



commodore

**Chessmate
Operation Instructions**

New Game Press "New Game" button. A new game begins, all pieces revert back to starting position. Chessmate plays black, you play white. The difficulty grade stands at 4. Both chess timers are stopped and returned to 0.

Change of Colours If you want to play black, press "H", and after that "Enter". The light diodes show now that Chessmate plays white.

If you want to play white, press "A", and after that "Enter". The light diodes show now that Chessmate plays black. It is possible at any time during the game — unless Chessmate is just thinking — to change colours.

Move of a Piece The Chessmate special chessboard is marked in the international algebraic chess notation. The letters A — H mark the files from left to right, the numbers 1 — 8 mark the ranks from below to the top. The white pieces always stand on the first and second ranks, the black pieces always on the seventh and eighth ranks. The illustration on the last page serves only for your orientation. Chessmate holds the positions on the chessboard in its own memory.

To move a piece, enter the "from" square, first the letter for the (vertical) file, then the number for the (horizontal) rank. Then the "to" square, again first the file, then the rank. On the display your move should now appear. If it is not correct, press "Clear", and start entering the move again. When the move appears correct on the display, press "Enter". Chessmate will check now whether your move is according to the rules. If it is valid, it will accept the move and start considering its own move. Should your move not be valid, Chessmate will give the mistake signal and show two question marks on the display.

To check Chessmate's current skill level, press "F", then "Enter". Chessmate will show in the left field of the display the letter F, in the right field a number from 1 to 8. The number indicates the intensity of play or skill level. **Skill Level**

The range: 1 – unsuspecting
2 – beginner
3 – so-so
4 – average
5 – a little better
6 – good
7 – strong
8 – heavy

If you want to change the skill level, enter: F "skill level" "Enter"

"Game moves" forces Chessmate to move. To make Chessmate move, press "G", then "Enter". Chessmate starts to think about its move. **Game Moves**

Use "Game moves" in the following cases:

1. If Chessmate plays white, it will have to start. By using "Game moves", you challenge Chessmate to move.
2. If you want to skip a move, you make Chessmate move out of turn with "Game Moves".
3. If you want Chessmate to make a move for you, change the colours and use "Game Moves".

Chessmate has automatic timers for black and white. **Recall of Chess Timers**

To recall the timers, press "D", then "Enter". Chessmate shows in the left digital display the timer for white, in the right one the timer for black. The timers indicate how many minutes totally the players required to move. After 60 minutes the timers revert to 00 minutes.

Stopping the Timers Both timers may be stopped at any time during the game. Press "E", then "Enter". Now Chessmate stops both timers. To re-start the timers, enter a move or a function.

Chess Timers Chessmate can also be used as an electronic chess timer. To effect the chess timer mode, press "C", then "Enter". Chessmate will show on the digital display four zeros. In the left field the time of white will appear, in the right one the time of black. Both timers stand still. To start a game, black has to press "H". This will start the timer for white. After white has moved, he will press "A". This will stop the timer for white, and start the timer for black. Black presses after his move "H". This sequence is adhered to throughout the game. Chessmate will show the timers throughout the game. Both timers may be stopped by pressing "E". When using Chessmate as timer only, only the keys "A", "H" and "E" are used. Using any of the other keys, Chessmate will be thrown out of the chess timer mode.

Castling You can castle by moving your king two squares to the right or to the left. This is the only case when the king may move two squares. Chessmate will move your rook for you on his internal chessboard. On your chessboard you have to move the rook.

When Chessmate effects a Castling, it will move its rook two squares to the right or to the left. It assumes that you will move its rook on your chessboard.

Chessmate will follow the rules of Castling, but will not check whether you do so as well.

En Passant En Passant is entered according to the movement of the pawn. The capture will follow automatically.

To switch to the checking mode, press "B", then "Enter". Chessmate will show in a special form all pieces. A hyphen in the digital display all the way to the left indicates that the figure shown belongs to you. If the digital field all the way to the left remains empty or unlighted, this means that one of Chessmate's figures is being shown. In the second digital field from the left appears a figure which indicates the type of the figure shown.

Checking the Chessboard

Symbols for the types:

- 1 - pawn
- 2 - knight
- 3 - bishop
- 5 - rook
- 8 - queen
- 9 - king

The two digital fields on the right show the position of the respective piece on the chessboard. If the two digital fields on the right remain empty, the piece shown has already been removed from the chessboard. To display the next piece, press "Enter". Chessmate will show first your pawns, then the bishops, knights, rooks, queen, and king. After that Chessmate will show in the same sequence its own pieces.

In order to get out of the checking mode, you have to go through the positions of all pieces by pressing repeatedly "Enter". You have left the checking mode, when the display shows four dashes.

With the key "Clear" a piece may be removed from the chessboard. In the checking mode go through all the pieces with the "Enter" key, until you reach the piece in question. When that piece is indicated, press "Clear", then "Enter". With "Enter" you can proceed to the next piece, or get out of the checking mode.

In the checking mode it is also possible to bring a piece into a new position. When the piece in question is indicated on the display, enter the respective new position by pressing the keys for letter and piece of the new position. Mistakes may be corrected by repeatedly entering the new position, until the display is correct. Finally, go through the remaining pieces with the help of the "Enter" key.

In the checking mode, chess problems or a change of the chessboard are also possible.

Openings Chessmate contains a collection of 32 familiar chess openings. Out of these it chooses one at random and tries to follow it for 16 moves. After Chessmate has left the opening text, the recall of the chess timers indicates that it is thinking.
Here is a list of the openings:

1. Bishops' game
2. Central game
3. Nordic gambit
4. 4 Knights' game
5. Giuoco Piano
6. Spanish Party (Berlin defence)
7. Accepted lady's gambit
8. Birds opening
9. Russian defence
10. Spanish Party (Steinitz defence)
11. Spanish Party (exchange variation)
12. Scottish opening
13. 2 Knights' defence
14. Aljechin defence
15. Caro-kann defence
16. French defence
17. Nimzowitsch defence
18. Sicilian
19. Closed Sicilian
20. Catalanian opening
21. Manhattan variation
22. Slavic defence
23. Tarrasch defence
24. Benoni defence
25. Dutch
26. King's Indian
27. Lady's Indian
28. English opening
29. Reti system
30. Sicilian attack
31. Spanish Party
32. Nimzo-Indian defence

Moves:

Letter, number, letter, number

**Chessmate Display
Examples**

e2e4 — white pawn to e4

e7e5 — black pawn to e5

f1c4 — white bishop to c4

g8f6 — black knight to f6

Checking the chessboard:

Empty or hyphen, number, letter, number

-1e2 — your pawn on e2

-5 — your rook (already taken)

-8d1 — your queen on d1

1a7 — Chessmate's pawn

Chess timers:

Number, number, number, number

0000 — counters stopped

0105 — white 1 minute, black 5 minutes

Mistake:

Empty, question mark, empty, question mark

? ?

Entry mode:

Four dashes

- - - -

Skill level:

F, empty, empty, number

F4 — Level 4

F8 — Level 8

List of
Chess Pieces:

	a	b	c	d	e	f	g	h	
8	BR	BKN	BB	BQ	BK	BB	BKN	BR	8
7	BP	BP	BP	BP	BP	BP	BP	BP	7
6									6
5									5
4									4
3									3
2	WP	WP	WP	WP	WP	WP	WP	WP	2
1	WR	WKN	WB	WQ	WK	WB	WKN	WR	1
	a	b	c	d	e	f	g	h	

WP = white pawn
WKN = white knight
WB = white bishop
WR = white rook
WQ = white queen
WK = white king

BP = black pawn
BKN = black knight
BB = black bishop
BR = black rook
BQ = black queen
BK = black king