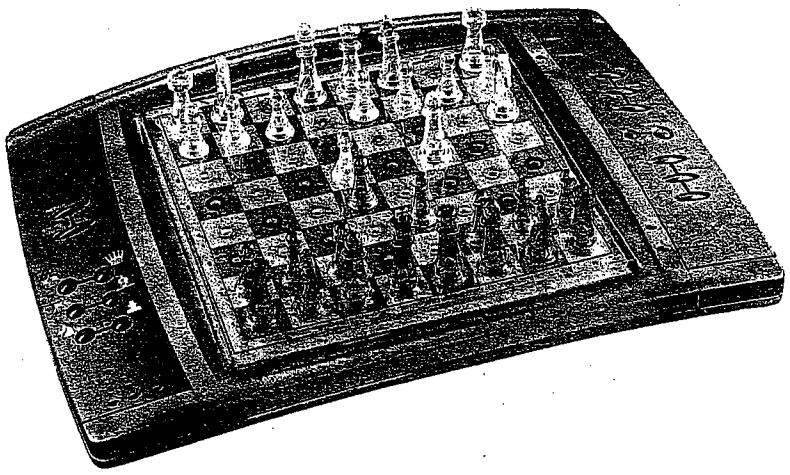
CHESS Light™



RADICA

Model 71058

Chess Light™

Instruction Manual

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INTRODUCTION

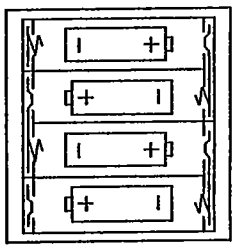
Congratulations for this purchase of the Radica Chess Light™.

- Learning feature gives positive feedback by telling you whenever you make a good move.
- 64 different levels of difficulty and 4 different playing styles (normal, aggressive, defensive, and random).
- Sensory playing board and LED's registers moves automatically when the pieces are pressed down on the FROM and TO squares.
- Hint feature - the computer gives advice on what to do.
- Take back feature - it is possible to undo mistakes and take back the last two moves.
- Move feature - learn by watching the computer play against itself.
- Set Up feature to program moves for solving problem.
- Detects mates, stalemates, draw by 50-move rule and draw by repetition.
- Knows how to mate with king and queen against king, king and rook against king, and king and two bishops against king.
- Thinks in the opponents' time on the normal playing levels.
- Mate problem level - solves mate problems up to mate in 5 moves.

I. POWER SUPPLY

This chess computer requires 4 x LR06 alkaline batteries ⎓ with a capacity of 2.25 A/h or a 9V ⎓ 300mA toy adapter with a positive center + –⊖– − in conformity with the CE report 15 (EN 60-742).
Your chess computer works with either adapter or batteries.

To insert new batteries:



1. Press on the battery compartment cover latch and remove the cover.
2. Place the new batteries in the battery compartment. Make sure that you place them correctly as indicated by the + and - signs.
3. Replace the battery compartment cover. The computer should switch on and you should hear the characteristic New Game melody. Otherwise open the battery compartment again, and check that all the batteries are placed in the correct direction indicated by the + and - signs.
4. Do not mix old and new batteries
5. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Note: If the computer does not function properly, try to replace the batteries.
Caution: NEVER leave dead or old batteries in the computer. Remove the batteries if you will not use the computer for several days. Leaving old batteries in the computer could damage the computer.

ADAPTER

This game also works with a 9V ⎓, 300 mA toy adapter with a positive center +⊖−.

To use an adapter, follow the instructions below:

1. Make sure the unit is switched off.
2. Plug in the adapter on the left side of the unit.
3. Plug the adapter in a wall socket.
4. Switch on the unit.

An adapter is not a toy, so if the unit is not in use do not leave the adapter plugged in. If you want to use the machine outside, do not use an adapter. Please be careful with adapter and its wires. If deteriorated, do not use the adapter. This game unit is not built for children under 3 years.

II. STARTING A NEW GAME

Set up the pieces on the chessboard in their starting position and turn on the computer by pressing the ON key. Then press the NEW GAME key. You will hear the characteristic New Game melody and the LEDs on the first row are flashing indicating that it is white to move. You can always reset the computer at any time by pressing the NEW GAME key. Pressing the NEW GAME key will reset everything in the computer except the level and playing style.

Note: The computer retains the current position plus the level and playing style in memory even when it is turned off. If you want to start a new game, you must always press the NEW GAME key after turning the computer ON.

III. ENTERING MOVES

To enter a move:

1. Press down gently on the center of the square occupied by the piece you want to move. The most convenient way to do this is to tilt the piece slightly and press down very lightly with the edge of the piece on the center of the square. You can also take up the piece and press on the square with your finger instead. The computer gives a beep and the LED of the square light on.
2. Place the piece on the square you want to move to, and press down gently on the center of that square. The computer gives a beep again. The path followed by the piece on the chessboard lights up. The computer has now registered your move and starts computing its reply.

Caution: Only a very light pressure is necessary, provided that you press exactly at the center of the squares. Pressing down very hard on the squares will in the long run damage the sensory playing board.

IV. COMPUTER MOVES

In the beginning of the game the computer will normally be able to move immediately because of its opening library, which contains 20 different chess openings. Later in the game the computer will light on the 8th row while it is thinking, indicating that it is black to move and that the computer is thinking.

When the computer has chosen a move, it gives a characteristic beep:

1. The FROM square lights up. Press down gently on the square and pick up the piece.
2. The LEDs will then successively light up to show the path the piece is following to get to the TO square. Place the piece on this square, pressing it gently. The LEDs of the first row light up again, indicating that it is now your turn to move.

V. SPECIAL MOVES

CAPTURES are performed just like any other move:

1. Press the FROM square and pick up the piece.
2. Press the TO square and put down the piece on the new square. Remove the captured piece from the board without pressing any squares.

EN PASSANT CAPTURES are performed in the same way, except that the computer will remind you to remove the captured pawn:

1. Press the FROM square and pick up the piece.
2. Press the TO square and put down the pawn on the new square.
3. The computer will remind you to remove the captured pawn by showing the en passant square. Press down on the square and remove the captured pawn.

CASTLING is performed by first making the king's move in the usual way. When you have pressed the FROM and TO squares of the king, the computer will remind you to move the rook.

To make a king's side castle for white:

1. Pick up the white king on E1 and press the square.
2. Place the king on G1 and press the square.
3. Squares E1 to G1 successively light up. Then the computer reminds you to move the rook by lighting up squares H1 to F1. Pick up the white rook on H1 and press the square.
4. The computer lights up the TO square of the rook (F1). Place the rook on F1 and press the square.

To make a queen's side castle for white:

1. Pick up the white king on E1 and press the square.
2. Place the king on C1 and press the square.
3. Squares E1 to G1 successively light up. Then the computer reminds you to move the rook by lighting up squares A1 to D1. Pick up the white rook on A1 and press the square.
4. The computer will light up the D1 square. Place the rook on D1 and press the square.

PAWN PROMOTION is performed automatically by the computer:

1. Press the FROM square and pick up the pawn.
2. Find a queen of the right color among the captured pieces (if there are no queens of the right color among the captured pieces, you can use a rook and place it up-side down instead). Press the TO square and put down the queen on the new square in the usual way.

The computer assumes that you always want to promote to a queen. If you want to promote to a rook, bishop, or knight instead, you can do so by changing the position (see SET-UP POSITION later). The computer itself will always promote to a queen.

VI. ILLEGAL MOVES

If you try to make an illegal or impossible move, you will hear the error signal and the computer will not take your move into account. If you try to make an illegal move or to play with your opponent pieces, you will hear the error signal. You can then play a different move. If the error signal is heard and a square lights up, just press this square before making another move.

VII. CHECK, MATE AND DRAW ANNOUNCEMENTS

When the computer gives check, it beeps happily and the CHECK light turns on. All squares between the threatening piece and the king successively light up.
If the computer checkmates you, or you checkmate the computer, it plays a small melody, and the CHECK and DRAW/MATE lights turn on. If you checkmate the computer, all LEDs light up. If the computer checkmates you, LEDs flash.

If you stalemate the computer, the DRAW / MATE light turns on as well as all LEDs around the king.

If the same position occurs 3 times in a row or if neither player moves a pawn or captures a piece for 50 moves, the DRAW/ MATE light turns on also, but you can still continue playing if you want to.

VIII. OFF/SAVE MODE

When a game is over, you can press the NEW GAME and start a new game, or turn the computer OFF by pressing the OFF/ SAVE key. The computer is not turned completely off, but instead retains the current chess position and the current level and playing style in its memory while using a minimum of current. This means that you can stop in the middle of a game, and then switch the computer ON again later to continue the same game. This also means that you must always press the NEW GAME key after turning the computer ON, if you want to start a new game.

IX. SOUNDS AND LIGHT EFFECTS

If you prefer your computer to operate without its audio signals, just press the SOUND/ COLOR key when it is your turn to move. The sounds can be switched on again by pressing the SOUND/COLOR key again.

If you prefer your computer to operate without light effects, press the SOUND/COLOR during 3 seconds. The light effects can be switched on again by pressing the SOUND/COLOR key again.

X. LEVELS

The computer has 64 different levels, which are organized in the following way:

LEVEL	APPROX. TIME PER MOVE	NORMAL STYLE	AGGRESSIVE STYLE	DEFENSIVE STYLE	RANDOM STYLE
1	BEGINNER 1	A1	C1	E1	G1
2	BEGINNER 2	A2	C2	E2	G2
3	BEGINNER 3	A3	C3	E3	G3
4	BEGINNER 4	A4	C4	E4	G4
5	BEGINNER 5	A5	C5	E5	G5
6	5 seconds	A6	C6	E6	G6
7	10 seconds	A7	C7	E7	G7
8	30 seconds	A8	C8	E8	G8
9	1 minute	B1	D1	F1	H1
10	3 minutes	B2	D2	F2	H2
11	10 minutes	B3	D3	F3	H3
12	30 minutes	B4	D4	F4	H4
13	2 hours	B5	D5	F5	H5
14	24 hours	B6	D6	F6	H6
15	MATE LEVEL	B7	D7	F7	H7
0	MULTI MOVE	B8	D8	F8	H8

The computer has 16 different levels of difficulty plus 3 special levels:

- Level 1 to 5 are beginner levels; the computer will make mistakes to let the player take some pieces.
- On level 1 the computer will make lots of mistakes, and even sometimes place a piece on a square where it can be immediately captured by a pawn. Playing on this level is a good way to learn how the pieces move. You can also switch to level 1 if you are losing a game and want the computer to make a few mistakes.
- On level 2 the computer will also make lots of mistakes, but it will never place a piece on a square where it can be immediately captured by a pawn.
- On level 3 the computer will make a couple of mistakes per game.
- On level 4 the computer will on average make only one mistake per game, and it will place the queen on a square where it can be immediately captured.
- On level 5 the computer will overlook certain forks and mate threats, but it will never place pieces on squares where they can be immediately captured. The computer moves almost instantly on all these levels.

- In these levels it reacts instantly. The HINT function is not available in this level.
- Level 6 up to 13 give a range of time settings from 5 seconds to 2 hours per move. The playing strength on these levels ranges from beginner to expert. Level 6 is for blitz chess (5 seconds per move), level 8 is for fast chess (30 seconds per move), and level 10 is for tournament chess (3 minutes per move). The times are approximate average response times.
- The computer will spend more time in complicated positions and less time in simple positions and in the endgame. The computer thinks in your time too, so sometimes it will be able to move instantly, because you made the move it had anticipated! The program also moves instantly when it plays a move from the opening library.
- Level 14 is a special analysis level that will analyze the position for around 24 hours or until you terminate the search by pressing the MOVE key (see TERMINATING SEARCH later).
- Level 15 is a special MATE LEVEL for solving mate problems (see MATE PROBLEMS later).
- Level 0 is a special MULTI MOVE mode that allows two persons to play against each other, while the computer checks that the moves are legal (see MULTI MOVE later).

The computer also has 4 different playing styles:

- On NORMAL playing style the computer will concentrate equally on attacking and defending.
- On AGGRESSIVE playing style the computer will concentrate on attacking the opponent, and will normally avoid exchanging pieces if possible.
- On DEFENSIVE playing style the computer will concentrate on building a solid defensive position, it will make many pawn moves, and it will normally exchange pieces whenever possible.
- On RANDOM playing style the computer will make many pawns moves, and will sometimes make a strange move rather than always playing the best move.

The first time you turn the computer on, the level is level 6 and the playing style is NORMAL.

To change the level or the playing style:

1. Press the LEVEL key to enter the level setting mode. The computer lights up the key corresponding to the current level and playing style (for example, key A6: A for NORMAL, 6 for level 6).
2. Check in the table above to find the square corresponding to the level and playing style you want to select. Press that square on the board.
3. Press the LEVEL key again to exit from the level setting mode. Then make a move or press the MOVE key and let the computer make a move first.

To check the level number or playing style WITHOUT changing the level:

1. Press the LEVEL key to enter the level setting mode. The computer will show the current level by lighting up the square (A6 for level 6 and NORMAL playing style).
2. Press the LEVEL key again to exit from the level setting mode. You can change or check the level and playing style at any time during the game, when it is your time to move.

XI. MATE PROBLEMS

Level 15 is a special MATE LEVEL for solving mate problems up to mate in 5 moves, if given enough time. To solve a mate problem:

1. Set up the position on the board (see SET-UP POSITION later).
2. Select level 15 by pressing the LEVEL key then squares B7, D7, F7 or H7 and then LEVEL again.
3. Press the MOVE key, and the computer will start analyzing.

The computer will think until it has found a mate, and then it will play the first move in the mate sequence. You may then make a move for the opponent, and the computer will find the next move in the mate sequence and so on. If there is no mate in the position the computer will analyze indefinitely. The approximate times for solving a mate problem are:

Mate in 1	1 second
Mate in 2	1 minute
Mate in 3	1 hour
Mate in 4	1 day
Mate in 5	1 month

XII. MULTI MOVE

Level 0 is a special MULTI MOVE mode. In this mode the computer does not play, so you may enter the moves for both players. You can use this feature to enter a particular opening, or to replay a game to a certain position. You can also use the computer as a normal chessboard, playing against another person while the computer checks that all the moves are legal.

To enter the MULTI MOVE mode:

1. Select level 0 by pressing the LEVEL key and B8, D8, F8 or H8 and then LEVEL again.
2. Play as many moves as you want.
3. When you are done, exit the MULTI MOVE mode again by pressing the LEVEL key and selecting another level.

XIII. CHANGING SIDES AND TURNING THE BOARD

If you press the MOVE key, the computer will make a move. Thus if you want to change sides with the computer, just press the MOVE key. The computer will make a move, and expect you to move for the other side.

If you press the MOVE key again, the computer will move again, and in this way you can even let the computer play the whole game by itself!

To play an entire game with the white pieces from the top of the board:

1. Press the NEW GAME key and put all white pieces on the top of the board and black pieces on the bottom. Remember that the white Queen is on a white square and the black Queen on the black square.

2. Press the MOVE key at the beginning of the game. The computer will make a move for white from the top of the board, and expect you to play the black pieces from the bottom of the board.

XIV. TAKING BACK MOVES

If you press down on one of your pieces, but then decide not to move it after all, just press down on the square a second time. The computer will no longer light up the square of the piece, and you can make a different move.

If you have already completed a move, and the computer is thinking about its reply, or has already computed its reply and lighted up the FROM square of the reply, then do the following:

1. Press the TAKE BACK key.
2. The computer stops thinking and instead lights up the TO square of your last move and then the path to the FROM square of your last move. Press down on the square and pick up the piece.
3. The computer will then show the FROM square. Press on this square and put the piece back.
4. If the move was a capture or an en passant capture, the computer will remind you to replace the captured piece by showing the square the captured piece was on. Press down on the square and replace the piece on the board.
5. If you take back a castling, you must first take back the king move and then the rook move, pressing the squares for both the king and the rook.
6. If you take back a pawn promotion, you must remember to change the queen back to a pawn.

If you want to take back your move after you have already made the computer's move on the board, you must first press the TAKE BACK key and take back the computer's move in the same way as described above, and then press the TAKE BACK key once more, and take back your own move. If you have already pressed the original square of the computer's reply and the computer is showing the arrival square, you must first carry out the computer's move in the normal manner, then press the TAKE BACK key and take back the computer's move, and finally press the TAKE BACK key again and take back your own move.

If you want to take back more than one move, press the TAKE BACK key once more, and take back the computer's second last move. Then press the TAKE BACK key again, and take back your own second last move. If you try to take back more moves, the computer will give an error signal. You must instead take back the moves by changing the position (see SET-UP position later).

XV. HINT

To get advice on what piece to move:

1. Press the HINT key.
2. The computer will light up the FROM square and the squares of the move it expects you to make.

3. You can now make the suggested move by pressing the FROM and TO squares again, or you can make a different move instead.

The move showed is the move the computer expects you to make. When it is your turn to move and you are considering your move, the computer is also thinking about its reply! If you actually make the move the computer expects, it will often be able to respond immediately.

To see what the computer is thinking about while it is analyzing:

1. Press the HINT key while the computer is thinking .
2. The computer will show the FROM square and its move.
3. The hint is now complete, and the computer starts thinking again.

You now know the move that the computer is probably going to make, and you can start considering your reply instead of just waiting.

XVI. LEARNING

This computer offers a learning mode that helps you to improve your game showing you when you make a good move. According to the computer, a good move improves your position or is the best thing you can do as you can't improve your position.

To enter the LEARNING mode, press the LEARNING key once. The GOOD MOVE light turns on to indicate you LEARNING mode is on.

To exit the LEARNING mode, press the LEARNING key again. The LEARNING mode turns off when you press the NEW GAME key, so don't forget to press LEARNING if you want your moves to be evaluated during your new game.

When the learning feature is turned on and you make a move that the computer considers a good move, it will indicate it by turning on the GOOD MOVE light after it has computed its reply and is showing the FROM square of its reply. If you think you made a good move, but the GOOD MOVE light does not come on, it means that the computer thinks there was at least one move, which was even better than the one you made. If you want to know what it was, you can press the TAKE BACK key to take back your move, and then press the HINT key. Then you can decide for yourself whether you want to make the move that the computer suggests, or make your original move again, or do something completely different. But you have to press the TAKE BACK key while the computer is showing the FROM square of its reply and before you press any other keys or squares, otherwise the HINT feature will not work after you take back your move.

The LEARNING and HINT features are very useful for leaning to play better chess: the learning feature will tell you when you are doing something wrong, and the hint feature will tell you what you should do instead. And remember: always try to find the best move in the position.

XVII. TERMINATING SEARCH

If you press the MOVE key while the computer is thinking, it will stop its analysis and play its best move at that moment (like the HINT mode).

XVIII. VERIFY POSITION

In case of confusion, for instance if you accidentally upset the board and the pieces, you can make the computer show you where every piece should be according to its memory. Do the following:

1. Press the key corresponding to the piece you are looking for. The computer indicates all squares occupied by that kind of piece. A flashing light indicates a black piece, a steady light a white piece. The first pressure is for showing the White piece positions.
2. Press a second time to get the Black piece position.
3. Press a third time to leave the VERIFY mode.

XIX. SET-UP POSITION

To change the position on the board, or to enter a completely new position:

1. Press the SET-UP key to enter set-up position mode. The SET-UP light comes on.
2. If you want to set up a new position, press the TAKE BACK key to clear the board. The computer will play the NEW GAME melody.
3. Press one of the 6 piece type keys. If there are one or several pieces of that kind on the board, the computer shows them as in the VERIFY mode.
4. To remove a piece of that type from the board, press the square of the piece. It lights off.
5. To move a piece of that type from one square to another, first remove the piece from the FROM square by pressing the square. Then press on the empty TO square where you want the piece to go. The corresponding light comes on.
6. To add a piece of that type to the board, simply press down on an empty square, and the corresponding light comes on. A steady light indicates a white piece while a flashing light indicates a black piece. If the color is wrong, remove the piece by pressing on the key, then press on SOUND/COLOR and finally press the empty square to save the position. If you want to add more pieces of the same type and color, simply press on the other empty squares, one by one.
7. When you have finished changing or entering the position, check that both sides have one king, and that the player to move cannot capture the opponent's king.
8. The color of last piece removed, moved or added determines which side is next to move in the position.
9. Finally exit the set-up position mode by pressing the SET-UP key again. The SET-UP light goes off. You can now either enter a move by pressing the square, or let the computer move by pressing the MOVE key.

XX. MAINTENANCE

Your chess computer requires very little maintenance. The following tips will help you care for your computer and keep it looking new for years:

Handle the computer carefully. Do not drop it on the floor. Keep the computer dry. If it gets wet, wipe it dry immediately. Do not leave it in full sun, and don't expose the unit in a warm area. Do not attempt to take in piece the unit.

Use fresh batteries. To not leave old or dead batteries in the computer. Take out the batteries if you do not plan to use the computer for several days.

If the computer is blocked, or displays some incomprehensive symbols, reset the unit by inserting the tip of a pencil in the reset hole.

Wipe the computer with a damp cloth occasionally to keep it looking new. Do not use chemicals, cleaning solvents, or strong detergents.

If the computer does not function properly, first try to replace the batteries. Then read the instructions carefully to see if there is something you might have misunderstood. Then take the computer to your dealer. Do not modify the electronics of the computer, as this may damage the computer and invalidate the warranty.

BATTERY PRECAUTION

1. Installation of batteries should be done by an adult.
2. Non-rechargeable batteries are not to be charged.
3. Accumulators have to be removed from the toy before being recharged.
4. Accumulators have to be recharged under adult supervision.
5. Do not mix batteries or accumulator of several types, or old and new batteries or accumulator.
6. Only batteries or accumulators of the same or equivalent types as recommended are to be used.
7. Batteries or accumulators are to be inserted with the correct polarity.
8. Exhausted batteries and accumulators are to be removed from the toy.
9. The supply terminals are not to be short-circuited.
10. Relieve the exhausted batteries in a proper way, protect the environment.
11. Do not burn or open the batteries.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment

generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

This product is warranted by Radica China Limited for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica China Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

Products returned after the 90-day period has expired will be repaired or replaced (at our option) for a service charge of US $10.00. Payment must be made by check or money order. This extended service will only be available for one year from the date of purchase.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Ordinateur d'échecs
Chess Light™
Notice d'emploi

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