



**Karpov Chess School M806**

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**User Manual**

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# 1 Important information

Before using this device, please read the following safety notes and operating instructions completely, and pay careful attention to them. Please store this user manual with the device, so that you can refer to it later if needed. If you later give this device to another user, please also give them this manual.

## 1.1 Safety notes

Please note that this product is not a child's toy within the meaning of Directive 2009/48/EC. If you let your children use the device, instruct them accordingly and ensure that the device is used only as intended.

**WARNING!** This device contains magnets or magnetic components. In the human body, magnets that attract each other or metallic objects can cause severe, or even fatal, injuries. In the event that magnets are swallowed or inhaled, consult a doctor immediately.

- Keep the packaging bags and film away from babies and small children, as there is a danger of suffocation!
- In order to avoid damage, do not expose the device to heat, e.g. from radiators or from direct sunlight, and do not expose it to any kind of moisture.
- In order to avoid malfunctions, do not operate the device on or near devices that create magnetic fields or electromagnetic radiation, such as for example televisions, loudspeakers, mobile and cordless telephones, WiFi devices etc.
- Do not open the device under any circumstances. It does not contain any serviceable parts. In the event of malfunction, contact the service address listed.

## 1.2 Safety notes for batteries

- CAUTION! Risk of explosion if batteries are not replaced properly. Used batteries must only be disposed of in accordance with the instructions!
- Non-rechargeable batteries must not be recharged. Risk of explosion!
- Rechargeable batteries must only be recharged under adult supervision.
- Rechargeable batteries must be removed from the device before being recharged.
- Always replace all batteries at the same time.
- When inserting batteries, always observe the correct polarity! (+ to +, - to -)
- Different battery types or new and used batteries must not be used together.
- Do not mix alkaline and normal batteries (zinc-carbon) and rechargeable batteries.
- Keep batteries out of reach of small children. Do not dispose of batteries in fire, short-circuit them or take them apart.
- If necessary, clean battery and device contacts before inserting batteries.
- The battery connector clips must not be short-circuited.

- Do not expose batteries to extreme conditions, e.g. radiators or direct sunlight! Increased risk of leaks!
- Remove fully discharged batteries from the device immediately. Increased risk of leaks!
- Avoid contact with skin, eyes and mucous membranes. In the event of contact with battery fluid, immediately rinse the affected areas with copious amounts of clean water and then immediately contact a doctor.
- Remove batteries from the device when it will not be in use for long periods of time.
- Batteries must only be inserted and replaced by adults.

### 1.3 Notes on cleaning

- If required, only clean the device's surface with a slightly damp cloth, and ensure that no moisture can penetrate into the device.
- Do not use solvents or other aggressive or abrasive cleaning agents, as these can damage the device's surfaces and lettering.

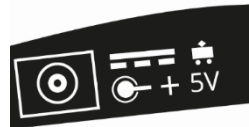
### 1.4 Notes on power supply operation

You can also operate this product using an AC adapter.

Make sure to only use the M811 adapter, available as an optional accessory from Millennium 2000 GmbH via [www.computerchess.com](http://www.computerchess.com)

The port is located on the left, on the front.

The adapter has the following specifications: Output 5V DC 0.6A



Please make sure to observe the following points when using the AC adapter:

- The power socket should be located close to the device and should be readily accessible.
- The device should not be connected to more power sources than recommended.
- The electrical contacts must not be short-circuited.
- Make sure to disconnect the adapter from the mains before cleaning the device.
- Regularly check the product and the AC adapter for damages and do not use the product if it is damaged. Never open it up.
- Please observe any safety information printed on the AC adapter.

### 1.5 Package contents

The package contains the following components:

- 1 chess computer "Karpov Chess School" with LCD-display
- Chess book "Karpov Chess School"
- 16 white chess pieces, 16 black chess pieces
- This user manual

- 1 warranty card

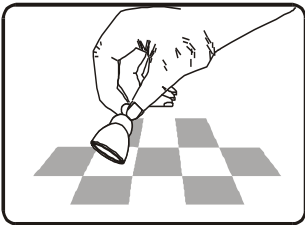
After unpacking, please check the contents for completeness and any possible signs of damage that could have occurred during transport. In the event of a complaint, please promptly contact the dealer where you obtained the product.

## 1.6 Device description

The “Karpov Chess School” features a game board with 64 pressure-sensitive squares on which to position the pieces and enter playing moves. It also features an LCD display that shows the state of play and position of playing pieces, as well as providing further information. There is also a voice output for some of the information. Two groups of buttons, found to the left and right of the LCD display, are used for game selection and operation of the device.

## 1.7 Use of playing pieces

The chess pieces can be positioned on the device’s game board. Thanks to the built-in magnets, the pieces stick to the game board and are protected against slight slipping or toppling over.



To enter a move, press the appropriate square with your finger or the edge of a chess piece. Moves are always entered by first pressing the starting square and then the target square. Incorrect entries (impossible or inadmissible moves) are indicated by an appropriate error message or a beep.

Magnets in the bases of chess and other playing pieces are NOT essential to the proper operation of the computer. If a magnet falls out of the base of a piece, continue to use it in the normal way without the magnet and the computer will function correctly.

## 1.8 The buttons and their functions

**ON / OFF** Switches the computer on or off. When “off”, it still remembers the current game, which may be resumed later. Hold this button pressed for two seconds to switch the computer on.

**START** Gives access to the Main Menu, allowing you to start a new game or use any of the special features.

**▲ ▼** These buttons allow you to inspect all the items in a menu. Also, with ▼ you can retract one or more moves.

- E (ENTER)** Selects the currently displayed item in a menu. In some cases it takes you to the next stage in an operation.
- ESC** Returns from a sub-menu to the Main Menu, or from the Main Menu to normal playing conditions. Used in some other cases to clear a message from the bottom line and allow play to proceed.
- ◀ SWAP** Makes the computer play next, i.e. swap sides with you. At the start of a game, press SWAP if you want the computer to play first. When the computer is “thinking”, SWAP interrupts it.
- HELP** Displays a scrolling message which states what options you have available.
- LEGAL ▶** After pressing a piece, you can press LEGAL to see what moves this piece may make.
- WHY ?** You can press WHY ? for further explanation when (a) you receive a Chess “tutor” message, or (b) the computer indicates that your solution to a Chess exercise is wrong.
- RESET** Returns to the situation when the batteries were first loaded. Can be used in the event of a problem you do not understand.

Sometimes computers malfunction due to electrostatic discharge or other electrical disturbances, or when batteries are inserted. If this happens push a thin rod into the RESET hole on the backside of the computer (below the ON/OFF button) and press down for about one second. This resets the computer, clears its memory and returns it to normal operation.

*NOTE:* This product is not designed to be immune to the effects of electrostatic discharge, strong electromagnetic radiation or other electrical disturbances since malfunction under such conditions is non-critical. The reset switch is included in the design to allow the unit to be reset to normal operation and a new game started in the event of malfunction.

## 2 Setting up

### 2.1 Insert batteries

Insert 3 R6/LR6 AA Mignon batteries into the compartment on the bottom. Make sure they are the right way round (“+” matching with “+”). The computer should respond with a sound signal. The *Liquid Crystal Display* (LCD) should show the starting position for a game of Chess, with the word **English**, “blinking”, in the bottom line.

If this display fails to appear, insert a thin object (e.g. paper clip) into the RESET hole on the bottom of the computer, and press with it.

### 2.2 Select the language

German and English are available. If you want the computer to give its messages in English, simply press the ENTER button. To select a different language, keep pressing ▲ or ▼ until the desired option appears, *then* press ENTER.

If you want to change the language later, see chapter 6.5.5.

You may now start a game of Chess, with the computer playing at 10 seconds per move – see § 5.2.3 etc. For other possibilities, go to § 4 (“The Main Menu”).

### 2.3 Switching ON/OFF

To switch on, press the ON/OFF button.

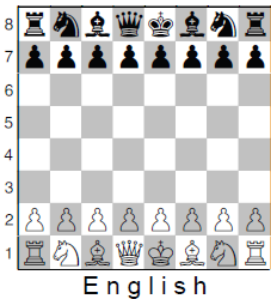
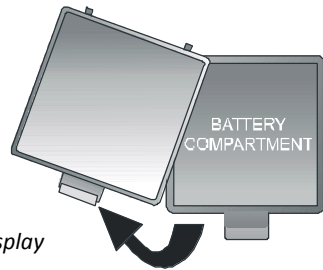
In general the computer will switch off automatically if left idle for 8½ minutes. When “off”, it still retains the current game in its memory, and you can resume play later.

### 2.4 Background light

Press SWAP for approx. 1 second to switch the background light on or off.

## 3 The “help” feature

In most situations if you press the HELP button, a “scrolling” message in the display explains what you can do next. To exit the message, press ESC.



## 4 The main menu

A press on the START button displays the first item on the Main Menu. By pressing ▲ or ▼ repeatedly, you can view all the items:

NEW GAME	
LEVEL	see §§ 5.2.5
INVERT	see § 6.3 (= Reverse board)
OPTIONS	see § 6.5
RATING	see § 5.2.7 (= “Rating number”)
SET UP	see § 6.4
HINT	see § 6.1

To select an item, chose it with ▲ or ▼ and press ENTER. (ESC returns to the previous menu.)

## 5 Playing a game

### 5.1 General

The LCD (liquid crystal display) records the current situation in the game, and indicates the computer’s play.

The computer or the user may play first. To make the computer play first, press SWAP when the game is ready to begin. The symbol □ or ■ (in the bottom left corner of the LCD) shows which side (White or Black) plays next.

Note: The playing board is marked with the *coordinates* of each individual square, e.g. A1, G6 etc. These appear in the bottom line of the LCD when a move is being announced or carried out. *Example*: The computer is moving its pawn from e7 to e5. The bottom line shows:

■ E7 E5

The coordinates **E7** are shown “blinking”, and so is the pawn on that square of the LCD board. Press the square on the playing board as you pick up the pawn. Then **E5** “blinks”, and the pawn is shown alternating between e7 and e5. Press the e5 square as you place the pawn there.

When the computer is “thinking”, the bottom line of the LCD displays a rotating “hourglass” symbol. It may also display the move that is being considered. To interrupt the computer and make it play now, press SWAP.

When it is your turn to play, a press on SWAP makes the computer play next – i.e. it swaps sides with you.



Errors: If you try to play an illegal move, the computer will say “That move is not legal.” You can then press WHY ? for an explanation, e.g. “You are not allowed to castle king’s side, because the king has moved.” Other errors are indicated by a buzz. If the coordinates are cleared from the bottom line, start your move again.

The rules are explained in the “Karpov Chess Shool”.






## 5.2 Chess

### 5.2.1 Start a new game

Press START, then select “NEW GAME” for a new game, and confirm with E. CHESS blinks in the display. Confirm with E. Now you can select the mode, see 5.2.2

### 5.2.2 Selecting the mode

Press ▲ or ▼ repeatedly to view the “Chess modes”:

NORMAL	(rate of play initially set to 10 seconds/move)	see § 5.2.3 etc.
RAPID 30	(rapid play: 30 minutes per player per game)	see § 5.2.5
RAPID 25	(rapid play: 25 minutes per player per game)	see § 5.2.5
BLITZ 5	(blitz Chess: 5 minutes per player per game)	see § 5.2.5
RATED	(rated game: points awarded for the user’s moves)	see § 5.2.7
EXERCISE		see § 5.2.9
MT. IN 2	(computer searches for mate in 2 moves)	see § 5.2.8
	(play with kings and pawns only)	see § 5.2.6
	(play with kings, knights and pawns only)	see § 5.2.6
	(play with kings, bishops and pawns only)	see § 5.2.6
	(play with kings, rooks and pawns only)	see § 5.2.6
	(play with kings, queens and pawns only)	see § 5.2.6

To select a mode, display it and press ENTER. (ESC returns.)

We suggest that for your first games you select NORMAL.

### 5.2.3 Making moves

To carry out your move, press the squares you are moving *from* and *to*. Similarly for the computer’s move: press the “from” and “to” squares which are shown “blinking” on the LCD.

If you press one of your pieces then press LEGAL, the computer shows you all the moves that this piece can legally make. The destination squares are indicated, one after the other, by the “+” sign.

In the bottom line, a “+” sign means you are in check.

While the computer is displaying its own move, the Main Menu (§ 4) can be accessed and contains an extra item: EVALUATE. By selecting this item you can see an assessment of the position, e.g.

**192** The computer thinks it has an advantage worth nearly 2 pawns.

**-54** It has a disadvantage worth a little more than half a pawn.

**M2** It can force checkmate in another 2 moves.

**Opening** The move is in the computer's "library" of standard openings.

Press ESC twice, or press Enter, and carry out the computer's move.

If the computer says "Be careful!" or "Are you sure?", it is offering you a "tutor" message – see § 6.5.6. Select WHY? To see it. You can also ignore this message and simply continue by pressing ESC.

### 5.2.4 Special moves

Castling: Make the king's move first, and the computer directs you to move the rook.

En passant capture: Move the capturing pawn, then press the square of the captured pawn – as indicated by the LCD.

Pawn promotion: Carry out the pawn move. Use ▲ or ▼ to select the type of piece for promotion. When the desired piece is shown on the LCD, press the promotion square (or ENTER). When promoting its own pawn, the computer always chooses a queen.

### 5.2.5 Levels of playing strength

To alter the level:

1. Select LEVEL from the Main Menu (§ 4).
2. Press ▲ or ▼ repeatedly to display the levels.
3. When the desired level is shown, press ENTER.

There are 30 Chess levels, as follows:

4 "fun" levels for novices. On these levels (1 is weakest), the computer makes deliberate mistakes.

15 "timed move" levels, e.g. **10 S/MV** (= 10 seconds per move). If the "tutor" feature is "off" (see § 6.5.6), the computer will move within the prescribed time. Otherwise it may take a little longer. The following options are available: 5, 10, 15, 20, 25, 30, 40, 50, 60, 70, 80, 90, 100, 110 & 120 seconds.

10 “timed game” levels, e.g. **30 M/GM** (= 30 minutes per game). Each player has the prescribed number of minutes in which to complete all his moves. The symbol ⌚ indicates that a “timed game” is in progress. On these levels the computer will not switch off automatically (§ 2.3).

The time used so far is shown on the LCD. If the time runs out, the computer announces “I win” or “You win”. The game may be continued in “normal” mode: press ESC and make your move, or press SWAP if it is the computer’s turn. The following options are available: 5, 10, 15, 20, 25, 30, 45, 60, 90 & 120 minutes.

Games on the 5, 25 or 30 minute levels can be started directly by selecting the appropriate mode (see § 5.2.2).

1 level with “no limit” – the computer will normally carry on thinking until you press SWAP.

### 5.2.6 Starting with reduced material

By selecting the appropriate mode (§ 5.2.2), you can start a game with 2 or 3 types of piece only. This provides practice for novices. The pieces start in their usual positions and play proceeds normally.

### 5.2.7 “Rated” game (↑⌚)

In a “rated” game, the computer gives you:

- a score (0-6) for each move;
- a “performance rating”, i.e. an overall assessment of your play in the current game, provided that 10 moves have been made by both sides;
- a “rating number”, based on your accumulated performances in rated games.

To play a “rated” game:

1. Select RATED from the list of Chess modes (§ 5.2.2).
2. Using ▲ or ▼ and ENTER, select the time limit in seconds per move. (*Note:* In “rated” mode, the standard system of levels – see § 5.2.5 – does not apply.)

The symbols ↑ ⌚ show that the computer is in “rated” mode. Your time for the current move “counts down” on the display. You can score more points by taking less time. If the time runs out, you can still move but will gain less points.

The score for your move is indicated by a sequence of “beeps”. (A long, low-pitched buzz means zero.) Your total so far is displayed for 3 seconds. During that time you may:

- press ENTER to see your current percentage;
- press ENTER again to see your “performance rating” for the game.

To view your “rating number”, i.e. the average of performances so far, select RATING from the Main Menu (§ 4). To resume play, press ESC twice.

### 5.2.8 Chess problems (mate in 2 or 3 moves)

The computer can solve Chess problems for mate in 3 moves (unless they involve “under-promoting” a pawn to a rook, bishop or knight).

1. Set up the position, as described in § 6.4.
2. Select the level that has “no limit” (§ 5.2.5).
3. Press SWAP. Provided there is a valid solution, the computer will keep analysing until it finds the move, then display it in the normal way.
4. After carrying the move out, you can play for the defending side, and the computer will find the 2<sup>nd</sup> and 3<sup>rd</sup> moves of the solution.

There is also a special feature for mate in 2 moves, incorporating 10 standard problem positions. To use this feature, select “MT. IN 2” from the list of Chess modes (§ 5.2.2). Then press ▲ or ▼ repeatedly to view the 10 problems, plus one other item: **SU** (= set up).

- To select the problem position that is currently displayed, press ENTER. Then press SWAP, and the computer will find and display the solution.
- If you press ENTER when **SU** is shown, this takes you into “set up” mode (§ 6.5). You can then set up (e.g.) a problem position from a magazine. On exit from “set up” mode, press SWAP and the computer will search for a mate in 2 or 3 moves.

### 5.2.9 Chess exercises (♣)

The computer includes 100 exercise positions in which you can try to find the correct move. The higher the number of the exercise, the more challenging. You can find more information about the exercises in the chess school book that is provided together with this product. There you will also find the answers to the exercises.

To use this feature:

1. Select EXERCISE from the list of Chess modes (§ 5.2.2).
2. Use ▲ / ▼ and ENTER to select an exercise number. The symbol □ or ■ shows which side is to move, and a scrolling message indicates the task – e.g. “Find the move that will lead to checkmate.” (which means that you need to find the smallest number of moves.) The symbol ♣ (“blinking”) indicates that the position on the board is an exercise.
3. Play the move that you think is correct.

If your move is right:

- The computer speaks, e.g. “That is the move to checkmate me,” and displays your score for this exercise. Press ▼ if you want to see your percentage for all exercises solved so far.
- Press ENTER, and the next exercise number is shown. Press ENTER again to select it (or use ▲ / ▼ and ENTER to select a different exercise).

If your move is wrong:

- The computer buzzes and speaks, e.g. “That is not the move.”
- You may now press WHY ? for further explanation, e.g. “You cannot mate me by that move.” If you press WHY ? a second time, the computer tells you the correct move – e.g. “Your rook on a2 could move to e2.”
- You may press ▼ to retract your move (see § 6.2) and try another one.

You score 6 points for being right first try, 4 points for second try, 2 for third try. If the computer has shown you the solution, you score zero.

During an exercise, your percentage score can be seen as an item in the Main Menu (§ 4). Press ESC to return to the exercise. After a break in the sequence of exercises (e.g. if you skip from number 5 to number 10), the percentage starts again from zero.

You always need to find the most efficient solution. For example: If there is a mate in 2 solution, but you play the mate in 3, the solution is not correct.

If your move (right or wrong) does not give checkmate, you may press SWAP and play against the computer from the resulting position. This allows you to explore the consequences of your move, e.g. to see how checkmate will work. In these circumstances, certain functions such as hints (see § 6.1) and retraction of moves (see § 6.2) are unavailable. Press E to display your score once you are finished.

## 6 Special features

### 6.1 Hints

To ask the computer to suggest a move for you, select HINT from the main menu (§ 4). The hint is displayed by a “scrolling” message. To reject the hint, press ESC. To accept it, press ENTER and the computer directs you to carry out the move.

### 6.2 Retracting your play

If you have selected a “from” square but then change your mind, re-press the square or press ESC, and start again.

After carrying out your move and the computer’s reply, you may want to retract these moves and play differently. To retract a move, press ▼. In some cases you will simply need to move the piece back, pressing on the “to” and “from” squares. In other cases, captured pieces will also need to be replaced. In every case, *press the square that is shown “blinking” on the LCD board and in the bottom line*, as you add, remove or change the piece on that square. Make sure that the position on the playing board corresponds to that on the LCD board. You can then play a new move (or press SWAP to make the computer do so.)

By repeating the operation you can take back up to 8 moves by both sides, and the retracted moves may be replayed by means of the ▲ button.

### 6.3 Reverse board ( ☉ )

You may want Black to play “up the board” or “down the board”. To switch the board, select INVERT from the Main Menu (§ 4), then press ESC to continue play.

The symbol ☉ shows that the two sides are playing in the reverse direction from normal. Remember that the coordinate markings on the squares must now be disregarded, e.g. the square marked “C3” is being treated as f6.

### 6.4 Setting up a position ( # )

You can set up a special position on the board, e.g. a Chess problem from a magazine. To do this, begin by selecting SET UP from the Main Menu (§ 4). The bottom line then contains:

- The colour symbol □ or ■.
- The symbol #, “blinking”, which shows that the computer is in “set-up mode”.
- The symbol of a piece type
- The coordinates of a square where a piece can be inserted or removed.

While the computer is in “set-up mode”, you can do any of the following:

- To clear a piece from a square: Press the square, then press ESC.
- To clear the entire board: Keep pressing ▲ or ▼ until the bottom line shows **Clear ?**. (Alternatively press a vacant square and ESC.) Then press ENTER.
- To select a type of piece for insertion: Keep pressing ▲ or ▼ until the desired piece appears in the bottom line.
- To alter the colour (□ / ■): Press SWAP.
- To insert a piece of the current colour (and type): Press the desired square, then press ENTER.

When a king is inserted, the king of the same colour is automatically removed from its previous square.

When the position is complete, make sure that the current colour is the same as the side that will make the next move. Then:

- To exit from “set-up” mode: Keep pressing ▲ or ▼ until the bottom line shows **Ready ?**. Then press ENTER. You can now play from the new position – make a move or press SWAP to instruct the computer to do so.

If play is impossible from the position you have constructed, the display shows ??? and the computer remains in “set-up” mode. A press on HELP may give further explanation – for instance, a king may be missing, or the player whose turn it is to move may be giving check. You can modify the position to make it legal. If instead you want to abandon it, keep pressing ▲ or ▼ until the bottom line shows **Cancel ?**. Then press ENTER to return to the Main Menu (§ 4).

*Note:* You cannot castle with a piece inserted in “set-up” mode. To construct a position where castling is possible, you can begin from a new game position and leave the kings and rooks, while other pieces are rearranged individually.

## 6.5 Options

You can adjust various parameters after selecting OPTIONS from the Main Menu (§ 4). This displays the first item in the “Options Sub-menu”. Press ▲ or ▼ repeatedly to view all the items:

SOUNDS	see § 6.5.1
STYLE	see § 6.5.2
CONT.	see § 6.5.3 (= LCD contrast)
REF.	see § 6.5.4 (= “Referee” mode)
LANGUAGE	see § 6.5.5
TUTOR	see § 6.5.6

To select an item, display it and press ENTER. (ESC returns to the previous menu – § 4.)

### 6.5.1 Sounds

To alter the volume of the spoken messages and sound signals:

1. Select SOUNDS from the Options sub-menu (§ 6.5).
2. Use ▲ or ▼ to view the 4 settings. Volume **3** is loudest. If volume **0** is selected, the computer operates silently.
3. Press ENTER when the desired volume is displayed.
4. Press ESC twice to resume play.

With the sound “off” (**0**), the computer displays **ERROR** in the bottom line instead of giving its “error sound”. Press any square on the board to clear this message.

### 6.5.2 Style

To set the computer’s Chess style:

1. Select STYLE from the Options sub-menu (§ 6.5).
2. Use ↑ or ↓ to view the 5 styles: Normal, Active, Aggressive, Very Passive, Passive.

3. Press ENTER when the desired style is displayed.
4. Press ESC twice to resume play.

### 6.5.3 LCD contrast

To alter the contrast:

1. Select CONT. from the Options sub-menu (§ 6.5).
2. Use ▲ or ▼ to display the 10 contrast settings.
3. Press ENTER when the desired contrast is displayed.
4. Press ESC twice to resume play.

### 6.5.4 “Referee” mode

In “referee” mode, the computer allows you to play for both sides. (For example you can play against a friend – the computer will merely act as a “referee”, checking that the moves are legal and announcing the result etc.) To switch this mode on or off:

1. Select REF. from the Options sub-menu (§ 6.5).
2. Press ENTER to switch between **0** and **1**.
3. Press ESC twice to resume play.


In “referee” mode there are no hints (§ 6.1) or “tutor” messages (§ 6.5.6).

### 6.5.5 Language

To alter the language of the messages:


1. Select LANGUAGE from the Options sub-menu (§ 6.5).
2. Use ▲ or ▼ to view the available languages (English and German).
3. Press ENTER when the desired language is shown.
4. Press ESC twice to return to the game.

### 6.5.6 Tutor

 The “tutor” feature draws your attention to weak moves and warns you of the computer’s threats. You can specify the degree of help that you want from this feature, as follows:

1. Select TUTOR from the Options sub-menu (§ 6.5).
2. Use ▲ or ▼ to display the three different settings.
3. Press ENTER when the desired setting is displayed.
4. Press ESC twice to return to the game.



If setting 1 is selected: The “mortar board” symbol  is displayed, and the computer will say “Are you sure?” if it thinks your last move is a mistake. You may then do any of the following:

- Press WHY ? for explanation, e.g.:  
    “You could checkmate me.”  
    “I can safely take that piece.”  
    “You could win material worth 3 pawns.”
- Press WHY ? again, to be told the move that the computer thinks you have missed.
- Press ▼ and take your move back (see § 6.2).
- Press ESC to let your move stand.

If setting 2 is selected: The “mortar board” is displayed “blinking”. In addition to indicating your mistakes, the computer will say “Be careful!” if its own last move contains a threat. You may then press WHY ? for explanation, e.g.

    “I am threatening checkmate.”

A second press on WHY ? discloses the threatened move. When ready, press ESC and continue playing.

Select setting 0 if you want to play without the “tutor” messages.

## 7 Chess rules

For the rules of playing Chess please look into the book called “KARPOV CHESS SCHOOL”. There you can also find the 100 exercises described, which are contained in the computer.

## 8 Disposal



Dispose of packing materials in an environmentally friendly manner by using the relevant collection containers provided for the purpose.



Batteries must not be disposed of in normal household waste. Consumers are legally bound to dispose of batteries properly, at collection points that have been set up for this purpose, such as in shops that sell batteries.



At the end of its service life, the device must be disposed of properly, in accordance with EC Directive 2012/19/EC. Suitable parts of the device will then be recycled, reducing environmental pollution. For more information, please contact your local waste disposal company or your municipal administration.

## 9 Technical specifications

PRODUCT: chess computer with LCD display, operated with batteries  
optional operated with net adapter M811

ITEM NO: M806

BATTERIES: 3 x R6/LR6 (AA, Mignon), 1.5 V

**NOTE:** This product is not protected against the effects of electrostatic charges, strong electromagnetic radiation or other electrical interference, as malfunctioning as a result of these conditions is not critical. In the event of a malfunction, you can use the RESET button on the device's underside to set the device back to normal operation and begin a new game.

This product meets the requirements of EC Directive 2014/30/EC (EMC Directive). Modification of specifications (especially in respect of technical advances) reserved and errors excepted.

This user manual was carefully compiled, and its contents carefully checked for accuracy. If, despite all expectation, these instructions nevertheless contain errors, this shall not constitute grounds for any claims.

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## 10 Warranty, service and import

Please contact the shop where you bought this item.

Import and conception by

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