the A and B files (files = vertical rows of squares). Only one level can be used at a time. To select the level of your choice:

- A. Press the LV Key (Display shows -LC-).
- B. Activate the square indicating the level you wish to use.
- C. Press the CL Key to exit Level Selection mode.

3.1.2 ADDITIONAL OPTIONS

Squares used to select additional options (described in Section 6.0) are located on the D and E files. Unlike level selection, in most cases, more than one of these options can be used at a time. You may select one or more options as follows:

- A. Press OPTION Key (Display shows -OP-).
- B. Activate the square corresponding to the option you desire.
- C. Repeat step B until you have activated all the options you want to use.
- D. Press CL to exit option selections mode.

3.1.3 COMPUTER VOICE AND TONES

The first time your Elite is plugged in, the beep tone is automatically ON and the voice is OFF. You may, however, change the sound options as desired. As you can see from the board diagram, the H file squares are used for sound option selections. You may select the combination of sound controls you desire by following Steps A-D as described in Section 3.1.2, using the following chart as your guide.












OPTION SQUARE	SQUARE LED LIT	SQUARE LED UNLIT
SQUARE H3	Tone Unlimited*	Tone Limited
SQUARE H4	Tone On*	Tone Off
SQUARE H6	Voice High	Voice Low*
SQUARE H7	Voice Unlimited	Voice Limited*
SQUARE H8	Voice On	Voice Off*

* These settings automatically activated when Elite is first turned on or square D8 (See Sect. 6.0, D8) is activated.

You may cancel any level, option or tone/voice selections by activating the correct square(s) with a chess piece until the LED turns off.
REMEMBER: You must always press the CL Key after entering options, at which point all LEDs will turn off, and you are ready to play.

3.2 CONTROL KEY ENTRIES

The 11 control keys on the side of the board serve many functions. Some keys, in fact, possess multiple functions. The following diagram of the symbols and keys (as they appear on the board) also includes a brief description of the function(s) of each control key with a reference to the appropriate section(s) detailing each function in parentheses.

●  ● PB	Problem Made	(Sect. 9.0)
●  ● PV	Position Verification	(Sect. 9.2)
●  ● TM	Total Time	(Sect. 4.2)
●  ● ST	Time Controls	(Sect. 5.0)
●  ● TB	Take Back Moves Time Controls	(Sect. 7.3) (Sect. 5.0)
●  ● LV	Level Setting Time Controls Score/Search Display	(Sect. 3.0) (Sect. 5.0) (Sect. 6.0, E1)
●  ● OPTION	Additional Options Voice/Tone Options	(Sect. 3.1.2) (Sect. 3.1.3)
●  ● RV	Computer Makes First Move Changing Sides Halt Thinking Process	(Sect. 6.0, D1) (Sect. 7.5) (Sect. 7.6)
●  ● NEW GAME	Start new game retaining previously selected options	(Sect. 6.0, D6)
YOUR MOVE ●  ● CL	Used to exit option selections Turned off LED signals on playing board	(Sect. 3.0) (Sect. 9.4)
CHECK ●  ● DM	Suggested Moves Move Count Principal Variation Computer's Thoughts	(Sect. 7.2) (Sect. 4.4) (Sect. 7.9) (Sect. 7.8)

4.0 DISPLAY WINDOWS

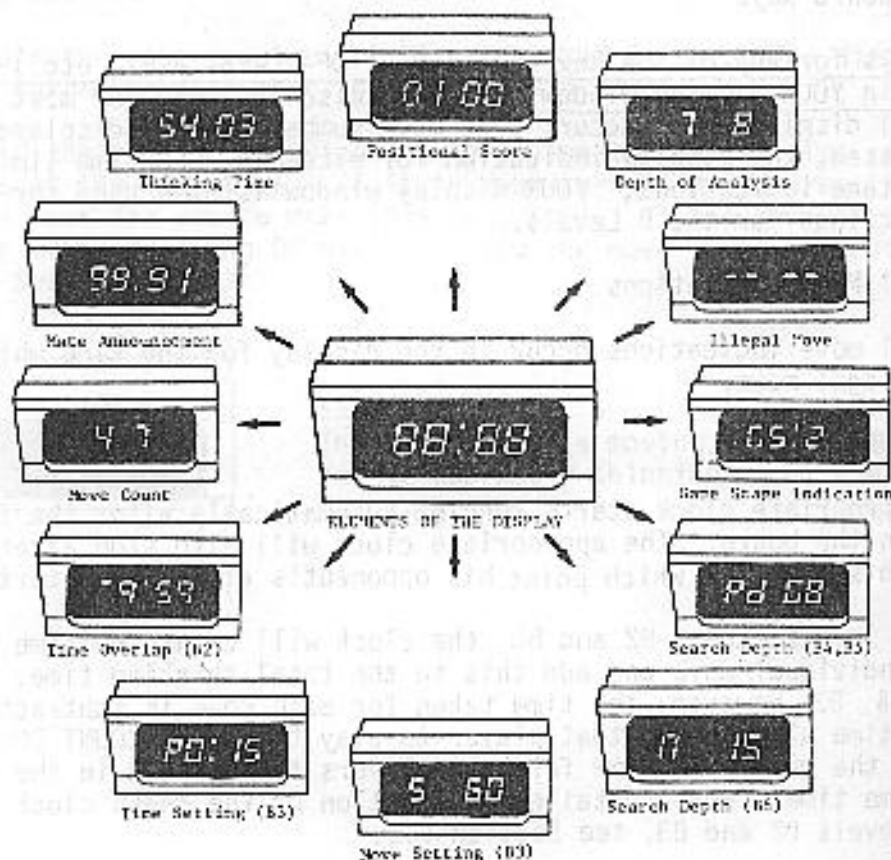
4.1 ELEMENTS OF THE DISPLAY

The displays have many extensive and varied functions. They supplement and improve the computer's communication abilities. They confirm each step you take, and greatly simplify the operation of the Elite.

The displays show you the depth of search and positional score, the amount of time that has been used and how much time remains. They tell you when either side has taken too much time when you have made an illegal move, they display mates, and recommend when you should change modules. The entry of time control values, time handicaps, and depth of search are also confirmed via the displays.

The displays come on automatically. However, you can essentially decide what you want the displays to show. The different possibilities are covered in the appropriate sections of this manual.

SUMMARY OF THE DISPLAY POSSIBILITIES



4.2 DUAL DISPLAYS

The AVANT GARDE's two display windows enable the computer to keep track of and display both the player's and the computer's chess clocks during any game.

During a normal game of chess (where the player is white and is playing from the bottom of the board), the front display window will show the player's clock and the back display window will show the computer's clock. When the RV Key is used to switch sides (Sect. 7.5), the clocks will also automatically switch.

The clock of the side to move always counts and displays the time that is being taken to make that move. As soon as the move is made, that clock will stop and the clock for the other side will start up.

PRESSING AND HOLDING the TM Key will cause each clock to display the total time taken in the game so far for each side.

Please note how the display windows function under the following circumstances:

Using Board Keys

Displays for any of the key functions (-OP-, -PS-, -PB-, etc.) are always shown in YOUR display window. This is also the case for most of the other special displays that occur: the move number that is displayed when DM is pressed, the display indication for exceeding the time limit, and the Game Stage indications. YOUR display window is also used for entering the settings for the B Levels.

Illegal Move Indications

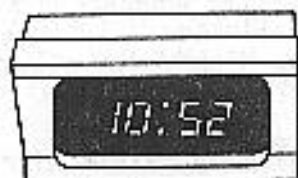
Illegal move indications occur in the display for the side which is causing the illegal move.

4.3 CHESS CLOCK

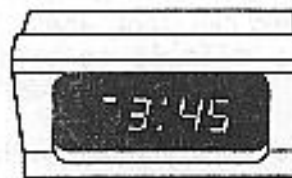
The appropriate clock starts running automatically after the first move is made on the board. The appropriate clock will also stop after the player makes his move, at which point his opponent's clock will start up again.

On all levels except B2 and B3, the clock will count the time it takes for each individual move and add this to the total thinking time, OR COUNT UP. In B2 & B3 however, the time taken for each move is subtracted from the total time allowed for that player to play the game (COUNT DOWN). This allows the remaining time for both players to be shown in the displays at the same time. For a detailed description of the chess clock when used with Levels B2 and B3, see Section 5.2.

The time is displayed in minutes and seconds; times over an hour are shown in hours and minutes. To distinguish between the two types of displays, a dash will appear in the upper left-hand corner of the display when it is showing hours and minutes.



Minutes:Seconds



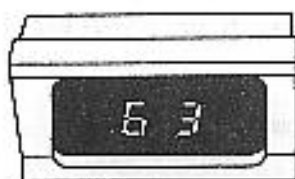
Hours:Minutes

If you should desire to interrupt or delay the progress of a game and not have the clocks continue to run, you may do so by simply not acknowledging the computer's move until you are ready to continue play. Both clocks will stop the instant the computer indicates its move, and the clock will only resume after you have physically made the computer's move on the board.

4.4 MOVE COUNTER

To activate the move counter, simply press the DM Key. The display will show the current move number for the side to move.

Along with the move number display, pressing the DM Key also activates other functions at the same time. If it is your turn to move, pressing DM will suggest a move for you to make (See Sect.7.2). If the computer is thinking about its move, pressing DM will show you the move it is currently considering (See Sect. 7.8).



Example

The side which is moving has made 62 moves, and is currently thinking about the 63rd move.

5.0 LEVELS OF PLAY

5.1 PRESET TIME LEVELS: "A" FILE SQUARES

The playing strength of a chess program primarily depends upon how far the computer can look ahead within the time allotted. The longer the computer is allowed to think, therefore, the higher its playing strength will be.

The Elite offers you an infinite number of playing levels with all possible options for selecting and setting time limits for individual moves or for a number of moves. This flexibility enables you to control the computer's playing strength. For your convenience, Fidelity has preset time controls for levels A1 through A8 which cannot be altered. The response times shown on the square diagram in the A file are to serve as guides and are not strictly adhered to by the Elite. As a rule, however, the computer will hold itself to those times, and will usually not use up all of the time which it has available.

The average response time for each individual move can be computed from the time limits. Depending on the complexity and the nature of the position, the actual thinking time can deviate considerably from the average time. For example, the computer will use very little time when its king is in check and it only has one legal move. On the other hand, the computer might use more time when it is on the defensive or when the program sees a possible mate and wants to make the best move.

If time is saved on a move, the thinking time which has not been used is distributed equally among the rest of the moves; when more time is taken for a move, the excess time taken is subtracted from the average times taken for the rest of the moves. The thinking time is then recalculated for each move that follows.

Functions such as move take-backs and changing sides have no effect on the time limits.

The Settings for Playing Levels A1-A8 are as follows:

Playing Level	Time Controls (Settings)	Average Response Time
A1	60 moves / 5 minutes (Blitz Chess)	5 seconds
A2	60 moves / 15 minutes (Lightning Chess)	15 seconds
A3	60 moves / 30 minutes (Lightning Chess)	30 seconds
A4	60 moves / 1 hour	1 minute
A5	30 moves / 1 hour	2 minutes
A6	40 moves / 2 hours (Tournament Chess)	3 minutes
A7	40 moves / 2 hours 30 min. (Tournament Chess)	3 minutes 45 seconds
A8	30 moves / 3 hours	6 minutes

After starting up the game or after activating square D8 (Section 6.0), playing level A1 is automatically in effect. To select a level from A1-A8, see Section 3.1.1. The playing level can be changed as often as you wish at any time during a game.

Each of the above-mentioned playing levels A1-A8 can be weakened by turning off the computer's "brain" (see Section 6.0, E8). Essentially by doing this, you are not allowing the computer to think on your time. This actually gives you 8 more levels (intermediate strength) from which to choose.

5.2 PROGRAMMABLE PLAYING LEVELS: "B" FILE SQUARES (Description/Setting Range(s))

LEVEL B1 (Analysis/No Time Limit)

This level has no time limit. Due to the computer's memory capacity, however, the search depth had to be limited to 30 half-moves. After selecting this level (Section 3.1.1), press the RV Key, and the computer will start thinking. The program will search for a move until it sees a mate; until it reaches a search depth of 30 half-moves; or until you press the RV Key again, at which point the computer's thinking process is halted, and it is forced to respond. Level B1 is not recommended for mate problems; see Section 5.3.2 for mate solving level B6.

LEVEL B2 (Blitz or Speed Chess/ 1 minute to 9 hours 99 minutes per game)

Playing level B2 provides you with another tournament level. On this level, a total time limit is set for the game, without taking into consideration the number of moves which will be made. This type of setting is mainly used for blitz or speed chess games. In tournament chess today, the following time limits are customary:

Blitz Chess: 5-10 minutes per game
Speed Chess: 20-45 minutes per game

The time settings must be entered individually for each side. This gives you the opportunity to enter different times for yourself and the computer. The game has to end within the set time limit. If one of the players should go beyond his total thinking time before mating his opponent, that player loses the game.

If the computer goes beyond its time, it will concede defeat by displaying 0:00 in its display and flashing the LEDs in rows 2, 4, 6 and 8 (see diagrams 1 and 2 next page).

If the human goes beyond his time, the computer will recognize this and display 0:00 in the human's display, with the LEDs in rows 2, 4, 6 and 8 steadily lit (see diagrams 1 and 2).

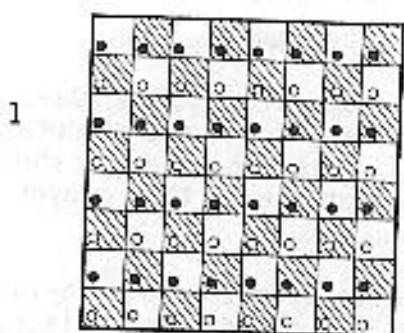
B2 - Entry Outline

Key/Square Entry		YOUR Display	Function/Note
Press	LV	-LC-	Start of entry
Activate	B2	H0:05	Choice of playing level and preparation for entry of total time for the <u>player</u> (H=Human)
Press	ST	H1:05	Entry of hours
Press	TB	↓ ↓ ↓	Entry of minutes (ten column)
Press	LV	H9:99	Entry of minutes (one column)
Activate	B2	C0:05	Preparation for entry of total time for the <u>computer</u> (C=Computer)
Press	ST	C1:05	Entry of hours
Press	TB	↓ ↓ ↓	Entry of minutes (ten column)
Press	LV	C9:99	Entry of minutes (one column)
Press	CL		End of entry

NOTE: ZERO ENTRIES ARE NOT ALLOWED

IMPORTANT: When using the above outline to enter information, the chess piece which you are using to activate the square cannot be put back down on that square (in this case B2) or any other A or B square during the entire entry procedure. Please hold the chess piece in your hand until you have ended your entry by pressing the CL Key.

As each move is made on the board, the appropriate clock will automatically display the amount of time remaining for each player. If the time remaining is one hour or greater, the digit display will show hours. If the time remaining is less than one hour, the digit display will show the number of minutes remaining. If only seconds remain, the digit will show the number of seconds.



Time limit has been exceeded

you make, you will be allowed the same amount of time that you had originally set. If the time should run out again, the computer will again light the LEDs to show this.



If either side goes beyond the set time limits, the game is normally ended at that point.

However, if you would like to continue the game for practice, simply press the CL Key after the LEDs have come on to signal that the time has run out. You can then continue playing that game. For the rest of the moves set. If the time should run out again, the computer will again light the LEDs to show this.

LEVEL B3

(Tournament Chess/1 min. to 9 hrs. 99 mins. total thinking time for 1-99 moves).

PLAYING LEVEL B3

Level B3 is provided for serious tournament chess. As in an actual tournament, each player must make a certain number of moves within a set time period, in accordance with tournament rules. These two factors - number of moves and time controls - must be set in advance. This level employs a count-down timer - as each move is made on the board, the appropriate clock displays the amount of time remaining for the player.

In today's tournament chess, several different time controls with varied numbers of moves are customary for a game. For example:

Event	Primary Time Control	Secondary Time Control	Tertiary Time Control
International	40 moves/2.5 hours	16 moves/1 hour	see below
National	50 moves/2.5 hours	20 moves/1 hour	
Regional	40 moves/2 hours	20 moves/1 hour	

After the secondary time control has elapsed, three different procedures are generally used in order to determine the outcome of a game:

- More time controls are added; in this case the values of the secondary time control are usually used for all the rest of the moves. Tertiary time control is set to zero.
- A total amount of thinking time (the tertiary time control) is set for all the remaining moves of the game. The number of moves entered in tertiary time control helps the computer budget its time. The computer divides the time remaining on its clock by that number of moves.
- The game will be evaluated by a neutral party.

You can set the computer for the tertiary time control as in a. or b. above.

Generally, after the thinking time has run out, there will be a check to see if the set number of moves were made in the time allotted. If this is not the case, the game will be forfeited because it went beyond the time limits.

The computer takes its allotted thinking time and divides it up as desired. The actual thinking times will vary considerably from the average response times. Depending upon the complexity and nature of the position, the computer will take more or less time for each move.

If the computer takes less of the allotted time for a move, the saved time will be divided equally among the rest of the moves; if the computer takes more time for a move, that amount of time will be subtracted from the rest of the moves to correct the time controls. The thinking times will be calculated after each following move.

Example of taking less than the allotted time:

Imagine that the computer has been set to make 40 moves in 2 hours, and it makes the first 20 moves from its book-opening library (instant response). Since the amount of time taken to think about these first 20 moves was zero, the computer still has the entire amount of thinking time left. As noted above, the saved time will be equally divided among the rest of the moves. From that point on, the average response time will then be 6 minutes per move for the other 20 moves.

NOTE: When using the following outline to enter information, the chess piece which you are using to activate the square contacts cannot be put back down on the entry square (in this case B3) during the entire entry procedure! Please hold the chess piece in your hand until you have completed the entry by pressing CL Key.

B3 - Entry Outline

Key/Square Entry	YOUR Display	Function/Note
Press LV	-LC-	Start of entry
Activate B3	P0:05	Choice of playing level and preparation for entry of thinking time for <u>primary time control</u>
Press ST	P0:00	Entry of hours
Press TB	↓ ↓ ↓	Entry of minutes (ten column)
Press LV	P9:99	Entry of minutes (one column)
Activate B3	P 60	Preparation for entry of move numbers for <u>primary time control</u>
Press TB	P 00	Entry of moves (ten column)
Press LV	P 99	Entry of moves (one column)
Activate B3	S0:05	Preparation for entry of thinking time for <u>secondary time control</u>

Press	ST	} S0:00	Entry of hours
Press	TB	} ↓ ↓	Entry of minutes (ten column)
Press	LV	} S9:99	Entry of minutes (one column)
Activate	B3	S 60	Preparation for entry of move numbers for <u>secondary time control</u>
Press	TB	} S 00	Entry of moves (ten column)
Press	LV	} S 99	Entry of moves (one column)
Activate	B3	T0:00	* Preparation for entry of thinking time for <u>tertiary time control</u>
Press	ST	T0:00	Entry of hours
Press	TB	↓ ↓	Entry of minutes (ten column)
Press	LV	T9:99	Entry of minutes (one column)
Activate	B3	T 60	Preparation for entry of move numbers for <u>tertiary time control</u>
Press	TB	T 00	Entry of moves (ten column)
Press	LV	T 99	Entry of moves (one column)
Press	CL	0: 00	End of entry

* The tertiary time control should only be set when tournament regulations require its use. If you do not want to use tertiary time control, press the CL Key after pressing B3 at this point. This informs the computer that no tertiary time control exists. If you choose this option to indicate that no tertiary time control exists, all values for the secondary time control will be carried over into the tertiary and subsequent time controls.

PLEASE NOTE THAT ZERO ENTRIES CANNOT BE MADE FOR PRIMARY AND SECONDARY TIME CONTROLS.

LEVEL B4
(Iterative Search)
see Section 5.3.1

LEVEL B5
(Non-Iterative Search)
see Section 5.3.1

LEVEL B6
(Mate-Solving Level)
see Section 5.3.2

LEVEL B7

(Training Level/1 second to 9 minutes 99 seconds per move)

In level B7, you do not set the total thinking time for a certain number of moves, but rather the thinking time for the individual moves. The time that you set will be in effect for all moves which follows.

In contrast to other levels, the program no longer divides up the thinking times for the individual moves. After the time limit has been reached, the computer is forced to halt its thinking process and will play the best move it has found at that point. Occasionally, when faced with forced moves the computer will not use all of its allotted move time and will sometimes even respond immediately.

B7 - Entry Outline

	<u>Key/Square Entry</u>	<u>YOUR Display</u>	<u>Function/Note</u>
Press	LV	-LC-	Start of entry
Activate	B7	LO:05	Choice of playing level and preparation for entry
Press	ST	LO:00	Entry of hours
Press	TB	↓ ↓ ↓	Entry of minutes (ten column)
Press	LV	L9:99	Entry of minutes (one column)
Press	CL	0:00	End of entry

ZERO ENTRIES ARE NOT ALLOWED!

NOTE: When using the above outline to enter information, the chess piece which you are using to activate the square cannot be put back down on that square (in this case B7) during the entire entry procedure! Please hold the chess piece in your hand until you have completed your entry by pressing the CL Key.

5.3 EXPERIMENTAL LEVELS

5.3.1 ITERATIVE SEARCH (B4) AND NON-ITERATIVE SEARCH (B5)

The problem of finding the best move in a certain board position cannot be described exactly and, therefore, also cannot be solved according to an exact formula. By means of special mathematical approximations, one can repeatedly find approximate solutions, which can eventually get close to the exact solution.

This type of approximation can also be used in chess programs. Such a procedure is known as iterative search (iteration = Latin for repetition). The basis of this procedure is to use moves that have already been calculated as approximate solutions for a new calculation, based on the previous moves, and to repeat this procedure again and again with deeper and deeper search depths. While using the iterative search, in very basic terms, the computer examines the full width (or all possible moves) to a certain ply, identifies the best move, and then goes on to repeat the search at the next ply. The purpose of using this method is to optimize the computer's efficiency within the amount of time it has to think. In fact, all of the Elite's preset levels use the iterative search method.

Using another procedure, the computer identifies a specific move possibility and researches that move up to a set search depth. Once the research for that specific move is completed, the computer identifies another move and researches it to the set search depth - and so on. Since the program does not have to re-calculate moves that have already been searched in this case, this procedure is referred to as a non-iterative search.

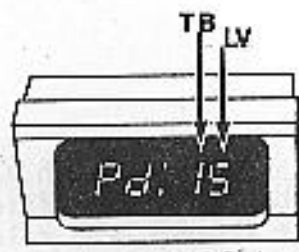
Your AVANT GARDE contains these special programs in levels B4 and B5. Because of the characteristics of these playing levels, they have a limited playing strength if they are used for normal games, i.e., games with fairly short thinking times. For correspondingly high thinking times, these levels become very interesting and valuable experimental and analysis programs.

Another feature of the program is the fact that it searches certain moves beyond the set search depth, similar to the playing and mate solving program. These moves, also called forced move sequences, are capturing moves, checks, and escapes from check situations. For more reference information regarding iterative and non-iterative computer analysis, read Chess Skill Man and Machine, published by Springer-Verlag, N.Y.

Both levels B4 and B5 are provided primarily for experimental use with pre-set board positions, wherein the operator can actually examine the computer's methods in calculating moves using either search procedure.

Setting the Search Depth for B4 or B5

After entering LV, activate B4 for the iterative search, or B5 for the non-iterative search. The left-hand side of the display symbolizes these special levels, and stands for the depth of half-moves (or ply-depth). The left hand side of the display (Pd) confirms that you are in the proper mode to set search depth for either of these special levels (Pd=Ply depth), and the computer is waiting for you to enter the set search depth number. The two-digit number on the right displays the set search depth in half-moves.



Search Depth
in half-moves

After activating either square B4 or B5, the search depth is entered by repeatedly pressing the LV and TB Keys. TB will set the ten column, and LV sets the one column. Due to the computer's memory capacity, the search depth had to be limited to 15 half-moves.

It is possible to set the display for up to 99 moves. However, all settings greater than 15 will automatically be reverted to 15 by the computer. Conversely, if zero is entered the computer will automatically default to 1.

After setting the search depth, end your entry by pressing the CL Key. Press RV to start the search.

5.3.2 MATE SOLVING LEVEL B6

For the mate solving level B6, a special program is activated which only searches for mates.

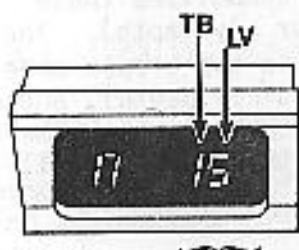
Since positional and material values are disregarded in the move search, this program is not suitable for regular chess games. Countermoves should, therefore, be made by the human or obtained from the computer on another level.

As in levels B4 and B5, this program allows the search depth to be limited. Unnecessarily deep searches are prevented; the amount of time used will be reduced to the minimum time necessary. Another feature of this level is the ability to find all solutions (alternate solutions) within the set search depth.

Setting the Search Depth for B6

By entering level B6, you can set the desired search depth for the computer. The left side of the display will show an "n" for mate in "n" moves. (The "n" display simply confirms that you are in the proper mode to set search depth for level B6 and the computer is waiting for you to enter a number.) The right side of the display shows the number of moves to mate (i.e. mate-in-four = 04). The search depth can be set by repeatedly pressing the LV and TB Keys.

Set the number for the one column using the LV Key, and the number for the ten column using the TB Key.



Search Depth

Due to the computer's memory capacity, the search had to be limited to 15 moves. Thus, the program has the ability to solve mate problems up to 15 moves.

It is possible to set the display for zero to 99 moves, but, all settings greater than 15 will automatically be reverted internally to 15 by the computer. Conversely, if a zero is entered, the Elite will default to 1.

After setting the desired search depth, end the procedure by pressing the CL Key. Pressing RV will cause the computer to start the search.

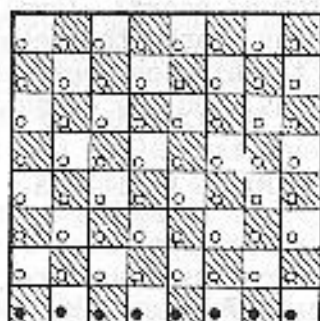
NOTE: If an out-of-bounds number is entered and CL is pressed to exit level select mode, the default to either 1 or 15 takes place automatically, without any type of display confirmation. To be sure of the setting you have entered, press LV again and reactivate the B6 square.

The DM feature (Section 7.8) does not work on this level, as the computer rejects all non-mating moves while it is looking for the mate.

The Search/Announcements for B6

Once B6 is activated and the search depth entry is complete, pressing the RV Key will start the computer's search process. The program will search until it finds a mate, or until it recognizes that no mate is possible within the set search depth.

If the computer finds a mate, it will show a number larger than 9990 in the display.



Announcement
"Mate in 7 Moves"

A mate in less than 8 moves will also be displayed on the board by lit LEDs. The number of rows left unlit will signify the number of moves to mate (see diagram).

When the computer makes the mating move, all of the board LEDs will be on.

Pressing CL will turn the LEDs off, and the computer's move will be displayed on the board.

If the computer finds no solution, it will signify this by lighting the LEDs in the upper A1-A8-H8 triangle (see diagram).

This indicates that there is definitely no solution to the problem within the set search depth.

For longer mate problems, the search depth setting should be set higher.



Announcement
"No Mate Possible"

Solutions for problems up to mate-in-5 can be shown in their entirety (see Section 7.9).

Alternate Solutions

After a mate has been announced, you can request the computer to search for other possible solutions.

In order to do this, do not make the computer's displayed move on the board. Simply press the RV Key at this point, and the computer will keep on searching. Alternate solutions, if available, should be calculated more quickly, as the computer retains the data it analyzed to achieve the first solution.

This process can be repeated after each solution is found or until the computer lights the upper triangle to signify that no more solutions can be found.

6.0 ADDITIONAL OPTIONS: "D" AND "E" FILE SQUARES

D8 (New Game - Memory ERASED)

To begin a new game and ERASE ALL OPTIONS SELECTED IN THE PREVIOUS GAME (i.e. level selected, voice/tone options, etc.), ACTIVATE THE D8 SQUARE using the procedure shown in Section 3.1.2. AFTER activating D8: all pieces will be in their basic starting positions (white pieces at bottom of board), level AI is in effect, the computer is automatically set to play black, the beep tone is on and the voice is off, and the computer is set to think on your time. If you wish to change any of these automatic selections, you may do so at this time.

BEFORE ENTERING D8, PLEASE PUT ALL PIECES ON THEIR STARTING POSITIONS.

D7 (Clear Board)

If you wish to set up a special board position that requires few pieces, you may clear the board of all pieces by activating square D7 as outlined in Section 3.1.2. To enter pieces on the board, use the Problem Mode feature (Section 9.0).

D6 (New Game - Previous Options)

To begin a new game and RETAIN ALL OPTIONS SELECTED IN THE PREVIOUS GAME, activate square D6 as outlined in Section 3.1.2, OR press the NEW GAME Key. This will erase the last board position from the computer's memory, but retain all of the options you had previously chosen for your last game. Before entering D6 or pressing the NEW GAME Key, be sure all pieces are on their starting squares. BE CAREFUL NOT TO ACCIDENTALLY PRESS THE NEW GAME KEY WHILE IN THE MIDDLE OF A GAME, SINCE THIS WILL ERASE THE CURRENT GAME FROM THE COMPUTER'S MEMORY.

NOTE: After plugging the computer in, YOU MUST ALWAYS ACTIVATE EITHER D8, D6 OR THE NEW GAME KEY before beginning play, setting up problems, or activating options.

D5 (Change Color with Move)

In a regular game, the color to move depends upon the last move that was made on the board (i.e. if white has just completed his move, it is black to move).

If you wish to change color to move at any point in a game, simply activate square D5 using the procedure outlined in Section 3.1.2. Once D5 is activated, if the computer is to move, press RV. If you are to move, simply make your move. Therefore, if it is black to move, and you activate D5, white is to move instead. This feature is helpful for special board positions set up using the Monitor Mode (Sect. 6.0, E6), and Problem Mode (Sect. 9.0).

D4 (Cancel Opening Book)

If you prefer not to use the computer's preprogrammed openings, or if a cartridge is inserted and you do not want to use it, activate D4. By activating D4 as outlined in Section 3.1.2., you can prevent the computer from making use of the opening library.

D3 (Print Entire Game)

FOR USE WITH OPTIONAL PRINTER (See Section 13.0)

D2 (Hexadecimal Score Display)

The computer is automatically set up to display positional score using decimal values, if LV is pressed while the computer is thinking or square E1 is activated (Section 6.0, E1). The decimal values are used for the ease of the human operator. The hexadecimal numbering system, however, is best suited for the programming of microprocessors, and is used internally by the computer. In fact, in order for the computer to display a decimal score, it must first calculate the hexadecimal score and then convert it to a decimal score. For your convenience, a summary of the scoring is included in this manual, including a table that shows the conversion of hexadecimal to decimal scoring (Sect. 6.0, E1). If you prefer to have the computer display the hexadecimal score during a game, simply activate square D2 (as outlined in Section 3.1.2) after you have requested that the computer display score by activating E1.

D1 (Human Playing Black from the Bottom)

The computer is automatically set for the white pieces to move from the bottom to the top and for the white pieces to occupy the bottom two rows.

If you would rather play with the black pieces from the bottom of the board, activate D1 (see Section 3.1.2). Be sure to set up your pieces on the board before turning the computer on. After you have activated D1 and completed all other option selections, press the RV Key to force the Elite's first move as white. The DIRECTION of the play is the only option that cannot be changed once you have started a game. If you select option D1, the computer will compensate for this and your clock will be the front clock as soon as the RV Key is pressed to start the game.



Direction of play without D1 option



Direction of play with D1 option

E8 ("Brain" Off)

Before starting a game, you can activate E8 (see Section 3.1.2) to invoke this special feature. Once activated, the computer no longer has the ability to think on your time. It will only start its move evaluation after you have made your move on the board.

Each playing level can be weakened by using E8, thereby giving you the option of having more skill levels to choose from. E8 may be activated or deactivated at any time during a game.

E7 (Book Practice Mode)

For the general opening practice, whether you are using the computer's built in library of book openings or a book opening cartridge, the computer will dictate the opening to study by making random countermoves. For more details regarding book openings, (see Section 10.0).

After each computer move, you must try to continue the game by playing the move that you consider strategically best. If you play a move that is contained in the opening library, the computer will determine if a countermove is present. If it finds the countermove, the computer will play it immediately, using none of its thinking time. If there are several moves available as countermoves, the computer will randomly pick one of the moves.

If no move is available or if you make a move that is not in the computer's book, the computer will signal the end of the opening variation. It does this by beeping three times and making a voice announcement (if voice option is selected). It also shows the end of book by keeping the LED of the last 10 square lit.

If the computer plays the last move of a book opening variation, it will also signal this as described above.

Study of Specific Openings

In addition to the general opening study, you can also practice specific opening variations of your choice. To do this, have the computer play your chosen variation up to a certain point. Variations can be specifically chosen by repeatedly pressing the RV Key after the computer has responded with a move BUT BEFORE THE PIECE IS PHYSICALLY MOVED.

After each press of the RV Key, all stored countermoves will be shown on the board, one by one. Press RV until you see the desired book move on the board, and then simply make that move. Follow this procedure alternately for both sides, until you want to continue the opening variation for one side.

Example: In response to an opening move of d2-d4, the computer has 11 possible countermoves: d7-d5, d7-d6, Ng8-f6, Nb8-c6, e7-e5, e7-e6, b7-b5, b7-b6, f7-f5, c7-c5, and g7-g6. You can determine which move the computer should play by repeatedly pressing the RV Key.

Refer to Section 10.0 for additional details regarding Book Openings.

Take-Back of Opening Moves

By repeatedly pressing the TB Key, you can take back the entire game. The LEDs will light to guide you through the take-back procedure (see Sect. 7.3).

If you have exited the book opening (book practice mode) and are into the mid game, you may re-enter book practice mode. To do this, you must take back all moves from the midgame and into the opening.

Opening Move Suggestions

If you are not sure of which move to make, the computer can help you by giving you one or more move suggestions.

If the DM Key is pressed, the computer will use LEDs to indicate a suggested move on the board. By repeatedly pressing the DM Key, it will show you all stored countermoves.

For further details on move suggestions, see Section 7.2.

Continuation Into A Game

If you want to go from the opening variation directly into a game against the computer, proceed as follows:

If the move you make is not in the computer's opening book or if it is the last stored move of the opening variation (the computer will indicate this as described previously, simply press the RV Key to make the computer start thinking about its next move and continue the game). If it is the computer's turn and it plays the last move of the opening variation, you can continue the game by making its indicated move, pressing RV, and then making your move.

E6 (Monitor Mode)

If desired, you can turn the game on and use the computer board to play against another human by activating E6 (see Sect. 3.1.2) for Monitor Mode. In this mode, the computer will only check the legality of the moves. If an illegal move is made, the computer will announce this (see Sect. 2.5).

The computer's chess clock can also be used in Monitor Mode (each clock will correspond to the side of the board where it is located). For tournament games, the time display will be shown as described in Section 4.3.

For a speed chess game, set the time on level B2 (see Section 5.2). If either of the players goes beyond the time limit, the computer will announce this as described in Section 5.2.

If desired, the computer can also continue the game for either or both players. To do this, press RV at any time and the computer will think of a move for that side. You must, of course, first set a time limit by entering one of the playing levels (see Section 5.1). The computer is unable to suggest moves in this mode once it is "out of book".

E5 (Figurine Algebraic)

FOR USE WITH OPTIONAL PRINTER (SEE SECTION 13.0)

E4 (Print Time with Move)

FOR USE WITH OPTIONAL PRINTER - MODEL IFP PRINTER ONLY (SEE SECTION 13.0)

E3 (Double Height)

FOR USE WITH OPTIONAL PRINTER - MODEL IFP PRINTER ONLY (SEE SECTION 13.0)

E2 (Resign Enable)

Engaging this feature causes the computer to resign if it sees a forced mate against itself. To select E2, see Sect. 3.1.2. If you have selected E2, the computer will react as outlined in Section 2.7, BUT the LEDs will be flashing to indicate the computer's resignation.

E1 (Automatic Depth, Score & Time)

After activating E1 (see Section 3.1.2), you will see the score display and the search depth on YOUR clock and the computer's move time on its clock. (You can also accomplish this by pressing the LV Key during a game after each of your moves while the computer is thinking.) The score display and search depth display will alternately appear at 5 - second intervals. As soon as you have made the computer's move on the board, your clock will revert back to showing your time.

Summary of Scoring

At the beginning of a game, or before you make your next move, activate E1, and the information noted above will automatically be displayed after you make each of your moves on the board.

The score is displayed in decimal notation. If you prefer hexadecimal scoring, refer to Section 6.0, D2.

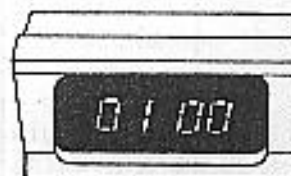
The score displayed represents which player has the advantage (in the computer's opinion) materially and/or positionally as follows:

Pawn	=	100	Stalemate/Draw/Even Position:	0000
Knight	=	300	Checkmate:	more than 9990
Bishop	=	300		
Rook	=	500		
Queen	=	900		

Example 1:

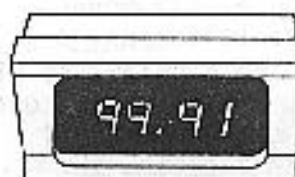
This display indicates that the computer believes the current position to be in its favor by the value of one pawn. This value can actually represent (based on the Elite's calculations) that:

- the computer is actually ahead in material by one pawn;
- the computer anticipates being ahead in material by one pawn shortly;
- the computer sees itself in a positional advantage equivalent to the value of a pawn.



A DOT IN THE SCORE DISPLAY SIGNIFIES A NEGATIVE SCORE FOR THE COMPUTER (OR A POSITIVE SCORE FOR THE PLAYER)

Example 2:



This display indicates a mate-in four against the computer (Note: dot indicates human advantage. Same display without dot indicates the computer has a mate-in four against human).

Search Depth

While the computer is thinking, YOUR display will show you the current search depth and the number of searched variations. The search display is shown in hexadecimal format. To convert the numbers to decimal values, please use the Conversion Table overleaf.

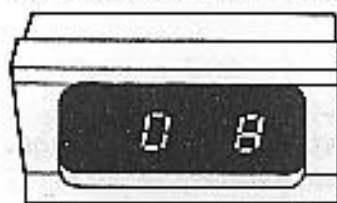
CONVERSION TABLE

To convert the hexadecimal values for search depth to decimal values, refer to the table below:

Hex. Value =	Dec. Value	Hex. Value =	Dec. Value	Hex. Value =	Dec. Value
0	0	A	10	14	20
1	1	B	11	15	21
2	2	C	12	16	22
3	3	D	13	17	23
4	4	E	14	18	24
5	5	F	15	19	25
6	6	10	16	1A	26
7	7	11	17	1B	27
8	8	12	18	1C	28
9	9	13	19	1D	29
				1E	30

The number of searched move variations appears in the left-hand side of the display. The depth of search (in half-moves) will appear on the right-hand side of the display.

Example:



Variation Depth

This display shows that the program is searching the first variation at the depth of 8 half-moves. When it has finished analyzing this variation, a 1 will be displayed (on the left of the display) to signify that the program has begun to search the second variation at the depth of 8 half-moves. Once all variations have been analyzed at this depth, the program will start searching the next depth (9 half-moves).

7.0 ADDITIONAL FEATURES

7.1 THINKING ON THE OPPONENT'S TIME

A special feature of this program is the "brain" which enables it to think on its opponent's time.

While the computer is making its move, you are able to use that time to analyze the position and think of a countermove to the move the computer might make. Similarly, the computer also thinks ahead while you are deciding which move to make. The computer does this automatically, whenever you are thinking about your move. There are no time limits on this for any level.

The "brain" is based on the following principle: While it is thinking about a move, the program will store in memory the anticipated best line of play, up to 9 half-moves (see Section 7.9).

The first half-move the computer looks at is the countermove to the move it expects you will make.

The next half-move it looks at is the anticipated countermove that you might possibly make. This evaluation serves two functions. It makes up the move suggestion (see Section 7.2) which you can request, and also the move upon which the computer will now base its further calculations. Thus, the computer assumes that you will make this move and immediately starts thinking of the countermove.

If you play the expected countermove or take it as a move suggestion, the computer will play its countermove sooner. In this manner, the computer is able to save up thinking time, which can then be divided among the rest of the moves.

If, however, you play a move other than the one anticipated by the Elite, the computer will discontinue its first move calculation and start a new one, based on the move you actually made.

The "brain" is not used if the program has not had the chance to think about a move, e.g., right after using Problem Mode or right after getting out of the book opening.

Before starting a game, you can activate E8 to cancel this special feature. After doing this, the computer no longer has the ability to think on your time. It will only start its move evaluation after you have made your move on the board.

Each playing level can be weakened by using option E8 to turn the "brain" off. You are thus given the option of having more playing levels to choose from. The computer's "brain" can be turned on or off during a game as often as desired.

7.2 MOVE SUGGESTIONS

If you are in a position where you are not sure which move to make, the computer will help you. If you press the DM Key, the computer will suggest a move for you to make by lighting the LEDs in the FROM and TO squares of that move.

The computer will not give you a move suggestion if it is not using its book opening library and has not had the chance to calculate its previous move.

A move suggestion can be taken from the book opening library, or it can be the result of the previous move's calculation, with the suggested move being the best countermove that the computer came up with (see Section 7.1).

Accepting the Suggested Move

You can accept the computer's move suggestion by simply making the indicated move on the board.

Declining the Suggested Move

If you would rather not make the computer's suggested move, simply press the CL Key to turn the LEDs off.

If the DM Key is pressed, the computer will also show the current move number in the display (see Section 4.4).

7.3 MOVE TAKE-BACK

A move made by mistake or a "weak" move can be taken back by means of the TB Key. A longer series of moves or the entire game if you wish, can be taken back by repeatedly pressing the TB Key. If you have entered the Problem Mode at a previous point in the game, the take-back will only go back to that point.

The move to be taken back will be indicated by steadily lit LEDs. After pressing the TB Key, the LED on the last square which was moved TO will light. When you pick up the indicated piece, the LED will light to show you where that piece moved FROM. Putting the piece back down on that square will turn the LEDs off.

Normal moves are taken back by simply putting the piece back to its original square.

With captures, you must first put the capturing piece back in its place, and then put back the captured piece. The appropriate piece symbol LED will indicate the color and type of the captured piece, and a square LED will be on to remind you of the square that was occupied by the captured piece.

To take back a castling maneuver, the LEDs for the Rook's move will light first and then the LEDs for the king's move. **IT IS IMPERATIVE THAT YOU MOVE THE ROOK BACK FIRST, AND THEN MOVE THE KING BACK.**

For en passant moves, first the capturing pawn's move is taken back and then the captured pawn is put back on the board.

A pawn promotion is taken back by first taking the promoted piece off the board, and then putting the original pawn back on its FROM square.

You can also take back a full move (two half-moves) at one time by pressing the TB Key twice. The computer will light the LEDs to guide you through the move take-back.

7.4 FORCING THE COMPUTER TO MAKE A SPECIFIC MOVE

If you take back one of the computer's moves, the computer will not start thinking again until you have pressed the RV Key. However, you also have the option of making the next move for the computer's side. If you do this, the computer will not start thinking about its next move until after you have made your own move on the board.

7.5 CHANGING SIDES

You can change sides with the computer as often as you wish at any time during a game. Please note, however, that the thinking time which has been taken so far is not affected by the changing of sides. If you change sides, each player keeps his original time, and thus still has the same amount of time left to make his moves. If you want to change sides with the computer after it has just made a move, press the RV Key (after moving the computer's piece).

7.6 HALTING THE COMPUTER'S THOUGHT PROCESS

You can halt the computer's thinking process at any time by pressing RV. The computer will then play the best move that it has calculated up to that point.

Press the RV Key only one time; if you should press it again, the computer will start thinking again.

7.7 THE COMPUTER PLAYS ITSELF

Watch the computer play against itself. By doing this, you can study its strategy and tactics, its offense and defense and its opening and endgame. Compare the moves you would have made in certain positions with the moves the computer makes, or study the development of the game from a specific point or from an opening variation.

The move times are actual thinking times, since the computer's "brain" (see Section 7.1) is not used here.

Set the thinking time by entering one of the playing levels. After you have chosen the level, start the game by pressing RV to have the computer make the first move. Simply press RV after each move is made, and the computer will play through the entire game.

You can participate in the game and make moves of your own at any time.

7.8 LOOKING INTO THE COMPUTER'S THOUGHT PROCESS

By pressing the DM Key while the computer is thinking, you can see the move that the computer is currently thinking of making. Both the FROM and TO LEDs will flash on the board to show you the best move that the computer has considered up to that point. Be careful not to mistake the move it is thinking about for a move it is making. Once it decides upon a countermove the FROM square will light steadily and only the TO square will flash.

If you no longer want to watch the computer's thought process press CL while it is thinking.

When the DM Key is pressed, the computer will also show the current move number in the display (see Section 4.4). Pressing the TM Key will restore the time display.

7.9 LOOKING AT THE ANTICIPATED LINE OF PLAY

While the computer is thinking about a move, it calculates and stores in memory the best anticipated line of play, up to a depth of 9 half-moves.

The first of these moves is the computer's countermove, and the second can be seen as the move suggestion (see Section 7.2). The program will allow a deeper look into its calculations, in that it will show you this principal variation on demand.

By repeatedly pressing the DM Key, the computer will show you the move it thinks you will play and the anticipated line of play up to 7 half-moves. The actual number of moves shown will depend on the amount of time the computer had to think, and does not have to agree with the displayed search depth.

Once all of the moves have been shown on the board, the first move (the computer's actual move) will be shown again. You can interrupt this process by pressing CL, at which point the first computer move will be shown.

8.0 ENDING THE GAME

8.1 CHECKMATE

(see Section 2.7)

8.2 RESIGNATION

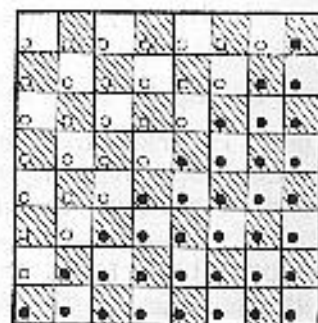
(see Section 6.0, E2)

8.3 STALEMATE

A game is drawn by stalemate when the player whose turn it is to move has no legal moves, and his king is not in check.

The computer claims a draw by stalemate by lighting the A1-H8-H1 triangle of LEDs on the bottom of the board.

When this occurs, the game is over and cannot be continued. NOTE: The stalemate signal is also used Problem Mode (see Section 9.1).



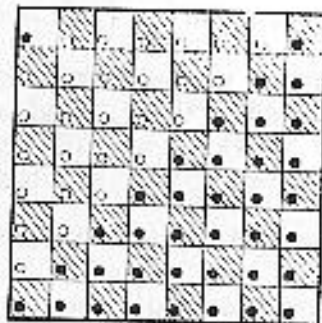
End of the Game
"Stalemate"

8.4 FORCED DRAWS

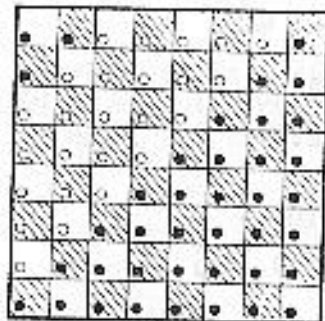
Draw by Three-Time Repetition

When the same position occurs three times in a game of chess where the same side has the move each time, the game is drawn by repetition of position. When the Elite recognizes that its opponent has made a move that results in a third repetition, it claims the draw by lighting the LEDs in the lower A1-H8-H1 triangle, plus the A8 LED. Pressing CL will turn the LEDs off and the drawing move will be displayed.

When the Elite is about to make a move that will result in the same position being repeated for the third time, it first flashes the lower A1-H8-H1 triangle and the A8 LED. When the CL Key is pressed, the Elite will display the drawing move.



Draw by 3-Time Repetition



Draw by the 50-Move Rule

Draw by the 50 Move Rule

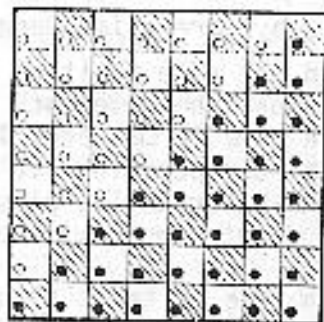
A game is drawn by the 50-move rule when the player to move can prove that at least 50 moves have been made by both sides without either side having pushed a pawn or captured a piece.

The computer claims this draw by lighting the LEDs in the A1-H8-H1 triangle, plus the LEDs in the A8-A7-B8 triangle. Pressing CL will turn the LEDs off and the drawing move will be displayed.

8.5 DRAW OFFERS

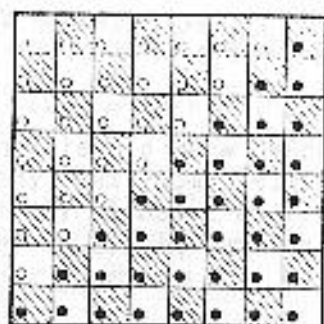
A technical draw occurs when neither of the two players possesses sufficient material to bring about a mate (e.g. King and Bishop vs. King or King and Knight vs. King and Bishop).

If the computer sees that no mate is possible because of a lack of material (technical draw) it will offer a draw by flashing the LEDs in the A1-H8-H1 triangle. Pressing CL will turn the LEDs off and the countermove will be played. To decline the draw offer, simply keep on playing.

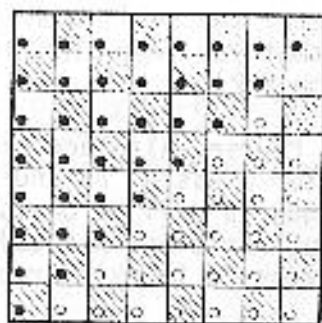


End of the Game
"Draw"

You may offer the Elite a draw at any time that it is your turn to move. To make the draw offer, take your king off the board and then lift and replace the Elite's king. Replace your king. The Elite will flash the lower A1-H8-H1 triangle to ask if you intended to offer a draw. If not, press CL. If yes, press RV the Elite will answer with the upper A1-H8-H1 triangle on for "no" and the lower A1-H8-H1 triangle on for "yes." In either case, you can resume play by pressing CL.



Lower A1-H8-H1 triangle lit
"Draw Offer Accepted"



Upper A1-H8-H1 triangle lit
"Draw Offer Declined"

NOTE: These LED signals by the computer are the same whether computer is playing white or black.

9.0 PROBLEM MODE

9.1 ENTERING PIECES

You can enter pieces on the board in one of three different ways:

- a. Entering pieces on a clear board
- b. Adding pieces to a certain board position
- c. Entering pieces via the Monitor Mode

The easiest way to enter pieces onto the board is when the board is already clear. After turning the game on, activating D7 will clear the basic board set-up (see Section 6.0, D7). At the same time, you should make the appropriate settings for the side and color you want to play (see Section 6.0, D1).

Press the PB Key to enter Problem Mode (PB will appear in your display). PB is also the piece symbol key for the king; it is, therefore, logical to enter the kings on the board first. Normally, you should enter all chess pieces of the same type one after the other. To do this, simply press the appropriate piece symbol key after entering Problem Mode and then enter all pieces of that type on the board as follows:

White chess pieces are placed on the board by simply putting them down on the desired squares; black pieces should be placed on the board, picked up briefly and then put back down on the board. The computer acknowledges that a white piece has been entered on a square by lighting that square's LED steadily. If a black piece occupies a square, the LED will flash.

Mistaken entries are corrected by simply picking up the chess piece and removing it from the board. The LED on that square will go out to signify that the square is now empty.

You may then press the piece symbol key for the next piece type you want to put on the board. After placing all of the desired pieces on the board, press CL to register the positions into the computer. Use Position Verification to verify that you have placed all of the desired pieces in the right places (see Section 9.2).

You can of course, also add pieces to the board when a position is already set up. After pressing PB and the desired piece symbol key, the LEDs for all occupied squares will be on (square LEDs will be steadily lit for white pieces and flashing for black pieces). Enter all desired pieces as described above and then press CL to exit Problem Mode.

If you want to set up a board position stemming from a certain opening, you can accomplish this very easily by using the Monitor Mode (see Section 6.0, E). Simply set up the board with the pieces in their basic positions, and then enter Monitor Mode. At this point, you can make alternating legal moves for both colors until you have reached the desired board position and then exit Monitor Mode. The color to move will depend upon the last move that was made on the board. Activating D5 (see Section 6.0, D5) will change the color to move, if necessary.

NOTE: Before activating D7 (clear board), and before you enter any pieces on the board, you must erase the game's memory by activating D8, D6 or NEW GAME. Also if you exit Problem Mode and inadvertently leave one or both kings off the board, the computer will light the A1-H8-H1 triangle to indicate stalemate (see Section 8.3). To continue play, simply go back into Problem Mode and add the missing king(s) to the board.

9.1.1 CHANGING PIECES ON THE BOARD

Using the Problem Mode feature at any time during the game, when it is your turn to move, you can change any of the pieces on the board. You can add pieces and/or remove pieces. After you make changes on the board, you should always use Position Verification to make sure of the board positions (see Section 9.2).

9.1.2 REMOVING PIECES FROM THE BOARD

If you want to remove a chess piece from the board, simply press the PB Key and take the desired piece(s) off the board. Press CL to exit Problem Mode.

9.1.3 ADDING PIECES TO THE BOARD

If you wish to add chess pieces to the board during a game, you must press the PB Key and then the appropriate piece symbol key. To add a white piece of that type, simply put the piece down on the square. To add a black piece, you must put the piece down, pick it up, and then put it back down on the square once more.

You can confirm that white pieces have been entered when the LEDs on those square are steadily on. For black pieces, the LEDs will be flashing. Press CL to exit Problem Mode.

9.1.4 CHANGING BOARD POSITIONS

If you would like to change the board position of any piece on the board, press the PB Key and then the appropriate piece symbol key. Now move the piece to the desired new square and change the color if necessary, as described above. Press CL to exit Problem Mode.

9.1.5 CHANGING PIECE COLORS

When you want to change the color of a piece on the board, first press the PB Key and then the appropriate piece symbol key. Simply pick the desired piece up and put it back down on the same square, and the color will be changed. Press CL to exit Problem Mode.

9.1.6 CHANGING PIECE TYPES

If you wish to change a piece on the board to a different piece type, press the PB Key and then the piece symbol key for the new piece type. Now exchange the pieces and set the color as described above if necessary. Press CL to exit Problem Mode.

9.2 POSITION VERIFICATION

After entering pieces, changing pieces, or taking back moves, you should always use Position Verification to make sure that you have set up the board correctly. To do this, press the PV Key (-PS- will appear in your display window) and then press each individual piece symbol key. The computer will show you which squares are occupied by lighting the LEDs in those squares. The LEDs will be steadily lit for all white pieces, and will be flashing for all black pieces. Press CL to exit Position Verification. You can, of course, use this feature anytime that you wish to verify the location of pieces in the computer's memory.

10.0 STUDYING BOOK OPENINGS

A chess game can generally be divided into three main phases: the opening, the middlegame, and the endgame. Each of these three phases has its own rules, which respectively only apply to that portion of the game.

The opening is the first stage of the chess game, and usually takes up the first 10 to 15 moves. There are great numbers of move possibilities, even at the beginning of a game.

After centuries of practical tests and the last 20 years of scientific research, many moves and variations have been singled out as being unsuitable, and the circle of useful moves has been substantially reduced.

The following are basic principles to follow:

1. Actively develop pieces to gain an advantage
2. Avoid incorruptible weaknesses in the pawn structure
3. Develop a safe position for the king

Different rules, not dependent on playing strategy, can be derived from these principles.

These proven move sequences (or book openings) from opening theory are written up in opening literature. Part of this information is stored in your game's book opening library. This gives the computer a higher playing strength, since it sees the right move immediately, and can use up the time it has saved for future moves.

The Book Practice Mode (see Section 6.0, E7) gives you a new way to study the most important main openings with the most popular variations. Beginners, hobbyists, and occasional players can now give up the tedious study of opening books. You now have an ideal way to remember the openings. It is enough to simply know the strategic goal of a specific opening variation.

The library has been supplemented by many move sequences that have not been researched as a part of opening theory or seem to be refuted by experts, but are still moves that are made time and time again by occasional players and even tournament players. Although the computer will not make these moves in a regular game of chess, the program will know how to respond to these moves.

Please see Section 12.0 for details regarding book opening cartridges (Modules

11.0 CONDENSER - PROTECTED MEMORY

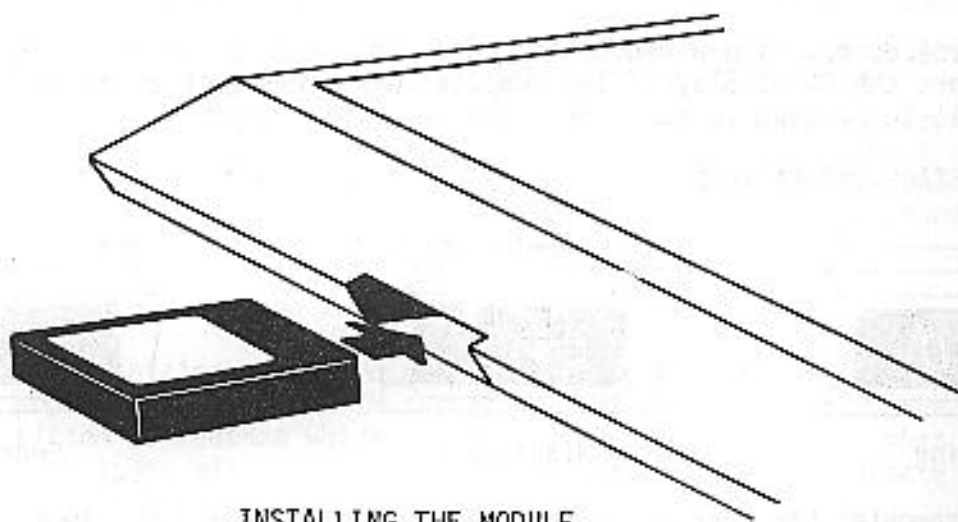
If the computer is unplugged, its memory still retains the information and instructions which it has been given. If, for any reason, the power is inadvertently interrupted in the middle of a game, certain features of that game will be recorded, making possible an eventual resumption of play.

A built-in condenser makes this feature possible. This feature was designed to circumvent temporary accidental or unexpected power loss and is guaranteed to retain game memory for at least one hour. (We have, however, received reports of the memory lasting much longer - even days.)

12.0 MODULE INFORMATION

12.1 INSERTING MODULES

Your chess computer has been designed so that its program can be expanded and improved by the use of interchangeable modules. Before putting a module in (or changing modules), it is imperative that you unplug your game from the power cord. After inserting the module, replug your game into the power cord and resume play. The current game board position will not be lost, since it was stored in the unit's condenser protected memory. When the Elite is switched off, its memory will retain the information and instructions which it has been given. If, for any reason, the power is switched off in the middle of a game, certain features of that game will be recorded, making possible an eventual resumption of play.



INSTALLING THE MODULE

12.2 PLAYING WITH AN OPENING MODULE

Choose your opening module and push it into the module receptacle before you start up the game.

Even if you do not use an opening module, you will notice that the computer seems to move very quickly at the beginning of a game. The reason the computer responds so fast is that it contains a library of opening positions from grandmaster play. If you make a move which is contained in this library, the program will determine if a countermove is available. If it finds one, the countermove will be made immediately and the thinking time will thus be zero. If it cannot find a countermove, the computer will start to think of a move.

You can, of course, play through a random opening variation and then choose a color and continue the game. To do this, press the RV Key for each side in turn and make the indicated moves on the board.

When putting in or changing modules, it is imperative that you follow the instructions that come with each module. Installing the module incorrectly can cause the computer to malfunction or can cause the game that has been played so far to be lost.

Before putting a module in, please note the following:

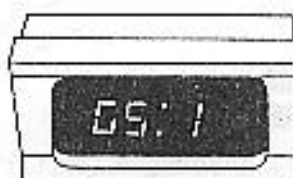
- a. All positions that are entered must be checked for legality.
- b. Before the module is put in, the current move must be completed and any illegal move indication must be cleared.
- c. If you are choosing options or using the control keys, these procedures must also be completed before installing the module.

If you do not have a module or you do not want to use one, simply ignore the GS displays. The computer will then go back to its built-in program to continue the game.

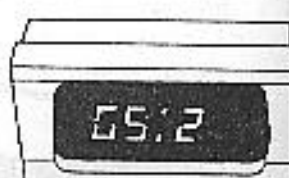
12.3 GAME STAGE INDICATIONS



Opening



Middlegame



Endgame

Your chess computer has been designed to allow you to expand and improve its programs by using interchangeable modules.

During the game, the computer will signal to you when you should change modules and which module to put in. The computer will even tell you the type of problem you have set up after you have entered the pieces on the board (middlegame, endgame).

By means of the display indications, the computer tells you the type of position you are dealing with (GS= Game Stage). At the same time, it will suggest when you should put the module in.

12.4 AVAILABLE MODULES

BOOK OPENINGS I (Model CB9)

Contains 8,160 book opening moves, all of which are unique. This book module has 381 lines to an average depth of 30 ply, so the effective number of positions in this book module is 11,430.

BOOK OPENINGS II (Model CB16)

Contains 16,100 positions, all of which are unique. Contains 1,345 lines to an average depth of 20 ply, so that the effective number of positions in this book module is 26,900.

64 GREATEST GAMES (Model CG64)

Welcome to the world of the Grandmaster! Your 64 Greatest Games module will enable you to sit down with some of the world's greatest chess minds as you replay their most exciting games. The games contained in this module range from the early days of chess right up to a sparkling 1983 win by Gary Kasparov. Sharpen your skills, with this invaluable teaching tool, by learning from the masters themselves.

TARRASCH DEFENSE (Model TDF)

The defense to the Queen's Gambit leads to positions of an isolated pawn in the D file or hanging pawns on the C and D files. Over 12,000 moves is the largest number of moves devoted to one opening ever made in a module. The struggle between Black and White proves the strength or weakness of the isolated pawn. To the winner of this argument goes the game. In addition to presenting theory, forty whole games are illustrated between grandmasters from Znosko-Borovsky (1906) to Beliavsky-Kasparov (1983).

FIDE CHESS OPENINGS (Five Module Set)

Each module contains approximately 15,000 chess moves. In addition, each module contains an index which serves as a cross-reference to the other modules. If a position is reached which exists in the set, but not in that particular module, the index will automatically refer you to the appropriate module.

VOLUME C (Model EOC)

Contains the openings in which White plays E2 - E4 and Black replies by E7 - E6 or E7 - E5.

VOLUME B (Model E0B)

Contains the openings in which White plays E2 - E4 and Black replies with the movement of a piece other than its king's Pawn.

VOLUME D (Model E0D)

Contains the Double Queen Pawn Openings, D2- D4.

VOLUME E (Model E0E)

Treats the black defenses to the Queen Pawn Opening.

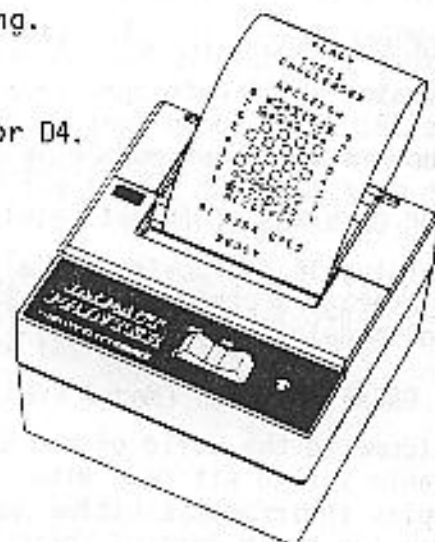
VOLUME A (Model E0A)

Covers openings initiated by moves other than E4 or D4.

13.0 CONNECTING AND USING THE PRINTER

The model IFP printer is available as an accessory for your chess computer. The printer comes with its own transformer.

It not only prints the level of play and numbered moves in algebraic notation, but will also give you a graphic printout of the playing board on command. Any change in level selection will also be printed.



While using the printer, you can spare yourself the often troublesome and distracting task of having to write down the moves. This is a simple way to keep a record of all your games and analyses. You may choose to have the printer record your game move for move while you are playing, or you can wait until the end of the game and then print the entire game score. You may also, of course, use the Print Entire Game Score feature to make extra copies for your records. To use this feature, simply unplug the printer cable plug at the computer. Once you have finished the game (or earlier if you wish), reinsert the printer cable plug and activate D3 as outlined in Section 3.1.2. For multiple copies, reactivate D3 after each copy is finished being printed.

You can choose from two different methods of printing:

- a. Algebraic notation: This version of notation is automatically used. The game moves will be printed out in the simplest form and the squares are referred to without piece symbols.
- b. Figurine algebraic: This modern notation can also be used, by activating E5 (see Section 3.1.2). Ordinarily, only the T0 square of the move plus the symbol of the moving piece is printed.

If you are playing with the black pieces (see Section 6.0, D1) the computer automatically reverses the notation to reflect an accurate printout.

If it is your turn to move, press PV RV CL to generate a board diagram printout. During the printing, the LEDs for the Queen positions will be steadily lit/blinking. After pressing CL, they will turn off and you can then keep playing.

The computer always prints the move and countermove after the black move has been made on the board. The computer will not accept any moves or commands while the printer is printing. For operation of the printer, you must strictly follow the instruction book which accompanies it.

NOTE: Before starting each new game, you must push the printer's ON/OFF switch to erase its memory. The printer will signal that it is ready by printing "READY". At this point, you should activate D8, D6, or press the New Game Key.

Print Time (Only with Model IFP printer)

When a Fidelity IFP printer is attached, choosing Option E4 will print the time taken for the move right after printing the moves themselves.

Printout of Total Time (Only with Model IFP printer)

Pressing the PB button and then the RV button when it is your turn will cause printing of the total time taken for both sides in the game so far. A "T" will be printed on the left-hand side to signify the total time.

14.0 QUESTION AND ANSWER SECTION

1. WHAT DOES LEVEL B6 DO? HOW DOES IT DIFFER FROM LEVEL B1?

Level B1 is a normal search with no time control cut-off. Thus, it performs a full-width iterative search, progressing deeper and deeper. If a mate is found, the search is terminated and the move is announced. Level B1 can solve many (though not all) mate problems.

Level B6 requires as input the number of moves until mate. It searches only for mate, omitting a positional evaluation. It performs an iterative search, confining its search depth to the level at which the mate was said to occur. Thus, Level B6 will never find a deeper mate (as sometimes happens with Level B1).

2. IS THE COMPUTER LIKELY TO PLAY A STRONGER GAME ON THE A LEVELS THAN ON THE COMPARABLE B3 LEVELS? FOR EXAMPLE, DOES LEVEL A4 YIELD STRONGER PLAY THAN A B3 SETTING OF 30/30 OR 60/60?

No. The two (for matched time settings) are identical. The A Levels provide a speedy way to set up some of the most common controls.

3. IN PROBLEM MODE, HOW CAN YOU SET THE SIDE THAT IS TO BE ON MOVE? THAT IS, HOW CAN YOU BE SURE THE PROBLEM WILL BE WHITE TO MOVE, OR IF NECESSARY, BLACK TO MOVE?

Follow these steps:

- a. Set up the position using Problem Mode and terminate Problem Mode with the CL Key in the usual manner.
- b. Press the DM Key. Challenger will say "light" or "dark", thus telling you who is currently on the move. (Be sure voice is on).
- c. If you want the other side to be on the move, activate D5 to engage the "Change Color to Move" feature, and press RV.

-OR- Knowing that side to move is not changed in Problem Mode, arrange to enter Problem Mode with the proper color on the move, i.e. re-order the above steps: b, c, and then a.

4. DOES THE 3-FOLD REPETITION DRAW ROUTINE ALWAYS WORK?

Not always. There is a limit to the size of the history table which the computer checks in looking for draws. That limit is exhausted before the repetition occurs in some cases.

5. IF IN USING THE DM KEY TO GET A SUGGESTED MOVE, THE COMPUTER DISPLAYS A MOVE INSTANTLY--IS IT JUST GIVING YOU THE FIRST MOVE IT THINKS OF, OR IS THIS MOVE AS "IN-DEPTH" A MOVE AS IT WOULD MAKE ITSELF?

As the computer is searching for a move to make, it has to come up with a move for itself and then find the human's best countermove to that, then its next move, etc. It searches ahead a certain number of half-moves, and then displays its move. Thus, when the human asks for the suggested move, the response is instant since the computer has used this human move in its own calculations.

6. WHEN IN BOOK PRACTICE MODE, AROUND MOVE 19, THE COMPUTER MOVED, THEN ANNOUNCED "CLEAR MOVE" BUT WOULD NOT ALLOW ITS MOVE TO BE ENTERED AND STOPPED ALL FUNCTIONS. WHAT HAPPENED?

When you are in Book Practice Mode (and voice is on), the computer will say "Clear Move" if you either make a move that is not in book, or if you have come to the end of the book. If you have made a move that is not in book, you can either press TB to take back the move and make another one, or you can press RV to force the computer to accept your move and continue from that position. If you have come to the end of the book, simply press RV and the computer will start thinking about its next move.

7. DOES THE OPENING BOOK BENEFIT FROM TRANSPOSITIONS? FOR EXAMPLE, THE COMPUTER LIKES TO PLAY 1. ... D5 IN RESPONSE TO 1. Nf3. IF WHITE THEN CONTINUES WITH 2. D4, WILL THE COMPUTER RECOGNIZE THE TRANSPOSITION?

Yes, the Elite is able to find transpositions at all levels if the transpositions exist in its book. In the above example, the computer will recognize the transposition and immediately respond with Nf6.

8. WHY DOES THE COMPUTER SOMETIMES SEARCH THROUGH A WHOLE HALF-MOVE MORE THAN ONCE?

This is a normal procedure. While the computer is going through its calculations, it sometimes happens that the computer finds the need to re-search a half-move. This is referred to as reaspiration. The computer aspires when it starts to search each half-move by assuming that the score will fall within a certain range. At the end of the search of that half-move, if the computer finds that it was wrong, it reaspires by assuming no range at all, and it searches that half-move again for the proper score. This normally happens if it sees a loss of material or a gain in material at the higher search depth levels.

9. WHEN I START A NEW GAME WITH THE OPENING BOOK CANCELLED, THE COMPUTER STILL PLAYS FROM BOOK, WHY?

You are probably activating both D8,D6 (or New Game) and D4 at the same time. First press NEW GAME Key for a new game. Then go back and activate D4 to cancel the opening book.

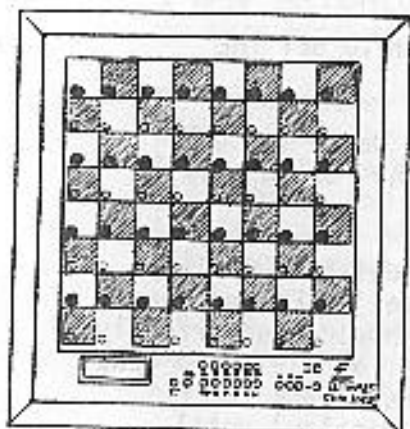
10. I FIND LEVEL A1 DIFFICULT TO BEAT. IS THERE A WAY TO SET THE ELITE FOR A WEAKER GAME?

Yes. Activate B4 (Section 5.3.1), set the search depth for one ply, and also activate E8 (Section 6.0) to turn the "brain" off.

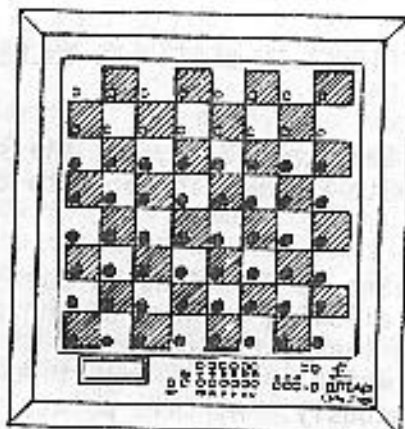
11. SPECIAL NOTE: Square B8 functions as part of Fidelity's Quality Control procedure, allowing a check of the computer's LED and memory functions before it leaves the factory. If you should inadvertently activate Square B8 while in Level Select Mode, all of the board LEDs will light simultaneously. At this point, you must press the CL Key repeatedly (various numbers will show in the display) until -LC- is displayed again. Then activate your desired level and press CL one more time to exit Level Select Mode.

Reference Sheet

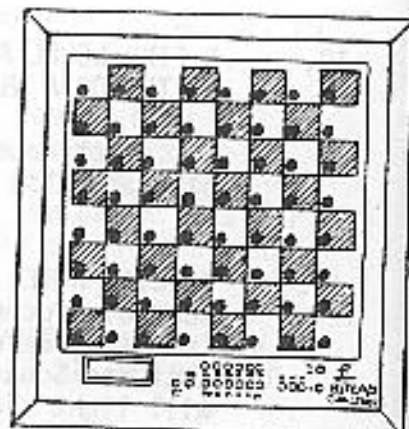
BOARD DISPLAYS



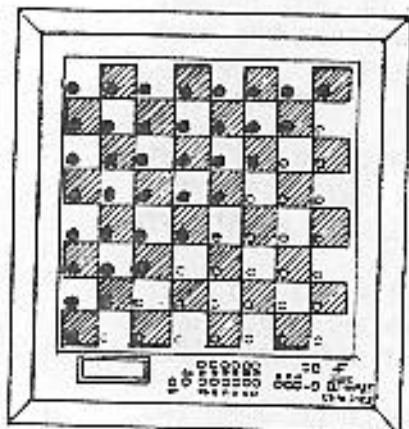
Time limit has been exceeded



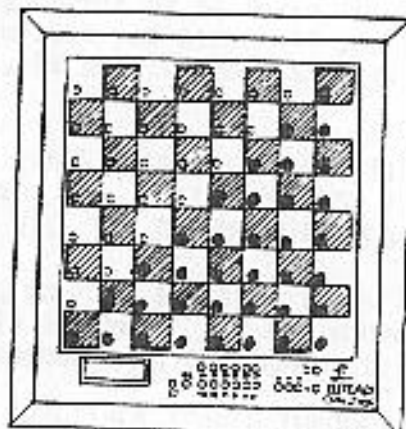
Mate Announcement
"Mate in 2"



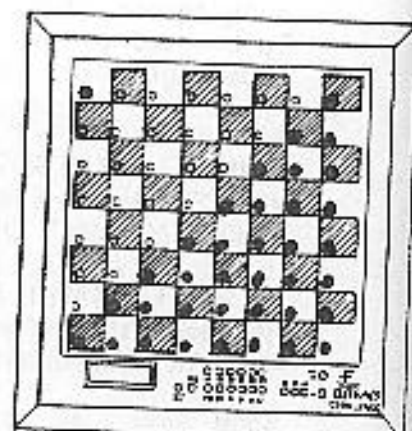
End of the Game
"Checkmate"



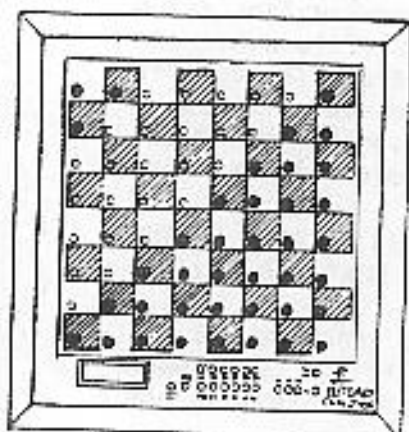
Announcement
"No Mate Possible"



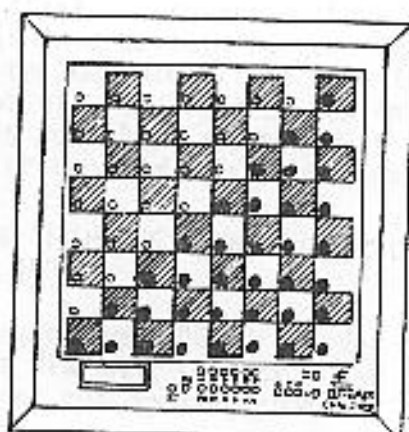
End of the Game
"Stalemate"



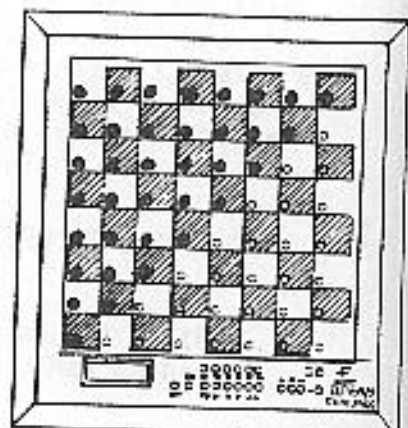
Draw by 3-Time Repetition



Draw by the 50-Move Rule



"Draw Offer Accepted"



"Draw Offer Declined"



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