

User Manual
Mode D'emploi
Instrucciones de manejo
Operation manual

Sphinx

CXG-247/347
CXG-807
CXG-647W



Operation Manual

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Introduction

Your Sphinx Chess Computer is an ideal partner. Always ready to play with you as often as you would like at your chosen playing level. The use of the device is simple. You make your moves just as you would with a human partner

You never have to wait to find players to start a new game.

The main part of this manual explains how the Computer is operated. To start a game, you have to carefully read only points 2-5 of this manual.

2.

Starting a Game

This device plays with 4 AA batteries. Open the Drawer on the front of your computer and put the batteries. Please make sure the batteries are correctly are poled.

Now set up the chess pieces in the starting position on the computer's board.

Turn on the computer - switch .ON / OFF. Now press the NEW GAME button. The red light on the bottom left side of the chessboard is lit telling you that it is the WHITE turn to Move.

Before you start the game, you can get set the desired level of difficulty. Please see point 9 of this manual.

3. Move execution

If you want to play WHITE, please start the game as follows:

(a) Press the figure you want to move on the middle of the field where the figure is located. The easiest way is to press the figure down by its edge. The computer flashes and 2 red lights flash - on the end of the horizontal row of boxes and down at the vertical row where your figure is located.

(b) Place your figure on your target field and press the Figure on this field. The lights will now flash again your turn is registered.

The computer is now doing calculating its Move (i.e. time to think required), the MOVE warning light will flash, together with the indicator light. When the computer makes its move, this will be displayed by the flashing of 2 Lights and by an acoustic signal. The Lights indicate which Field the figure that should be moved from. Press the corresponding figure on this field. The flashing lights now change to indicate on which field the figure should be set. Move the appropriate figure now and press the new field. Now the light shines on your side to show it is your turn to move. Now do the same for your next move.

If you want to take swap sides please press the Move button. The computer will now move for WHITE. When it's your turn again it will lights on the side for BLACK.

4. Correction of errors

If you push one of your figures onto a square, but then decide not to execute the Move, then press the figure just once again on this field. The Lights which points to this field then goes out and you can

make a new move. If you make an illegal move there will be an error signal the last input is thus ignored and you have to move again.

5. Special Moves

(a) Capturing a piece.

If you want to capture a character (for yourself or for the computer), Do this as one normal Move. Press the beating figure on the old one and then to the new field. Take the beaten character off the board without pushing it onto the field.

(b) For castling you move of the king first just like a normal move by putting the figure on the new field. If the computer wants to do a castling it shows only motion of the king not the tower.

{c) Pawn conversion

When a pawn has reached the other side of the chessboard the computer assumes that this is a Queen and it is converted.

6. Threat warning

Sometimes, after a move is made "threat" light will light up, along with 2 lights indicating a specific field. If your King is located on this box, the computer warns you "check". If this is not the case, it warns you of the possible loss of the figure on this field. The "Threat" signal disappears when you press a field on the chessboard. If you do not want to be warned if one of your characters is threatened, please choose a different level, Please see point 9 of this manual.

7. Checkmate / Stalemate / New Game.

All the lights on the left side of the chessboard will flash to indicate checkmate.

All the lights on the bottom of the chessboard will flash to indicate stalemate. To start a new game, please set the pieces again in the starting position and then press please "New Game".

8. Interruption of the computer thinking

Should you press the MOVE key while the opponent (the computer) is thinking then this interrupts his calculation and will then perform the Move currently determined as optimal

Special operations, e.g. changing the game level, examining the position of figures or the placement of a particular one

Position (see items 9, 12 and 13 of this manual) can only be executed when you are on the Move.

Should you press the MOVE key while you are playing the Computer will begin to detect a move for the side that you have just played assuming that you will play the other side from now on. You can Change sides often as you like. By pressing the MOVE key after each move the computers play a complete game against itself.

9 levels

The function key "Level" can be activated at any when you are on the Move. It allows you to alter the speed and the strength of the opponent's (the computer) game to change. If you press this button the corresponding lights of the operating system turn on. You can now choose between 64 different GAME LEVELS. At level 1 the computer takes about 5 seconds per turn. At higher levels it needs more time to think and the game strength increases The average reflection time for a Move at level 64 is 20-25 seconds.

You choose the game level by pressing the relevant field on the chessboard. Please see the tables on pages 6-7.

For some levels (see details in the table) the Computer will warn you when your characters are threatened. At other levels the Computer will only warn you when you change the position of Check figures.

There are also several levels of play where whenever you make a move, the computer automatically responds with a move for the other side - as explained before. These levels are in the table with AUTOMATIC RESPONSE (Auto move) indicated.

At other levels of play, the computers will only a Move when you press the MOVE key instructing computer to do so.

game level	Field	threat signal	auto move
1	a1	no	no
2	b1	no	no
3	c1	no	yes
4	d1	no	yes
5	e1	yes	no
6	f1	yes	no
7	g1	yes	yes
8	h1	yes	yes
9	a2	no	no
10	b2	no	no
11	c2	no	yes
12	d2	no	yes
13	e2	yes	no
14	f2	yes	no
15	g2	yes	yes
16	h2	yes	yes
17	a3	no	no
18	b3	no	no
19	c3	no	yes

game level	Field	threat signal	auto move
20	d3	no	yes
21	e3	yes	no
22	f3	yes	no
23	g3	yes	yes
24	h3	yes	yes
25	a4	no	no
26	b4	no	no
27	c4	no	yes
28	d4	no	yes
29	e4	yes	no
30	f4	yes	no
31	g4	yes	yes
32	h4	yes	yes
33	a5	no	no
34	b5	no	no
35	c5	no	yes
36	d5	no	yes
37	e5	yes	no
38	f5	yes	no
39	g5	yes	yes

game level	Field	threat signal	auto move
40	h5	yes	yes
41	a6	no	no
42	b6	no	no
43	c6	no	yes
44	d6	no	yes
45	e6	yes	no
46	f6	yes	no
47	g6	yes	yes
48	h6	yes	yes
49	a7	no	no
50	b7	no	no
51	c7	no	yes
52	d7	no	yes
53	e7	yes	no
54	f7	yes	no
55	g7	yes	yes
56	h7	yes	yes
57	a8	no	no
58	b8	no	no
59	cB	no	yes

game level	Field	threat signal	auto move
60	d8	no	yes
61	e8	yes	no
62	f8	yes	no
63	g8	yes	yes
64	h8	yes	yes

When you look at the chessboard from WHITE, then the letters go from "a" on the left side to "h" on the right side. The columns go from 1 below to 8 above.

(In this Table each field is indicated by the letter of the series and the number of the column. If you look from the white side of the chessboard, the letters go from "a" to the left to "h" on the right side. The columns going from the bottom 1 to 8 above).

As long as the indicator is LEVEL (game level), the game stage is displayed board through the light at the edge of the bay.

The lights THREAT and MOVE indicate et in this game stage, the signals at threat and the automatic response are included.

If you have pressured the correct field so that the lights indicate the desired game level, you press again the LEVEL button (game level). The lamp LEVEL will go dark, and you can continue the game.

During the course of a game you can start the level Modify as often as you would like. When you turn on the computer after installing batteries for the first time, the computer automatically chooses the level 7 again. Every night you can simply check the current playing level. By pressing the LEVEL button, then press the pre-set playing level.

At each higher game level, the computer will take more time for a complicated position - with men and many other characters in the game - than for a relatively simple position. On the other hand, the program includes some standard – opening moves - and therefore the first moves of a game to be executed quickly, no matter at what stage game to play.

10, Take Back Moves

If you have executed a move, but you would like to take it back, so you can this easily. If SPHINX has already indicates his turn, you must do this move as normal. Then press the button TAKE BACK (Back acquisition). Lights will specify the row and column, of the character that has been moved. Press the figure on the field, and then the lamp shows the field where this figure was previously, Place the figure on the field in which it was previously and press the piece down again on this field (Do not forget, please, put back any figures, which were beaten back)

Now you can make a new move instead of the previous move, Otherwise, press the TAKE BACK key again and make take back another previous move. Up to eight "half moves" (i.e.4 moves for each side) may be redeemed at once. To continue the game, simply lead a new move as normal, for the side that is just at the move, or pressing the MOVE button, so that the computer executes the next move.

The TAKE BACK function can also be used if one of the sides was in checkmate!

If you press the TAKE BACK button while the opponent is calculating its move, this calculation is simply stopped. Now you again have the various options to make either a move for the side that the computer

has just played, or to press the MOVE button or to press the TAKE BACK button to withdraw a move or more moves.

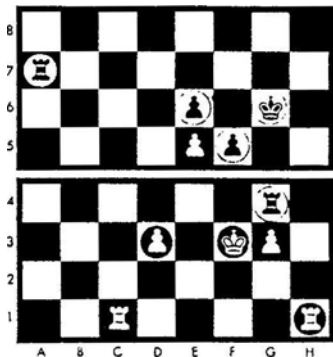
11. Playing both sides without a computer

In section 9 of the table, in some game stages in the column "Automatic Response" indicated a "no". If you choose one of these levels of play, you can lead off a continuous sequence of moves for both sides. For example, if you would like to start a game with a very specific opening with the corresponding moves for WHITE and BLACK and press the characters as normal on the respective field. When you reach the position to for the computer to play against you again, then change the level to one in the table where in the column "Automatic reaction", is Stated "yes". Then press the MOVE button so that the other side now begins their move.

12. Examination of the position

Should it become necessary to establish the locations of the various chess pieces, such as the board was knocked, or you are resuming a game from a previous day, the computer can tell you where these pieces are as they have been stored in the computer's memory. You do this with the six buttons showing symbols of the figures (Pawn, Knight, Bishop, Rook, Queen, King)

As an example take the following position



To check the position of pawns, press the PAWN key. The light at the end of the third row, this row which is located closest to white. in which there are pawns. At the same time, to show field where the pawns are, the lamps "d" and "g" at the bottom (the fourth and seventh column from Left), Pressing PAWN again the next row in which there are pawns is the fifth. The lamp for this row comes on together with the lights for the "E" column. At the same time the lamps for the F column will flash to indicate that it is a black pawn in the field f5

Pressing PAWN a third time the indicator now lights up on row 6 with a flashing light on column "E" to indicate a black pawn. Pressing a fourth time no lights are shown You now know that in addition to those already displayed no more pawns are on the chessboard.

(If you press the button PAWN (Pawn) a fifth time so there is the same effect as the first press this button - the computer demonstrates once again the positions of the pawns.)

In the same way you can check the positions of the other pieces. A white figure is indicated by continuous illumination of the lamp while in case of a black figure the lamp will flash.

13. Set Up a position.

It may be that you have a special position on the chessboard you would like to see how the Computer responds to this position.

NOTE: *The colour of last piece to be placed onto the chess board will be the colour that is next to make a move. So if it is whites turn to move you must place a white piece last. If it is blacks turn to move you must place a black piece last.*

We must first start with an empty chessboard. To do this press “New Game.” Each piece will now be on its starting square. Now we must remove them. Press “SETUP” – the setup light will illuminate and must remain on during the entire process of setting up our board.

Firstly remove all the black pieces by pressing each occupied square ONCE. i.e. all of row 8 and all of row 7.

Now remove all of the white pieces by pressing each occupied square TWICE. – i.e. all of row 1 and all of row 2.

We now have an empty board.

Now we must place our figures onto the board. To place a white piece a square must be pressed TWICE, to place a black piece a square must be pressed ONCE. **Using our example chess position earlier.**

To Place our rooks press the ROOK key. Now press the following squares TWICE: - C1 and H1

Now press the following squares ONCE: - A7 and G4

Now press the PAWN key.

Press the following squares TWICE: - D3 G3 E5

Press the following squares ONCE: - F5 E6

Press the KING key.

If White is next to move, place the black king first, otherwise place the

white king. Do so in the same manner as the previously placed pieces.

Finally, press the SET UP button again to return to normal playing conditions. If you now press MOVE, the computer will begin to calculate. If you like to play white now do a normal move.

In the above example, the whole playing field became cleared before a new position was built. You can however add or by take away individual figures. For example by a pawn reaching promotion is automatically made a Queen, you may however want a Knight in order to make a checkmate.

In relation to the construction of other various positions

Please note the following additional points:

(a) Castling and En Passant

If a king or a rook is placed on the playing field as described above It impossible to perform a castling with these figures. To make this possible, for example to enable WHITE castling allowed, press the NEW GAME button, then press SET UP, Following this, the white king and the white tower unchanged on the respective starting squares while other figures are taken down and subsequently rebuilt as required.

After a position has been established, the next Move not hitting a pawn **EN PASSANT** To create a position for this to be possible. It is first necessary to build up an earlier position and then the Move of the EN PASSANT beating.

(b) Storing Game History

As soon as you press the SET UP button all Moves played before are deleted from memory. These Moves are therefore not available by pressing the TAKE BACK Key.

(c) Unauthorized positions

Before you press the SET UP button you should

Make sure you have a possible or legal position built up. There should not be too many identical figures available. For example, 8 white pawns 2

white Queens. Of course, each side has just one king and the king, who is not on the move, is not threatened

Furthermore, no pawns in the first or eighth row are located.

14. Acoustic warnings

The SOUND button toggles the sound on and off.

15. Memory

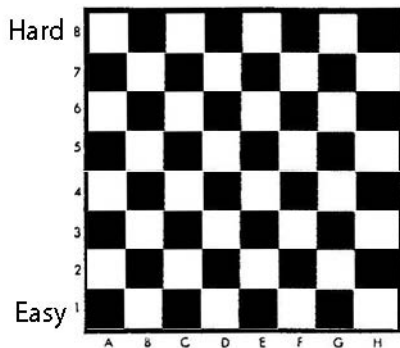
If a game is interrupted during its course, you can turn off the computer.

The game position is saved using low power consumption. Later

The game can be switched on again and resumed from the old position

Black

Threat	NO	YES
Auto Move	NO YES	NO YES



Threat	NO	YES
Auto Move	NO YES	NO YES

White

Default setting is G7 =
Play against computer and be warned of threats.