

4.3 Technical Specifications

Processor Speed:	4 MHz
ROM Memory:	2048 x 8 bits
RAM Memory:	288 x 4 bits
Keys:	14
LCD Display:	Viewing area 18 x 9 mm
Sound:	Piezo-electric buzzer
Batteries:	2 "AA" (AM3/R6) cells
Battery Life:	Up to 600 hours (with new alkaline batteries)
Dimensions:	280 x 230 x 30mm
Weight:	520g (without batteries)

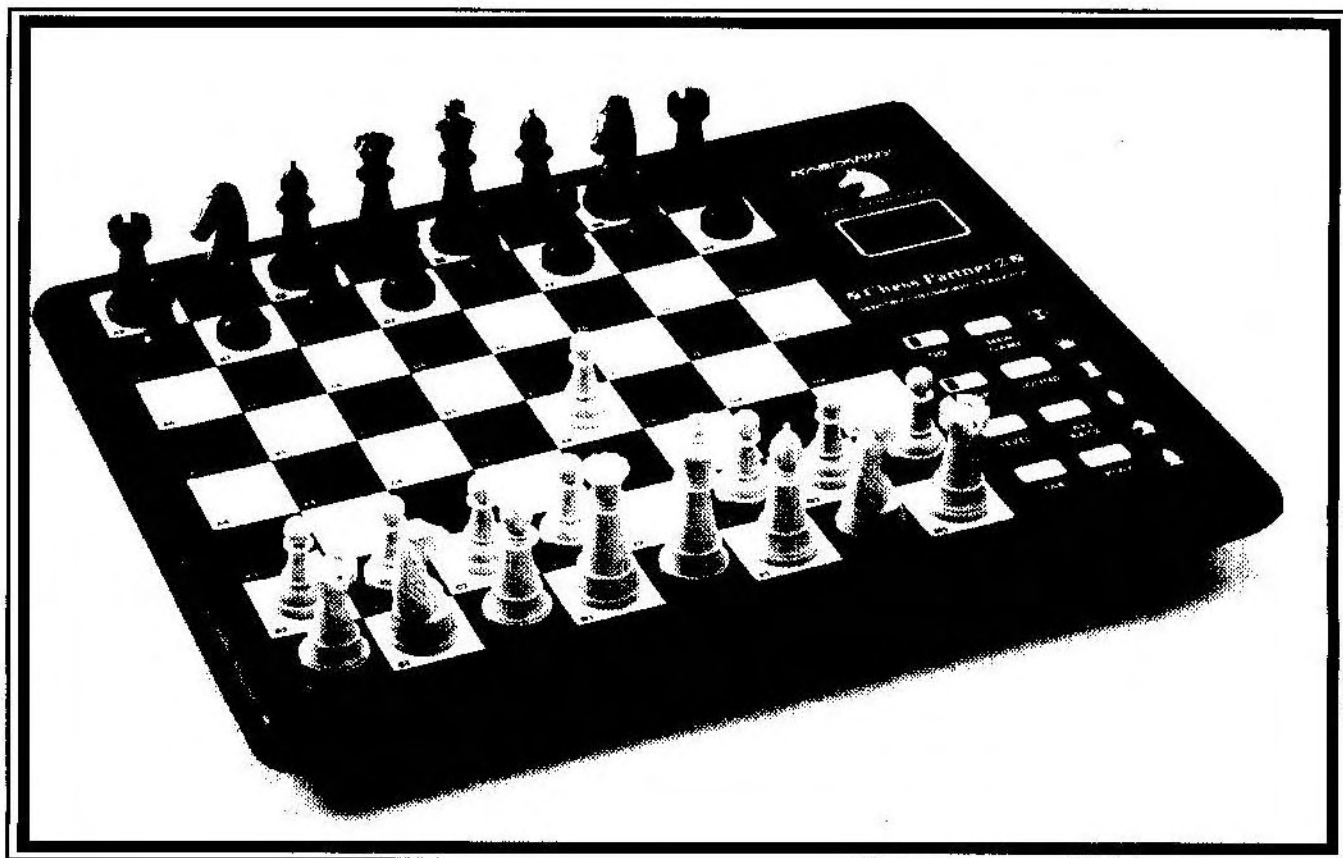
Use only alkaline or zinc carbon batteries.



Saitek reserves the right to make technical changes without notice in the interest of progress.

ANSWERS TO THE SELF-TESTS

- a. f2.
b. h3, g4, e4, d3, d1, h1.
- a. g1.
b. h2, f2, e3, d4, c5, b6, a7.
- a. a8.
b. a1, a2, a3, a4, a5, a6, a7, b8, c8, d8, e8, f8, g8, h8.
- a. d4.
b. a4, b4, c4, e4, f4, g4, h4, d1, d2, d3, d5, d6, d7, d8, a1, b2, c3, e5, f6, g7, h8, a7, b6, c5, e3, f2, g1.
- a. e1.
b. d1, d2, e2, f2, f1, and then it can castle (Ke1-g1, Rh1-f1).
- a. b2.
b. b3, b4, and it can capture the enemy pawn on a3.
- The winning move is Rc1-c8 (Rook on c1 to c8). It is mate because Black's King would be captured by White's Rook on the next move.
- The winning move is Qd3-h7 (Queen on d3 to h7). It is mate because Black's King would be captured by White's Queen on the next move. The Queen is guarded by the Bishop.

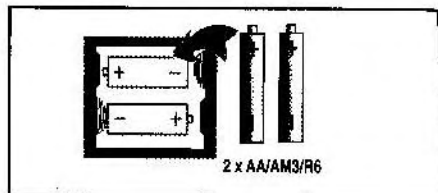


KASPAROV **CHESS PARTNER 2**

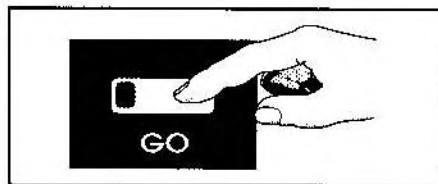
QUICK START

To play a game right away, without reading the entire manual first, simply follow these Quick Start steps!

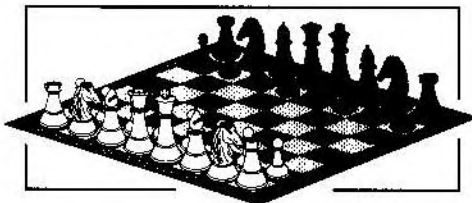
- 1** Insert 2 "AA" alkaline batteries into the computer, being sure to observe the correct polarity.



- 2** Press **GO** if appropriate to turn the computer on. If the computer does not respond, press in the **ACL** key, as described in Section 2.



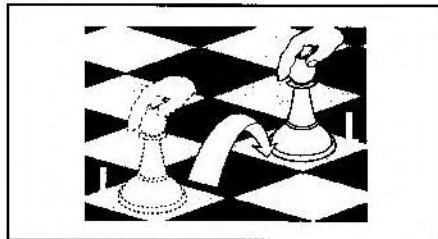
- 3** Set up the chess pieces in their initial position, with the White pieces closest to you. If you are not sure of the board position, see Section 1.1.



- 4** Press **NEW GAME** to reset the computer for a new game of chess.



- 5** Enter moves by making them on the board, pressing the pieces down lightly on the **from** and **to** squares for each move.



- 6** While the computer is thinking, it displays **[Co]**. As soon as it makes a move, it beeps and shows that move in the display window. Press the computer's piece lightly on the indicated **from** and **to** squares to complete its move.



*Make your next move as shown above. Press **STOP** to turn the computer off. Enjoy your game!*

Saitek Chess Partner 2

INSTRUCTION MANUAL

KEYS AND FEATURES

INTRODUCTION

1. THE RULES OF CHESS

- 1.1 The Chessboard and the Pieces
- 1.2 The Object of the Game
- 1.3 How the Pieces Move
 - The King The Bishop
 - The Queen The Knight
 - The Rook The Pawn
- 1.4 Chess Notation
 - Describing the Board Squares
 - Describing the Chess Pieces
 - Describing the Chess Moves
- 1.5 Special Moves
 - Capturing Pieces
 - En Passant Captures
 - Pawn Promotion
 - Castling
- 1.6 Check, Mate, and Draw
 - Check
 - Checkmate
 - Draw by Stalemate
 - Other Types of Draws
 - Draw by Agreement
 - Draw by Insufficient Material
 - Draw by the 50-Move Rule
 - Draw by 3-Fold Repetition

SELF-TESTS: *See how much you have learned about the basic rules of chess!*

2. USING YOUR COMPUTER

- 1 - First, Install the Batteries
- 2 - Ready to Play? Here's How to Move
- 3 - The Computer Makes Its Move
- 4 - Change Your Mind? Take Back!
- 5 - It's Check, Mate or Draw!
- 6 - Game Over? Start a New Game
- 7 - Too Easy or Hard? Change Levels!

3. MORE SPECIAL FEATURES

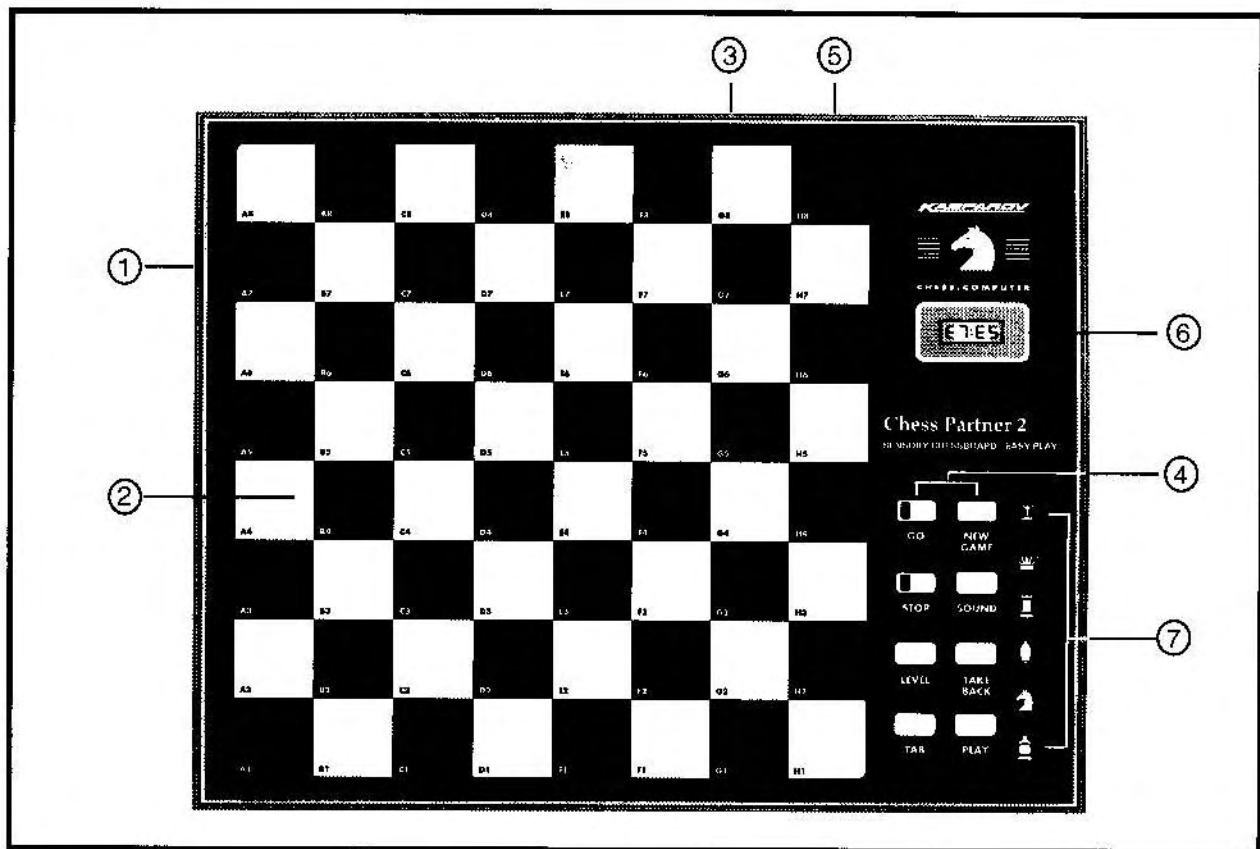
- 3.1 Indication of the Side to Move
- 3.2 Piece Symbols in the Display
- 3.3 Capturing and Special Moves
 - En Passant
 - Castling
 - Pawn Promotion
- 3.4 Illegal Moves
- 3.5 Interrupting the Computer's Search
- 3.6 Changing Sides with the Computer
- 3.7 Checking the Piece Positions
- 3.8 Get Hints from the Computer!
- 3.9 The Computer Plays Against Itself
- 3.10 Game Memory
- 3.11 Auto Power Off

4. TECHNICAL DETAILS

- 4.1 The **ACL** Function
- 4.2 Care and Maintenance
- 4.3 Technical Specifications

ANSWERS TO THE SELF-TESTS

TROUBLESHOOTING GUIDE



KEYS AND FEATURES

1. **PIECE STORAGE COMPARTMENT:** Handy storage compartment is located in base of unit.
2. **SENSORY CHESSBOARD:** Each square has a sensor that registers piece movement.
3. **BATTERY COMPARTMENT:** In base of unit. Uses two "AA" alkaline batteries.
4. **GAME KEYS**
 - a. **GO KEY:** Press to turn the computer on.
 - b. **STOP KEY:** Press to turn the computer off. The computer keeps your current game in memory, even when turned off!
 - c. **PLAY KEY:** Press to change sides with the computer; press while the computer is thinking to force it to move. Press for a move suggestion, to see how the computer would move in your position.
 - d. **NEW GAME KEY:** Press to reset the computer for a new game of chess.
 - e. **LEVEL KEY:** Press to select the playing level. Each press raises the level by one.
 - f. **TAB KEY:** Provides a shortcut in level selection—tab across eight levels at a time.
 - g. **TAKE BACK KEY:** Press to take back the last move made. You may take back two half-moves, or one move for each side.
 - h. **SOUND KEY:** Press to turn the sound on/off.
5. **ACL (Reset):** In base of unit. Used to eliminate static discharge after inserting new batteries.
6. **LCD DISPLAY WINDOW:** Used to show moves and game information. Also used to select the playing levels.
7. **PIECE SYMBOL KEYS:** Used to verify board positions and promote pieces.



INTRODUCTION

Congratulations on your purchase of Saitek's Chess Partner 2 chess computer! Get ready for some real fun—this computer is going to challenge you, teach you, and provide you with countless hours of exciting chess play. Chess Partner 2 is a willing chess partner that will always be ready for a good game of chess—never tiring, ever patient, and so very smart! Just try it out for yourself—you'll see!

For those of you who are new to the world of chess, the first section of this manual will teach you the basic rules of the game. Once you are familiar with the rules, go on to Section 2, where you will learn how to operate your new chess computer. You will soon find out that Chess Partner 2 has many special features that make chess great fun!

Some of Chess Partner 2's Exciting Features!

- *Extended Playing Range—64 playing levels, which start out easy and become more difficult as they go—as you beat each level, go to the next!*
- *Sensory chessboard "sees" all your moves automatically—it's like magic!*
- *Display window shows all game moves.*
- *Handy piece storage compartment.*
- *Check the positions of all pieces—set your game up again if pieces are knocked over!*
- *Battery-saving feature—the computer will turn itself off automatically if no keys are pressed for 20 minutes.*
- *If you make a mistake or change your mind about a move, you can take back two half-moves, or a move for each side.*
- *Turn the computer off at any time, even in the middle of a game—Chess Partner 2 will remember your game for up to two years!*



1. THE RULES OF CHESS

Chess Partner 2 knows and follows the rules of chess. If you are unsure of the rules, this is your chance to learn about the game! You will also find chess books in your local library. At the

end of this section, there are some test questions—learn the rules, and then try your hand at the test!

1.1 The Chessboard and the Pieces

The chessboard is made up of 64 squares—with 32 light (**white**) squares and 32 dark (**black**) squares. When starting a new game, make sure there is a **white square** in the lower right-hand corner of the board as you face it.

The board is divided as in Figure 1. The rows from left to right are called **ranks**, the rows from top to bottom are **files**, and rows of same-colored squares are called **diagonals**.

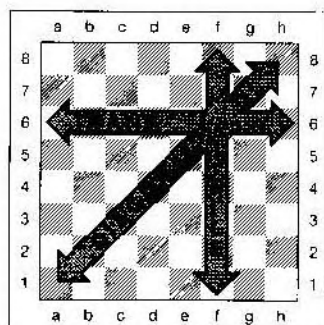


Figure 1

At the beginning of the game, each player has 16 pieces—one person plays **White** and the other plays **Black** (see Figure 2).

WHITE		BLACK	
	1 King		1 King
	1 Queen		1 Queen
	2 Rooks		2 Rooks
	2 Bishops		2 Bishops
	2 Knights		2 Knights
	8 Pawns		8 Pawns

Figure 2

The position of the pieces at the start of a new game is shown in Figure 3, below.

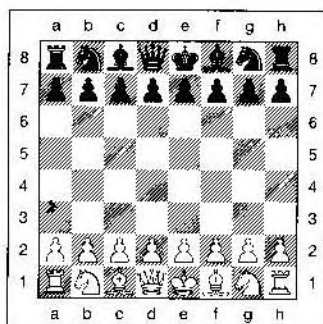


Figure 3

1.2 The Object of the Game

The object of the game is to "capture" or trap the enemy King. Do this by forcing the King into a position where it is under attack and capture is inevitable.

1.3 How the Pieces Move

At the start of the game, White always moves first. After that, the players take turns. Pieces can move to any square that is empty or occupied by an enemy piece. If the square is occupied by an enemy piece, you may capture that piece by removing it from the board and replacing it with your own piece.

The King

The King is a powerful piece, but it cannot travel very fast. As shown in the chart below, the King is limited to only one step in any one direction. The King can never be moved to a square where it will be under attack by an enemy piece. If you want to give up the game at any time by resigning, this is traditionally done by tipping over the King and shaking hands with the opponent. When playing against the computer, simply press **NEW GAME** to start a new game.

The Queen

The Queen is the most powerful piece because of her great mobility. She can move as far as she likes along any horizontal, vertical, or diagonal line. The Queen may not, however, jump over pieces.

The Rook

The Rook can move any number of squares vertically or horizontally, as long as there are no other pieces in its path. The Rook cannot jump over pieces, and it cannot move diagonally.

The Bishop

The Bishop can only move diagonally, as long as there are no pieces in its path. Since the Bishop must stay on the diagonal lines, it can only move to squares of the same color.

The Knight

The Knight, which looks like a horse, is the only piece that is allowed to jump over other pieces. The Knight has an unusual L-shaped move—it moves one square forward or backward and then two squares to either side, or one square to either side and then two squares forward or backward. No matter where it goes, the Knight always ends up on a square of the opposite color from which it began.

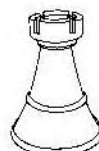
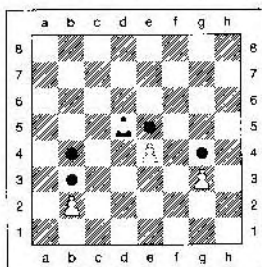
The Pawn

The pawn moves in one direction only—forward. On its first move, the pawn can move either one or two squares, but after that it can only move one square at a time. The pawn cannot jump over pieces, and it only captures diagonally—the white dot in the chart below illustrates a capture, and the black dots illustrate normal pawn moves. To study the pawn's movements, look at the board in Figure 4. The White pawn at the far left can move one or two squares forward. The pawn in front of the Rook cannot move at all. The White pawn on the right has four choices: it can move one square forward, two squares forward, capture the Black Bishop, or capture the Black pawn.

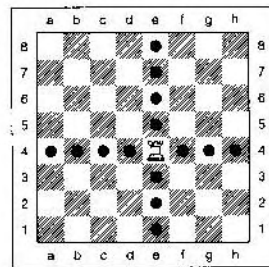
THE CHESS PIECES AND HOW THEY MOVE



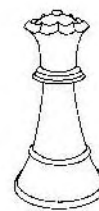
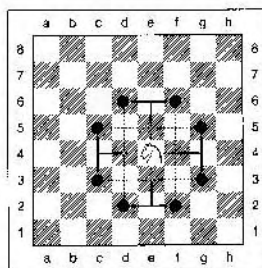
PAWN



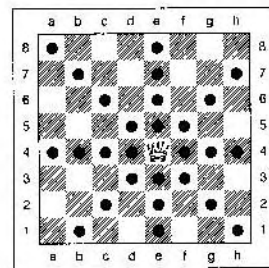
ROOK



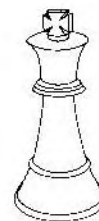
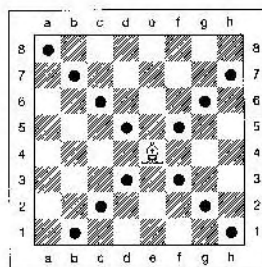
KNIGHT



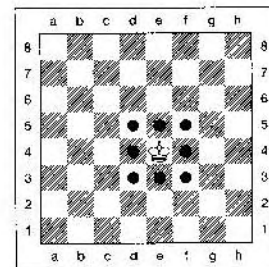
QUEEN



BISHOP



KING



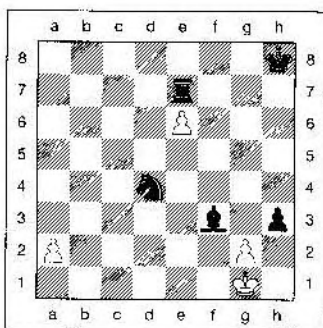


Figure 4

1.4 Chess Notation

To talk about chess, you must first learn how to describe the board squares and piece moves.

Describing the Board Squares

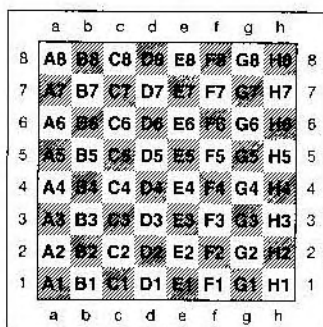


Figure 5

As shown in Figure 5, each square of the board has its own special name. The squares going up the chessboard are labeled from 1 to 8, and the squares going across the board are labeled a to h. Each square is then described by looking at the **rank** (number) and **file** (letter) that meet in the square. When you play White, for example, the lower left-hand square of the board is **a1**, and the upper right-hand square is **h8**.

Describing the Chess Pieces

Letters are used to describe the pieces. The letters vary from one language to another, but in English we use **K** for King, **Q** for Queen, **R** for Rook, **B** for Bishop, and **N** for Knight (so it won't be confused with the King). The pawn has no abbreviation.

Describing the Chess Moves

Writing down your chess moves is simple—write down a number for the move, then add a combination of the piece and square names! To help you understand this better, let's go through it step by step.

Moves are always numbered, and the first

move of the game is move 1. After writing down the move number, write down the letter abbreviation for the piece that is moving (except in the case of a pawn, which has no letter assigned to it). Next, write down the square that piece occupied before you made the move. Then simply add the square the piece is going to.

For example, say you want to describe the move of a Knight from its original square (g1) to square f3, as shown in Figure 6.

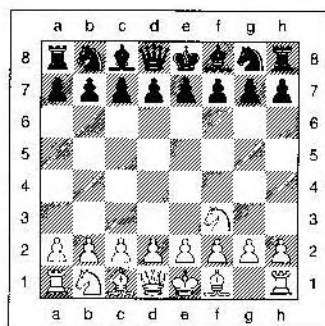


Figure 6

Start by writing down **1.Ng1**. The move number is 1., the **N** stands for Knight, and **g1** stands for the square the Knight was on before the move. Now add a hyphen (-), which stands for the word **to** (**1.Ng1-**). Next, add the square the piece is going to—in this case, **f3**. The move is **1.Ng1-f3**, or: *On move 1, the Knight moved from g1 to f3.*

After writing down White's move, leave a space and then write down Black's move. If Black moves his pawn from d7 to d5, for example, write down **d7-d5** (remember—no abbreviation for the pawns). You have now written down the complete first move for both sides—**1.Ng1-f3 d7d5!**

The following are some more chess symbols you should know:

- If the move is a capture, use "x" instead of a hyphen (as in **9.Rg1xg6**).
- When a move involves a check, add a "+" after the checking move.
- Use the "++" symbol for checkmate.
- Use the "=" symbol for a draw.
- A Kingside castling move (as described in Section 1.5) is usually written as **0-0**, and a Queenside castle is written as **0-0-0**.

1.5 Special Moves

Capturing Pieces

When you move a piece to a square already occupied by an enemy piece, you **capture** that piece. The enemy piece is taken off the board, and your piece then occupies that square (see Figures 7a and b).

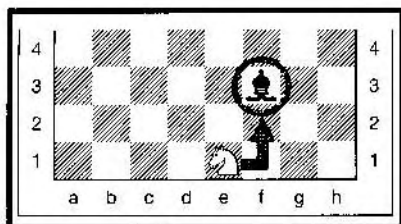


Figure 7a

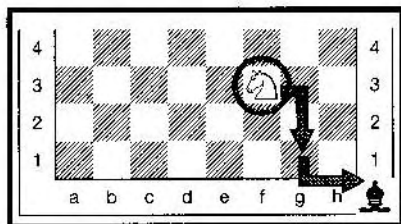


Figure 7b

To put yourself in a strong position to checkmate the enemy King, try to capture as many enemy pieces as possible. You might sometimes have to lose one of your own pieces in the battle to capture an enemy piece, but only do this if it is a *fair exchange*—that is, if your piece is of the same or less value than the enemy piece. In other words, you can lose a Rook for a Rook, or a Bishop for a Knight, etc. See Figure 8 for a chart of the point values of all the chess pieces.

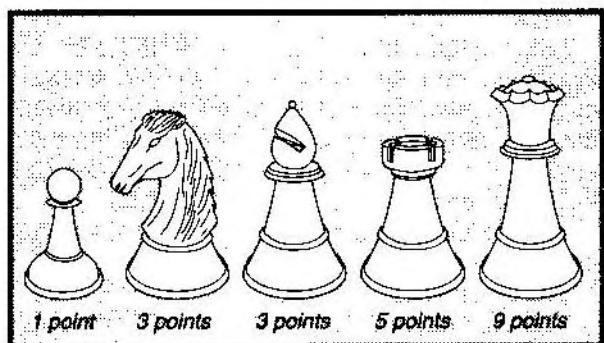


Figure 8

The Queen is the most powerful piece, and is therefore worth the most points. The King has no point value, because it is only captured at the end of the game.

En Passant Captures

The French *en passant* ("in passing") is used to describe a unique pawn move. The rule is: *If a pawn moves two squares on its very first move and lands on a square next to an enemy pawn, it can be captured by that pawn on the next move.*

For an example of en passant, take a look at the following diagrams.

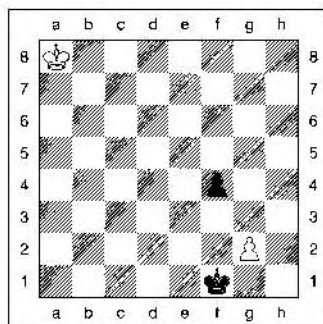


Figure 9a

In Figure 9a, the White pawn is in a lot of trouble—it can be captured by the Black King! You can try to save the pawn by advancing it two squares, but that doesn't help, since Black can capture it en passant.

If this happens, the White pawn is taken from the board, and the Black pawn is moved to the square between the one the White pawn left and the one the White pawn landed on—just as if White had moved the pawn one square instead of two (see Figure 9b).

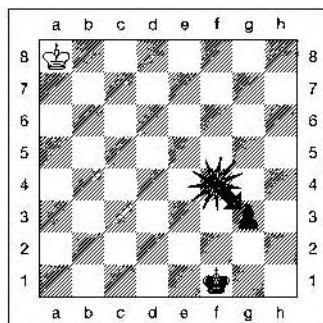


Figure 9b

Pawn Promotion

When a pawn gets to the opposite end of the chessboard (the eighth rank), it is exchanged for a different piece. The pawn is usually promoted to a Queen, but it can also become a Rook, Bishop, or Knight.

Castling

Castling is a special move involving the King and the Rook. This move keeps the King safe in the early part of the game, and brings the Rook to the center of the board, where it is in a good position to attack.

Castling is the only time the King is allowed to move two squares, and the only time the Rook can jump over a piece. As shown in the following diagrams, you can castle either on the King's side of the board, or on the Queen's side.

Figure 10a shows a Kingside castle—move the King two squares towards the King's Rook,

then let the Rook jump over the King. Figure 10b shows a Queenside castle—move the King two squares towards the Queen's Rook, then let the Rook jump over the King.

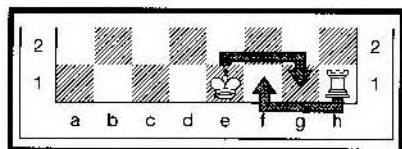


Figure 10a

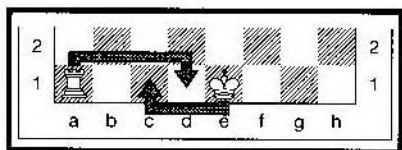


Figure 10b

The following are some special castling rules you should remember:

- It must be the King's and the Rook's first move of the game. If either of these pieces has moved before, you cannot castle.
- There cannot be any pieces on the board between the King and the Rook.
- You cannot castle if the new position will put the King in check or if the King passes over a square where it would be in check. You also cannot castle to move the King out of check.

1.6 Check, Mate, and Draw

Now that you know how all the pieces move, it's time to introduce the goal of the game: **The only way to win is to trap the enemy King!**

In order to do this, you must understand the concepts of check, checkmate, and draw.

Check

When you attack the enemy King, you move a piece into a position where it could capture the King. The King is then said to be **in check**. Check is a threat which you cannot ignore—when a King is in check, it **must** be moved out of check on the next move. There are three ways of doing this:

- The King can move to another square to escape check.
- You can "block" the check by moving one of your pieces between the attacking piece and the King. Note, though, that this will not work if the King is being checked by a Knight.
- You can capture the attacking piece.

You should say the word "check" whenever you place your opponent's King in check. When writing moves down, a check is always indicated by a plus sign after the move, as in **1.Qf1-b5+**.

Checkmate

If a player's King is in check and it cannot

escape by any of the three methods described above, that player loses the game—he has been **checkmated**. Study the board positions shown in Figures 11a, b, and c. In each case, the Black King has just been checkmated!

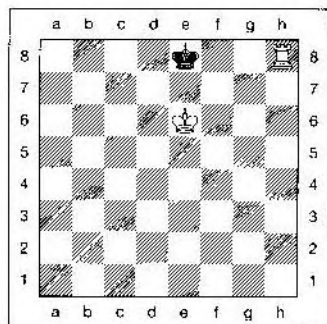


Figure 11a (Rh7-h8++)

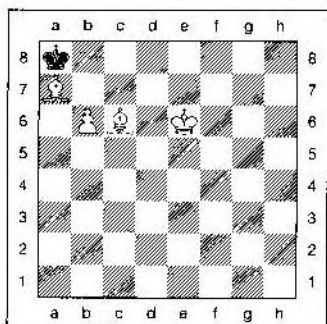


Figure 11b (Bd7-c6++)

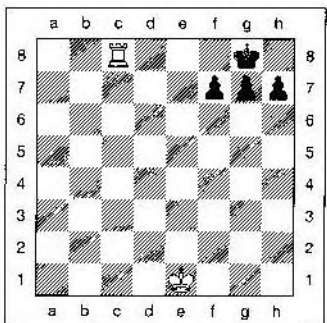


Figure 11c (Rc1-c8++)

Draw by Stalemate

If your King is not in check, but you can't move without bringing your King into check, the game is over and is considered to be a draw. This is called **stalemate**, and in a case like this, neither player wins.

In Figure 12, White has just moved his Queen to c7, which was a big mistake! It is Black's turn, but he can't move his pawns, and he can't move his King without bringing it into check. The result is stalemate, and the game ends in a draw!

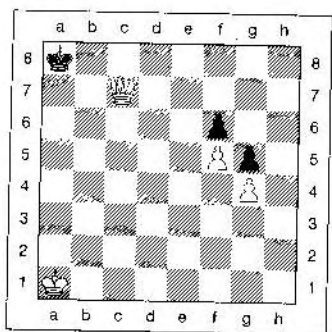


Figure 12 (Qc1-c7=)

Other Types of Draws

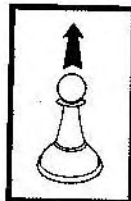
There are also several other types of draws from which you may choose to end the game. (The computer does not know these draws.)

Draw by Agreement. When a player decides there is no point in continuing the game because he can't win and might even lose, that player can offer his opponent a draw. If the opponent accepts, the game ends.

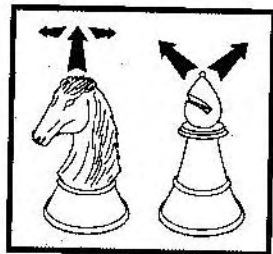
Draw by Insufficient Material. A game is considered a draw when one of the following endings occurs:

- King against King, with no other pieces on the board.
- King against King, with only a Bishop and

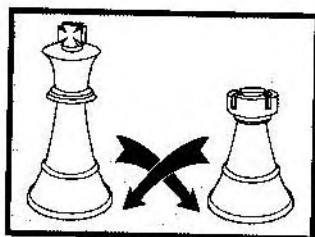
SOME HINTS AND TIPS FOR BETTER PLAY!



Move your center pawns first. Use them to control the center squares, to defend your pieces, and to attack your opponent. Make sure you have a good reason for every pawn move!



Bring your Knights and Bishops out early in the game. Moving the Queen too early can waste time, and the Rooks do better when the board is more clear later on in the game.



Look out for your King from the very beginning of the game. Remember to castle early to defend the King!

Knight on the board.

- King and Bishop against King and Bishop, with both the Bishops on diagonals of the same color.

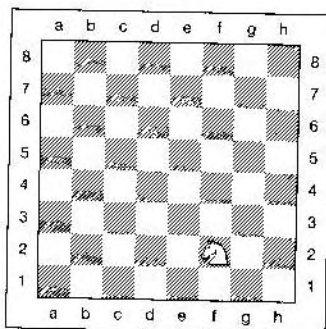
Draw by the 50-Move Rule. The game is also drawn when at least 50 consecutive moves have been made by each side without any captures or pawn moves.

Draw by 3-Fold Repetition. This draw comes about if exactly the same board position occurs 3 times, with the same player having the move each time.

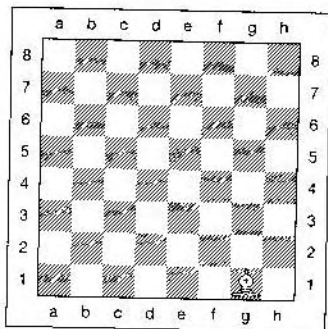


SELF-TESTS

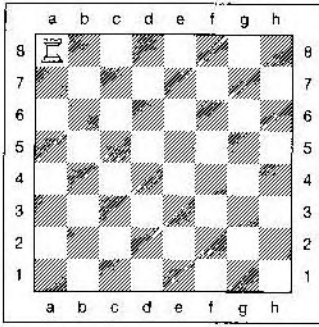
Take these Self-Tests to see how much you have learned about the basic rules of chess! (For the correct solutions, see the back of the manual.)



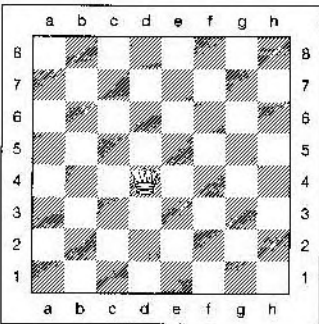
1. a. Which square is the Knight on?
b. To which squares can it move?



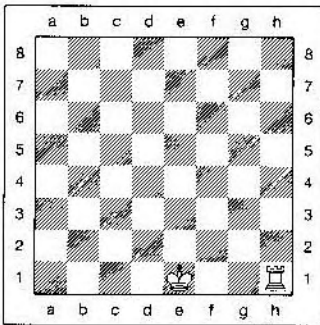
2. a. Which square is the Bishop on?
b. To which squares can it move?



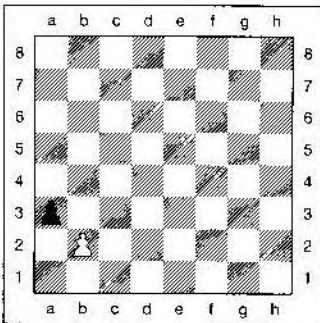
3. a. Which square is the Rook on?
 b. To which squares can it move?



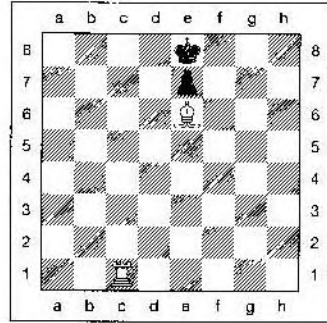
4. a. Which square is the Queen on?
 b. To which squares can it move?



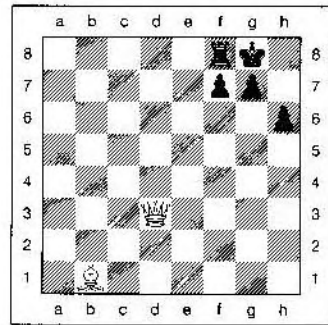
5. a. Which square is the King on?
 b. To which squares can it move?



6. a. Which square is the White pawn on?
 b. To which squares can it move?



7. You are White, and you can mate the Black King on the next move. What is that move?



8. You are White, and you can mate the Black King on your next move. Can you find the move?



2. USING YOUR COMPUTER

1 First, Install the Batteries

Your chess computer runs on two "AA" (Type AM3/R6) batteries. Use fresh alkaline batteries for longer battery life (up to 600 hours!). Insert the batteries as shown in Figure 13. Press **GO** to turn the computer on—a beep signals that the game is ready to play. If the computer does not respond, use a paper clip or another sharp object to press into the hole marked **ACL** in the base of the unit for at least one second. This resets the computer.

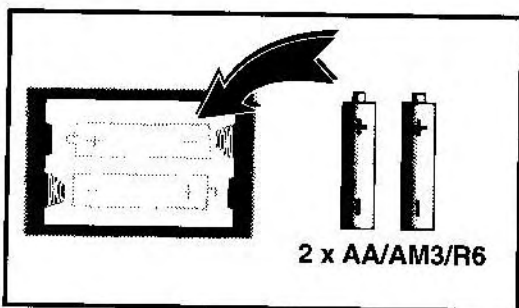


Figure 13

2 Ready to Play? Here's How to Move

Follow these steps to start a game:

- Press **GO** to turn the computer on.
- Press **NEW GAME**, and set up the chess pieces in their starting positions, with the White pieces nearest to you, as shown in Figure 14.

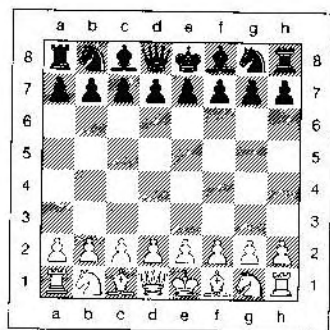


Figure 14

- To make a move, lightly press down on the piece you want to move until you hear a beep (see Figure 15). The computer's sensory board registers your move, and the display window shows the square that was pressed.

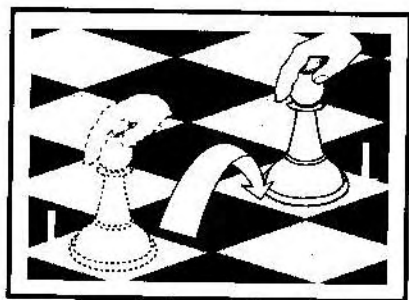


Figure 15

- Take the piece and lightly press it down on the square you want to move to. A second beep sounds and the computer starts thinking about its move.

3 The Computer Makes Its Move

When the computer moves, it beeps and shows its move in the display, as shown in Figure 16. Press the indicated piece down on its **from** square (e7, in this case) until you hear a beep. (Note that the display now changes to show the symbol for that piece, along with the square that piece is moving **to**. For a chart of all the piece symbols, see Figure 24.)

Next, press that same piece down on the second square shown in the display—the square the computer wants to move **to** (e5, in this case). Once you press down on e5, you have completed the computer's move!



Figure 16

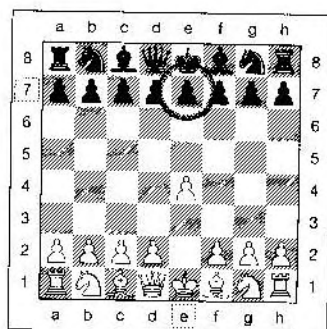


Figure 17a - The computer wants to move its pawn from e7 to e5. First, press down on the e7 pawn.

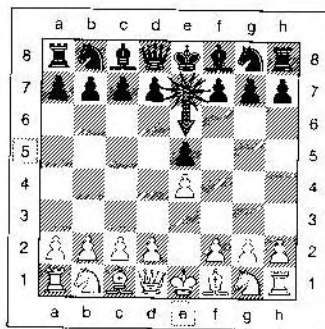


Figure 17b - Next, press the pawn down on e5 to complete the computer's move. It's so easy!

4 Change Your Mind? Take Back!

If you make a mistake or change your mind about a move, Chess Partner 2 allows you to take back two half-moves, or one move for each side.

Press **TAKE BACK** when it is your turn to move. The display shows the **to** square of the move to be taken back. Press the piece down on that square. You now see the piece symbol and

the square that piece came **from**. Press the piece down on the **from** square to finish the take-back. If the move taken back was a capture, the computer reminds you to put the captured piece back on the board by displaying the piece type for you. Press this piece down on the indicated square. Figures 18a and b show you a move take-back.



Figure 18a - To take back the move Ng8-f6: Press **TAKE BACK**, and the display shows f6—the square the Knight moved to. Press down on f6.



Figure 18b - Next, the display shows the piece color and symbol (Black Knight) and then the square that piece came **from**. Put the Black Knight back on g8 and press down to complete the take-back.

To take back another move, press **TAKE BACK** again. To continue the game, either make your next move or press **PLAY** to have the computer move next.

Note that en passant captures cannot be replayed after two take-backs.

5 It's Check, Mate or Draw!

The computer displays the following symbols when a King is in check, or when the game ends in checkmate or draw:

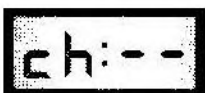


Figure 19 - Display indicating check.



Figure 20 - Display indicating mate. The top line appears for a Black win, the bottom line for White.



Figure 21 - Display indicating a draw.

6 Game Over? Start a New Game

Press **NEW GAME** to start a new game at any time. The computer is then ready for another game, using the current level. Since pressing **NEW GAME** clears your current game from the

computer's memory, be very careful not to press this key by mistake!

7 Too Easy or Hard? Change Levels!

Your Chess Partner 2 chess computer has 64 levels of skill (Levels A1 to H8). Level A1 is the easiest, and the computer makes its moves fastest on that level. The levels get stronger gradually, so the higher the level, the better the computer plays (and the more time it takes to think). Use the levels as a learning tool—once you beat the computer, go on to the next level. You can keep challenging yourself constantly!

Press **LEVEL** once, and the current level is displayed (for example, Level A1 shows as [L:A1]). Keep pressing **LEVEL** to move up one level at a time. Pressing **TAB** gives you a shortcut—it skips over eight levels at a time. When the computer displays the level you want, simply make your next move to continue the game. The computer will be set to the last level displayed!



3. MORE SPECIAL FEATURES

3.1 Indication of the Side to Move

You can tell which side is to move by the line symbols in the display—the top lines indicate Black, and the bottom lines indicate White. As an example, when you are White and it is your turn to move, the display looks like Figure 22.



Figure 22

When the computer is thinking about a move for Black, the display shows [Co], along with two top lines to indicate Black (see Figure 23). If you switch sides with the computer and it is playing White, the display will then show [Co] and the two bottom lines whenever it is thinking.

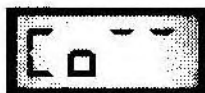


Figure 23

3.2 Piece Symbols in the Display

The display uses symbols for the pieces (see

Figure 24). The bottom line always indicates White, and the top line always indicates Black.

Pawn (White/Black)	- P	- P
Knight (White/Black)	- n	- n
Bishop (White/Black)	- b	- b
Rook (White/Black)	- r	- r
Queen (White/Black)	- q	- q
King (White/Black)	- t	- t

Figure 24 - Piece symbols in the display.

3.3 Capturing and Special Moves

To capture, press down gently on the piece you want to move, take the captured piece off the board, and then press your piece down on the square of the captured piece.

En Passant

In an en passant capture (see Figures 25a and b), the computer reminds you to remove the captured pawn by displaying the pawn's location (for example, [_ :E5]). Press down on the captured pawn before removing it from the board.

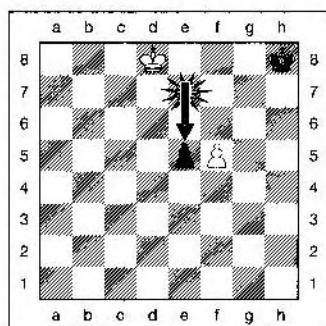


Figure 25a - In this position, Black tries to avoid the capture of his pawn by advancing it two squares, from e7 to e5. However...

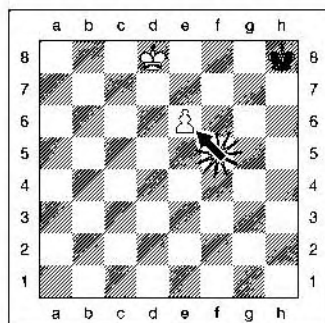


Figure 25b - ... White can capture the Black pawn en passant by moving his pawn from f5 to e6.

Castling

The computer automatically recognizes castling after the King is moved. After you have pressed the King down on its **from** and **to** squares, the computer displays the Rook's **from** square. Press down on this square. The computer then displays the Rook symbol, along with the square the Rook should move **to**. Press down on the Rook's **to** square to complete the move.

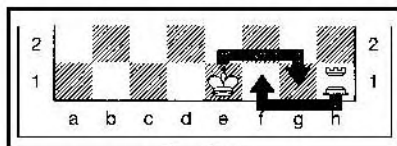


Figure 26 - To castle Kingside: Move the King by pressing it down on e1 and g1. The computer will remind you to move the Rook from h1 to f1.

Pawn Promotion

When you promote a pawn, press your pawn down on its **from** square, as usual. The display shows the **from** square and the symbol for the Queen (see Figure 27). As soon as you press your pawn down on the **to** square, it automatically becomes a Queen. Don't forget to change your piece on the board!



Figure 27 - After the **from** square is pressed, the display indicates the pawn promotion by showing the symbol for the Queen.

If you would rather **underpromote** and change your pawn to a Rook, Bishop, or a Knight, first press the **from** square; then, before pressing the **to** square, press the Piece Symbol key for the Rook, Bishop or Knight. Finally, press down on the **to** square. Don't forget to change your piece!

The computer can also promote and underpromote. When it promotes, the computer displays the newly promoted piece after you press its **from** square. Press the **to** square, then change its piece.

For a chart of all the LCD piece symbols, see Figure 24.

3.4 Illegal Moves

Your Chess Partner 2 chess computer will never accept an illegal move. If you attempt to make an illegal move, the computer beeps and the display keeps showing the **from** square. Press down on that square to clear the illegal move; then make another move.

If you don't move the computer's piece correctly, you will also hear an error beep. This

happens when you move the wrong piece or move the computer's piece to the wrong square. Check the display and move again.

If you press on a piece and the **from** square is displayed, but you decide not to make that move, press that same square again to cancel; then make another move.

3.5 Interrupting the Computer's Search

To interrupt the computer while it is thinking, press **PLAY**—the computer will play the best move it has found so far.

3.6 Changing Sides with the Computer

If you would like to change sides with the computer, press **PLAY** when it is your turn. The computer will make the next move for your side. You may change sides as often as you wish!

3.7 Checking the Piece Positions

If pieces get knocked over or if you think the position might be wrong, the computer can check (or verify) the board for you. On your turn, press one of the Piece Symbol keys. The computer will show the symbol for that piece, along with the first White square occupied by that piece. Keep pressing the same Piece Symbol key to see the board locations of all pieces of that same type—first the White pieces, then the Black. The bottom line before the piece symbol means a White piece, and the top line indicates a Black piece. When there are no more pieces of that type, the computer beeps, and two lines are displayed instead of a position.

To verify other pieces, repeat the same steps using the other Piece Symbol keys. Check the whole board if you wish! When you are finished, just make your next move.

3.8 Get Hints from the Computer!

If you need help, you can have the computer show you what it would do in your position! Press **PLAY** on your turn, and the computer will make the next move for you. To keep this move as your own, press **PLAY** again and the computer will make its next move; then continue the game by making your own next move. If you do not want to use the computer's move as your own, take it back and make another move of your choice.

3.9 The Computer Plays Against Itself

To watch the computer play a game against itself, press **PLAY** for every move. Study its playing strategies to learn more about chess!

3.10 Game Memory

You may interrupt a game by pressing **STOP** to turn the computer off. Chess Partner 2 will

"remember" your position for up to two years (with fresh alkaline batteries). When you switch on again, you can continue playing right where you left off!

3.11 Auto Power Off

To conserve battery power, if no keys are pressed and no moves are made for 20 minutes, the computer will turn itself off automatically. Simply press **GO** to turn the computer back on and continue your game!

HAVING PROBLEMS? SOME HINTS!

- **Is it really your turn to move?** If the display window shows [Co], the computer is currently thinking about its move.
- **Does the display show only your "from" square when you try to move?** You are trying to enter an illegal move. Either move your piece to a different square, or press the **from** square again to erase the move and make a different move. Trust the computer—it knows all the rules and won't allow an illegal move!
- **Could the board position be wrong? Have pieces been knocked over or moved by mistake?** Verify the piece positions, as described in Section 3.7.
- **Is your King in check?** If your King is in check, you must first move it out of check before you can make any other move.



4. TECHNICAL DETAILS

4.1 The ACL Key

Computers can sometimes "lock up" due to static discharge. If this happens, take out the batteries and use a pin or another sharp object to press into the hole marked **ACL** in the base of the unit for at least one second. This will reset the computer.

4.2 Care and Maintenance

Your computer is a precision electronic device, and should not be handled roughly or exposed to extreme temperatures or moisture. Do not use chemicals to clean your unit, as they may damage the plastic.

Weak batteries should be replaced promptly, since they can leak and damage the computer.

TROUBLESHOOTING GUIDE

SYMPTOMS	POSSIBLE CAUSES	ACTION TO TAKE
1. The computer doesn't react, or "freezes" during your game.	Batteries not inserted properly.	Install batteries as shown in Section 2.1.
	Batteries weak or bad.	Replace the batteries.
	Static discharge or an electrical disturbance has caused the computer to lock up.	Use a pin or another sharp object to press into the hole marked ACL (see Section 2.1).
2. LCD display is hard to read.	Batteries weak.	Replace the batteries.
3. The computer will not play a move.	You may be on one of the higher levels, where the computer thinks for a longer time.	You can interrupt the computer's thought process and force it to make a move by pressing PLAY .
4. The computer will not accept your move.	Is it your turn? (Look at the line symbol in the display) Is your King in check? Will your move put your King into check? Are you trying to castle incorrectly? Did you move the Rook first when castling? Are you moving to an illegal square?	Make sure you are familiar with the chess rules. Use the Piece Symbol keys to verify the board position; use TAKE BACK to reconstruct the last move that was made.
	The computer is thinking ([Co] is in the display).	To interrupt the computer, press PLAY .
	You have not entered the computer's last move correctly—you have pressed down on the wrong from or to square.	Check the display for the computer's move, and press the correct square to complete its move.
5. The computer seems to be making illegal moves.	The computer has made a special move, such as an en passant capture, a castling maneuver, or a pawn promotion/underpromotion.	Review the chess rules. Verify the board position; use TAKE BACK to reconstruct the last move.
	Your board position is not correct (some of the pieces have been moved).	Verify the board position (see Section 3.7)
6. The computer is silent.	The SOUND key has been pressed to turn the sound off.	Press SOUND again to turn the sound back on.